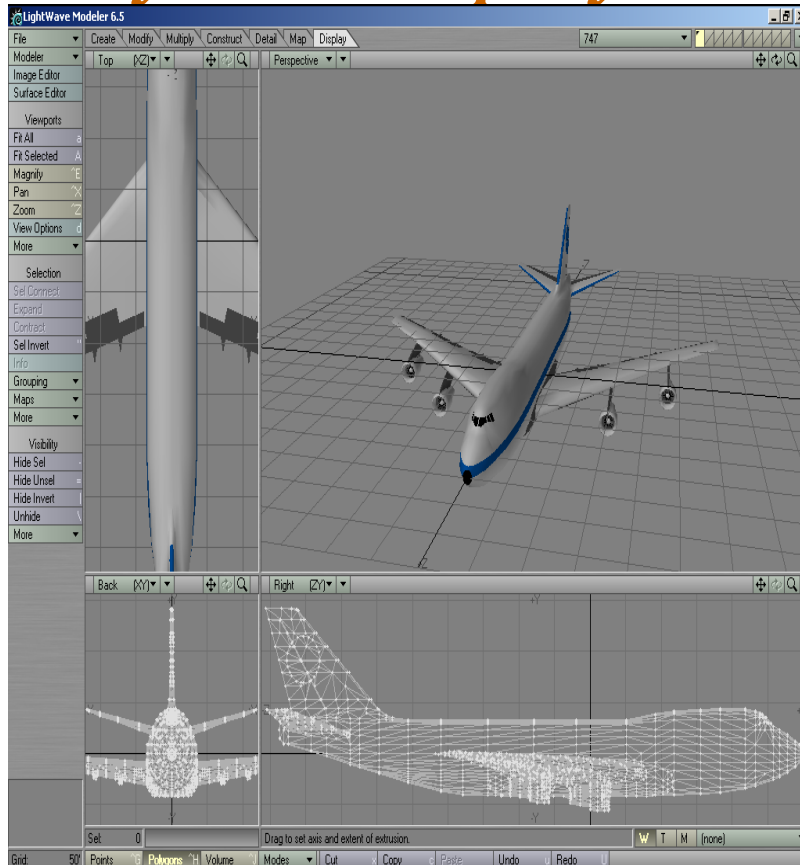
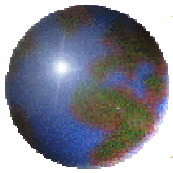


