Bend Tool

By

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This tutorial is designed to help give you a better understanding of how to use the Bend Tool. I do not make any objects with the bend tool but rather try to walk you through some of the options of bend tool. The bend tool becomes most useful when it is paired up with other tools in LightWave. Let's begin.
The Bend Tool is located under the Modify tab.
Now we need to make a Disk. I have made my disk the size shown on the screen.

Numeric = (n)  Center your object = (F2)
Now select the Bend Tool. From the Top view, center the tool above your object at 0X & 0Z.

Bend Tool = (shift + ~)
Now that we have the tool centered on the Top View we are going to bend the disk. Hold down the left mouse button while dragging to the left of the screen. Watch the bottom left hand corner of the screen to see when you have reached a 90 degree angle. If you have trouble moving the mouse in a straight line you can hold down the Crtl key while holding the left mouse button. This will help constrain your movements. Let go of the mouse button when you reach the 90 degree angle. Please look at the next slide.
Move this way with the tool.

Look here for the 90 degree.

Ctrl Key = Constrains your angle
The blue triangle that is seen as you move with the bend tool shows exactly where the bend is starting. The bend takes place at the end of the triangle (the tip). You can adjust this so you can have more control over the bend. We are now going to bend the disk without the mouse.

First push (u) to undo your steps till you get to the original disk. Now push the (n) key to bring up the Numeric box.
The point at which the bend starts.
We are going to need to change the Range to Fixed. The angle is how much of a bend, let's type 90 in the box. Set the StartX to 0ft, Y to 38ft and Z to 0ft. End X to 0ft, Y to 25ft and Z to 0ft. Also make sure that the Shape selected is as shown in the picture. Now push the apply button.
As you can see we are able to make a bend in the object without using the mouse.

This can be very helpful if you are having trouble moving the mouse in a straight line when you are trying to bend your object.
Now I’m going to show you how you can bend a box object. Make the box shown on the screen.

Center your object = (F2)
Now we are going to subdivide the box by pressing Shift+D. The window below will become visible. Select Metaform, Fractal=0% and Max Smoothing Angle=179°.
Your box object should look like this after you apply the subdivide.
Now select the Bend Tool (Shift +~) and press the (n) key to bring up the Numeric window. Set your settings to match the ones that are shown on the next slide except for the angle, which you will need to set to zero.

Now move down to the Right View window. Grab a point and bend it upward till you reach an angle of 14 degrees. Please look at the next slide.
Don’t forget you can hold the Ctrl key if you are having trouble moving the mouse in a straight direction.

Start your bend here.
Now apply the Sub-Patch tool and then push the (q) key to change the surface color.

SubPatch=(Tab)  Change Surface window =(q)
I hope you now feel a little more comfortable using the Bend Tool. It can be a little tricky the first few times you use it but like the rest of the tools it becomes easier the more you use it.

Thank You