How to Make Rocks

By: Mike Schulz
Step: 1 Create a tessellated oval shape using the ball tool. Click the n key to give you the numeric value. Click on tessellation. Set the segments to 1.
Step: 2 Grab some points and distort the shape to get some more irregularities into your rock. Be sure to click the points tab on the bottom and click t for the shortcut to move.
Step 3: Subdivide the polygons 2 or 3 times. Use faceted for the first pass and smooth or metaform for the other passes. Set the fractal slider all the way to 100% for good irregularities.

Also convert the shape to subpatches by pressing the tab key.
You should have something that looks like this
Step 4: In addition you can randomly select more points on the surface and create some extra dents. Be sure to have the points mode selected.
Step 5: Now freeze the object to get a dense polygon mesh. This will temporarily make Lightwave slow, but the next step will fix this for us. To freeze an object, go to the construct tab and click on freeze under convert on the left side.
Step 6: Your rock now has a lot of polygons. This can slow down Lightwave and increase render times. To reduce the number of polygons go to qemloss2 under the construct tab and under reduce on the left side. Use these settings. You can reduce the polygons several times till you get your desired amount of polygons.
Step 7: Now we are ready to add some textures. I used a picture and clicked on the T box indicated in the red. This brings up the texture editor.
Step 8: Load the image you want to use for the texture of the rock. Make sure to use automatic sizing to get a realistic looking texture.
Step 9: To get some more textures such as moss, click on add layer and chose gradient.
Step 10: Add a gradient to the bump map by changing the input parameter to bump. You can change the color, and change the intensity of the gradient by changing the Alpha and Parameter values. These are my values, but experiment to get some interesting effects.
This is my final render. The gradient ramp adds the defined color where the bump is high.

Keep playing with these features to get some cool looking rocks.