Lightwave Airplane Tutorial

by Jon Spayer

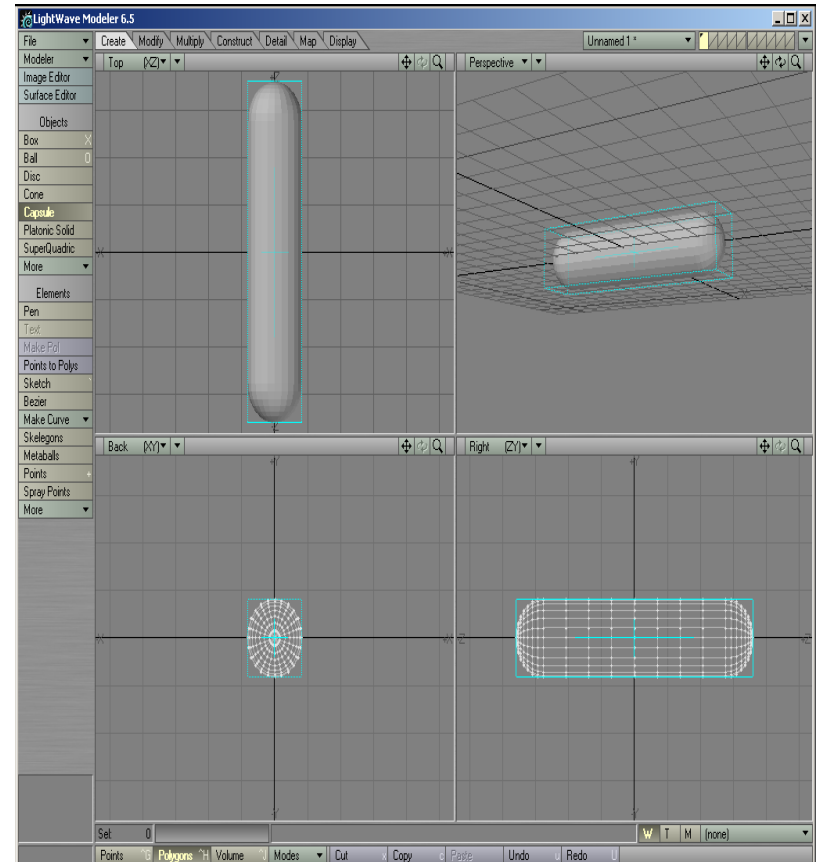


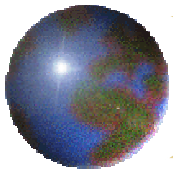
- ✚ *It's easy!?!...Just goto the objects library in Lightwave and Load. In my desk scene I scaled the 747 down to become a desk model with Size.*



Fuselage

- *Actually create your very own.*
- *Start with the fuselage*
- *Pre-select English feet units*
- *Make sure 20 feet is your grid measurement*
- *Make the fuselage an approximate 20 feet in diameter and 144 feet long on the Z axis with the Capsule Tool.*





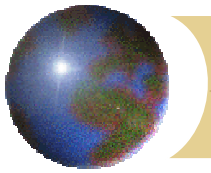
Fuselage

✚ *Press "q" to label fuselage*

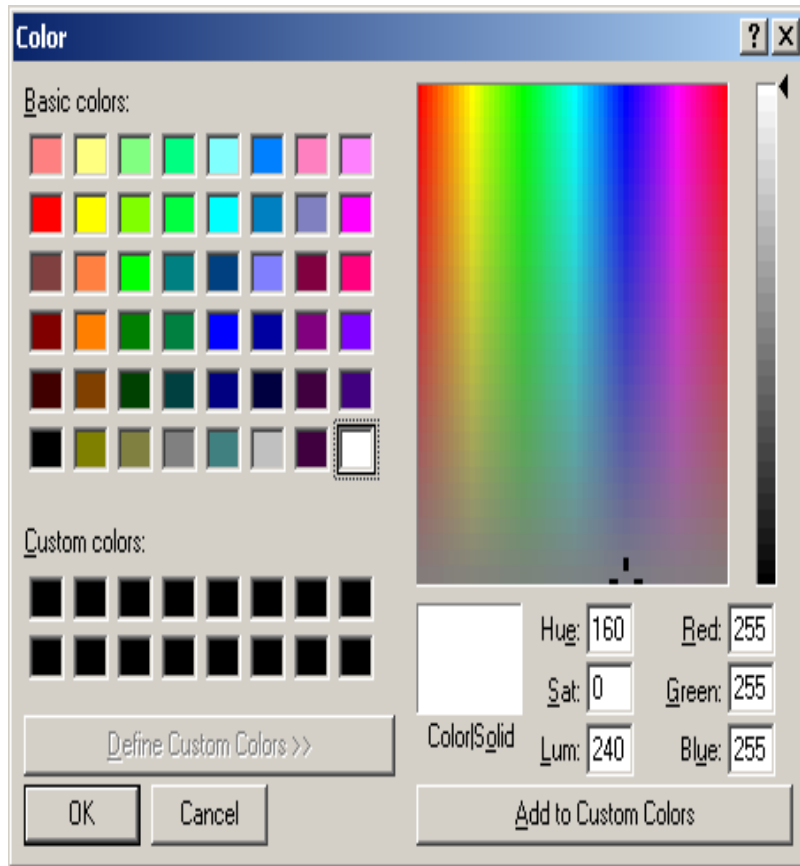
Change Surface

<input checked="" type="checkbox"/>	Make Default	Name	fuselage	▼
<input checked="" type="checkbox"/>	Set Initial Color	Color	200 200 200	
		Diffuse	100.0 %	↕
		Specular	0.0 %	↕
<input checked="" type="checkbox"/>	Smoothing			

