The Array Tool

A tutorial by Michael Crabtree
What is the Array tool?

The array tool is a simple way to replicate a selected object multiple times either in a row or around a selected axis and origin.
Why use the Array tool?

• If trying to produce a symmetrical look or a line of multiple objects without the array tool, objects would have to be drawn one by one.

• Complex objects can end up looking different, and the end result ends up off balance.
How do you use the Array tool?

- Start up LightWave.
- Choose an object to design.
- Design a section of the object that will be replicated.
- Select the polygons on that section.
First leg of a stool:
Setting up a radial array

- Choose “Array” button under the “Multiply” tab.
- Select “Radial”
- Select the amount of times you want to replicate an object.
- Select desired axis and origin.
- Click “OK”
The legs formed:
Can be used multiple times:
The finished product:
Setting up a rectangular array:
When to use rectangular array:

• When the object being multiplied needs to end up in a straight line rather than spun around an axis.
• Can be used to form the same objects end to end and create one long object by merging the points
How to do it:

• Select the desired object in Modeler.
• Select “Array” or ^Y.
• Select “Rectangular”
• Select amount of times to duplicate along the desired axis.
• Select “Manual” and enter the spacing amount.
• Click “OK”
Conclusion:

- Learned what the Array tool is and when to use it.
- Learned how to set up a radial array.
- Learned how to set up a rectangular array.
- Any questions, comments, or suggestions?
Thank you for your time!