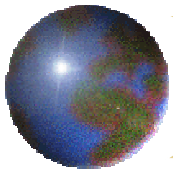
OK
Cancel



Fuselage

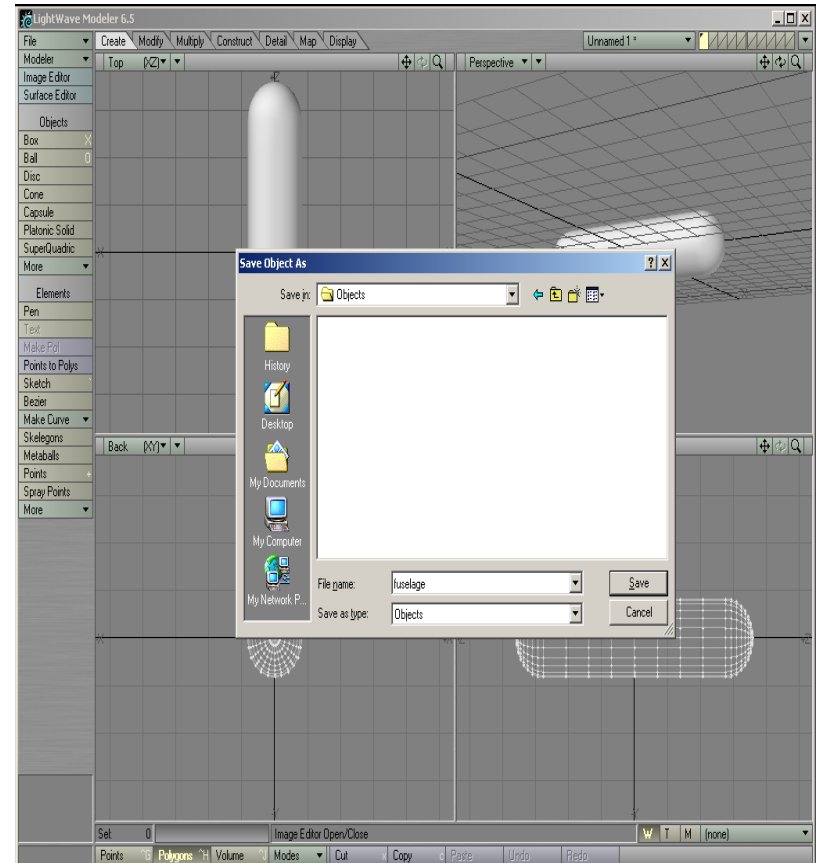


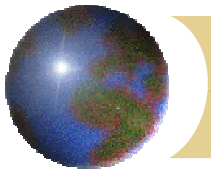
- While in the Change Surface Window click on the color swatch to adjust to your color preference
- Click OK to exit the Color Window and OK again to exit the Surface Change Window



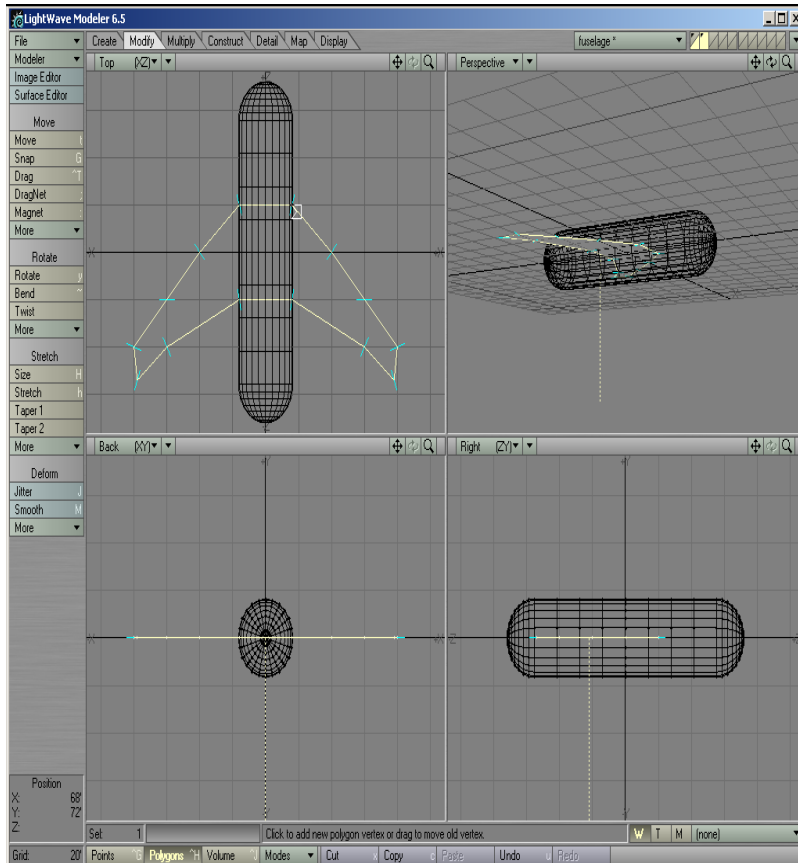
Fuselage

 Save Object As
fuselage

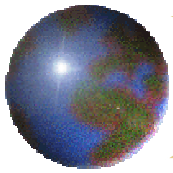




Wing

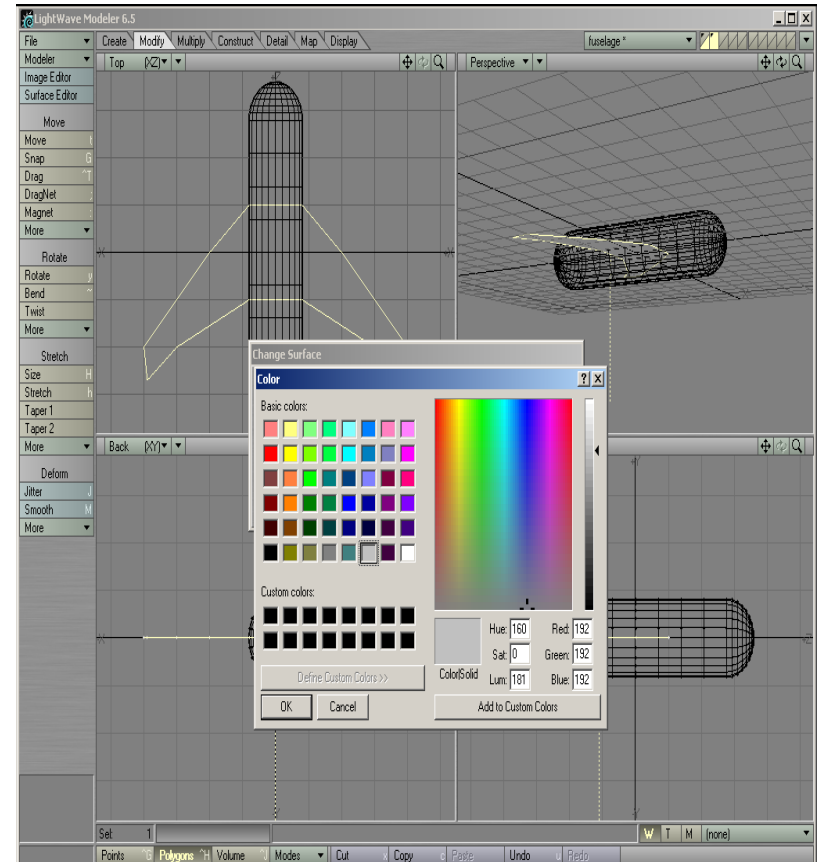


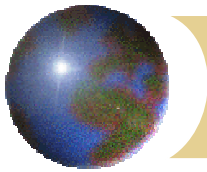
- ✚ Create the wing using the pen tool on a separate layer
- ✚ Leave up the fuselage background layer for bearings



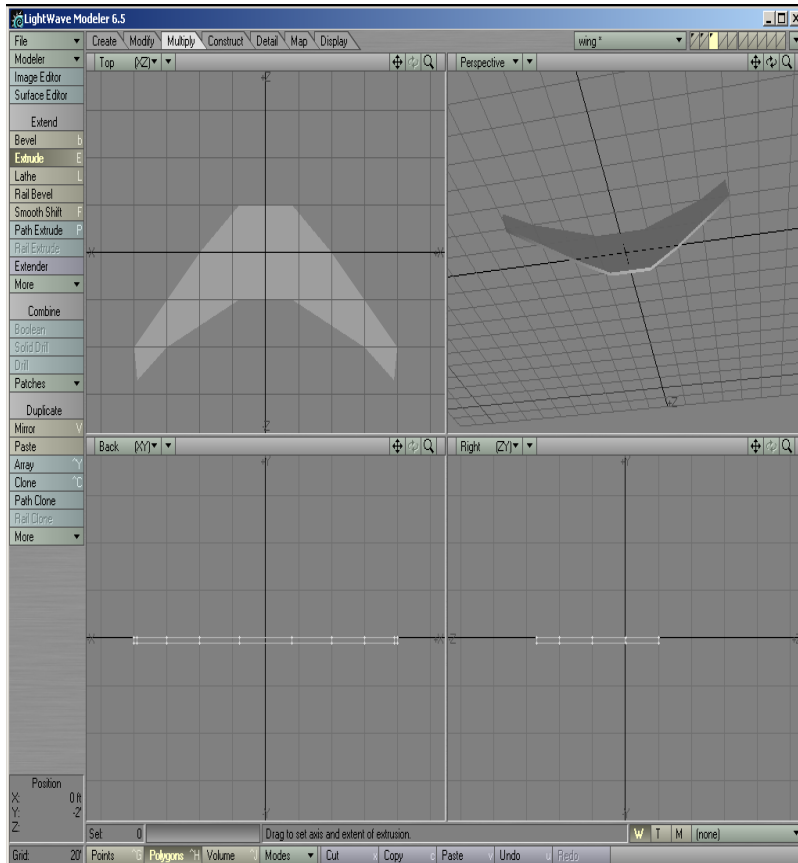
Wing

- Label, Adjust Color, and Save as wing

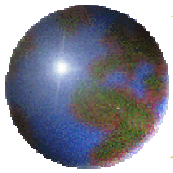




Wing

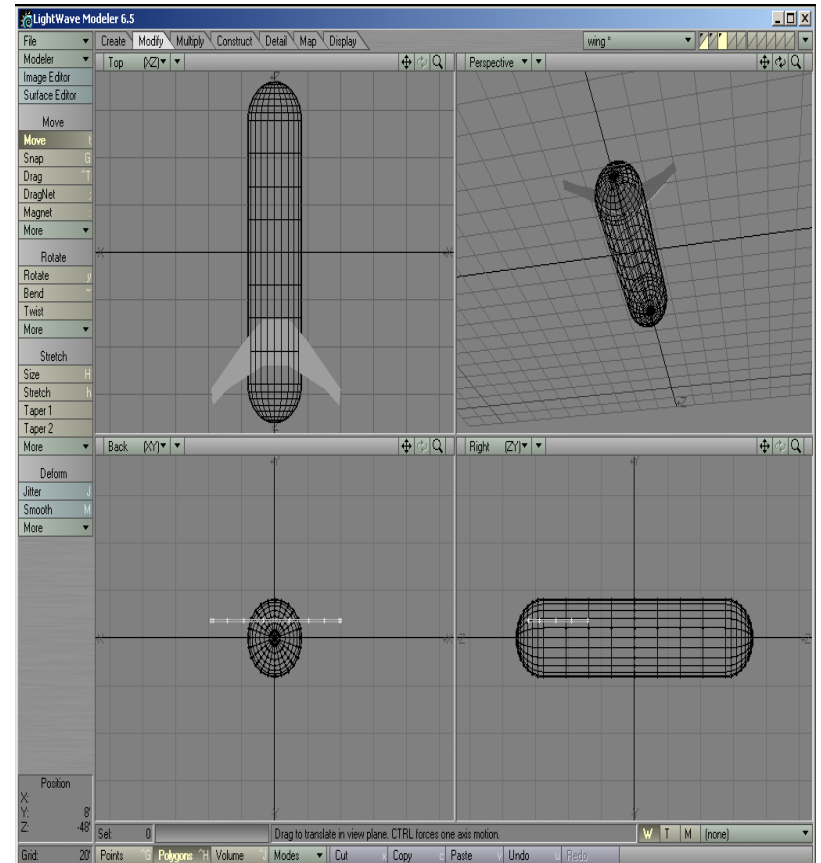


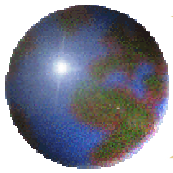
- Extrude the wing about 2 feet
- Label, Adjust Color, and Save as wing
- Press "c" to copy
- Paste into another layer



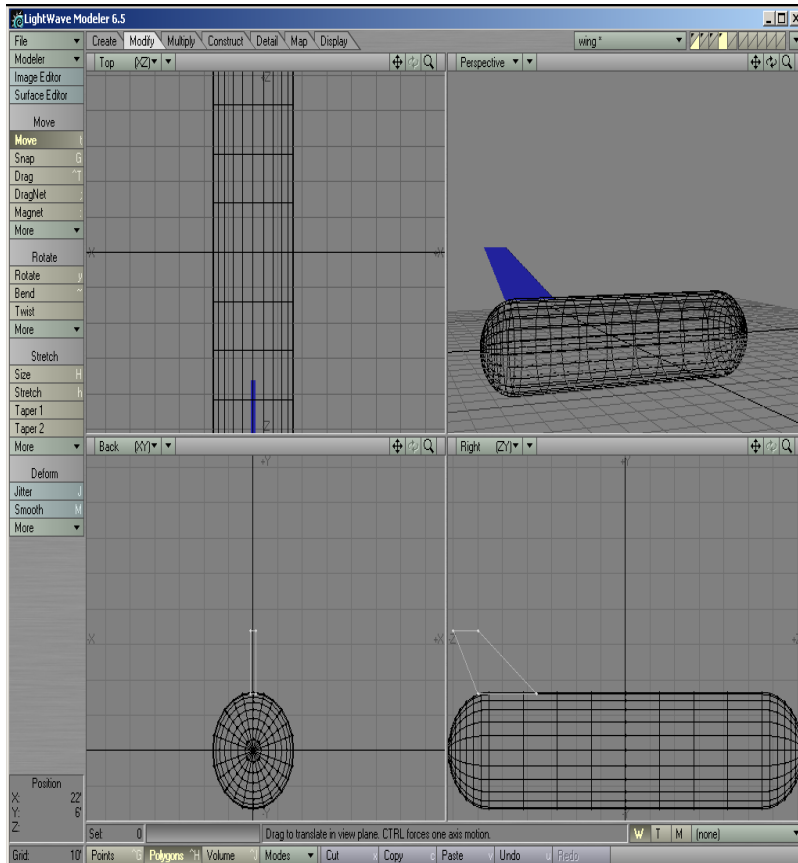
Elevator

- Under Modify use Size to shrink the wing
- Use Move to line-up and elevate the elevator above the wing position as well as aft
- Label, Color, and Save

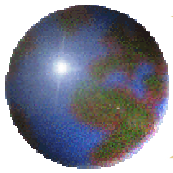




Rudder

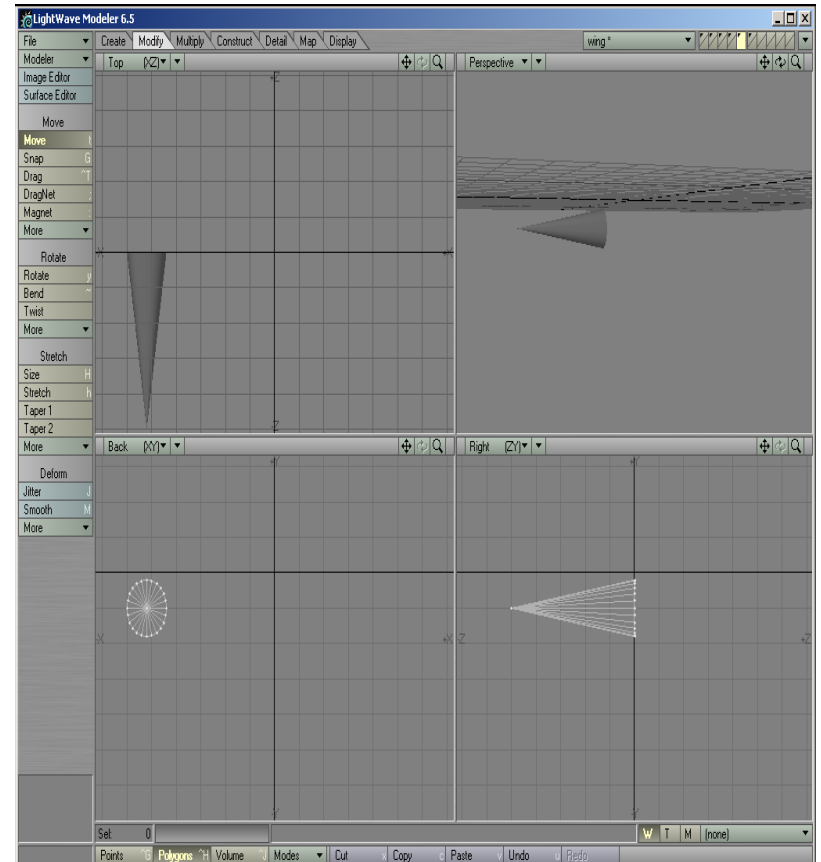


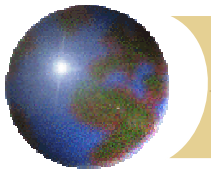
- ✪ Pen in create creates the Rudder
- ✪ Extrude
- ✪ Temporarily reduce grid to 5 feet and center with Move
- ✪ Label, Color, and Save



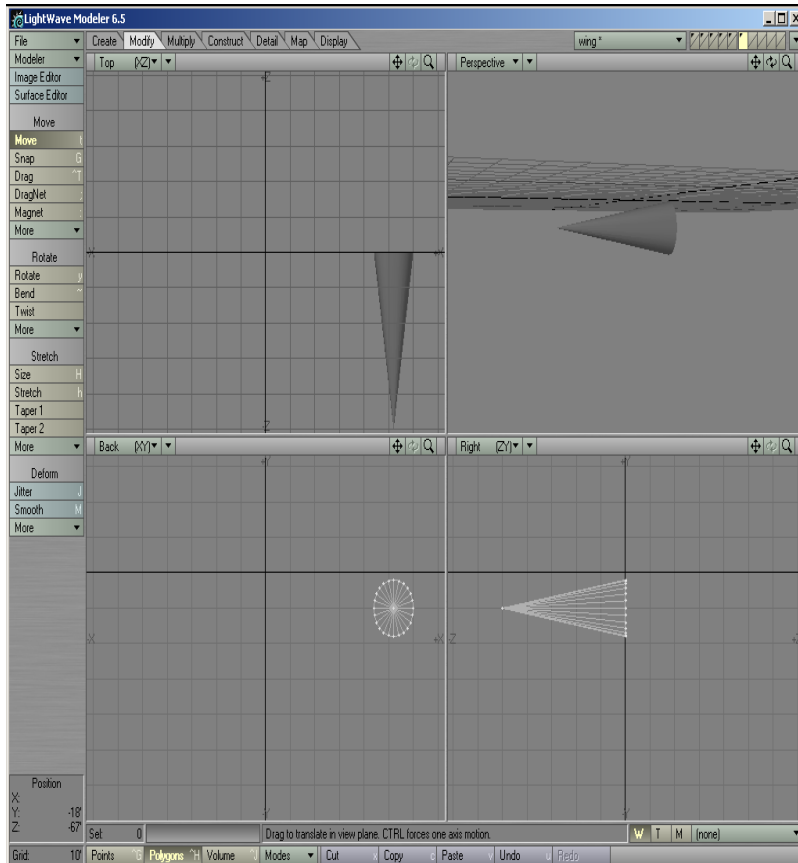
Engines

- The Cone Tool with its extrusion properties models the engine
- Use Rotate, and Move to align it under the wing
- Label, Color, and Save

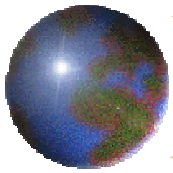




Engines

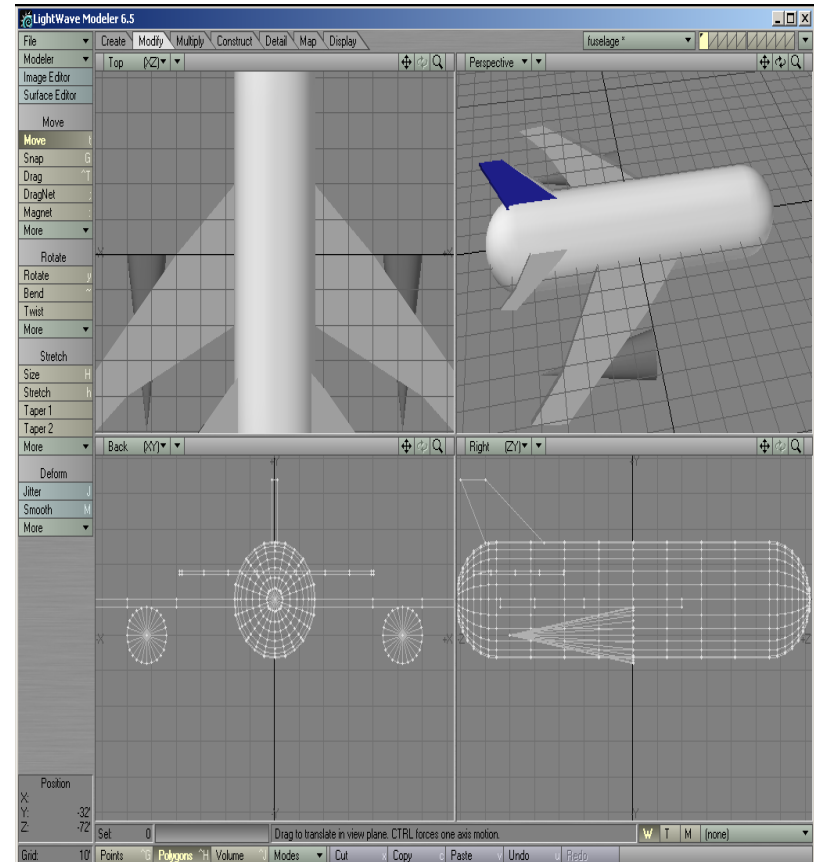


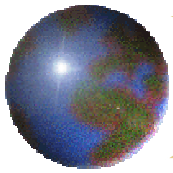
- ✚ Cut and Paste the engine layer into a new layer and label engine 2, Color, and Save



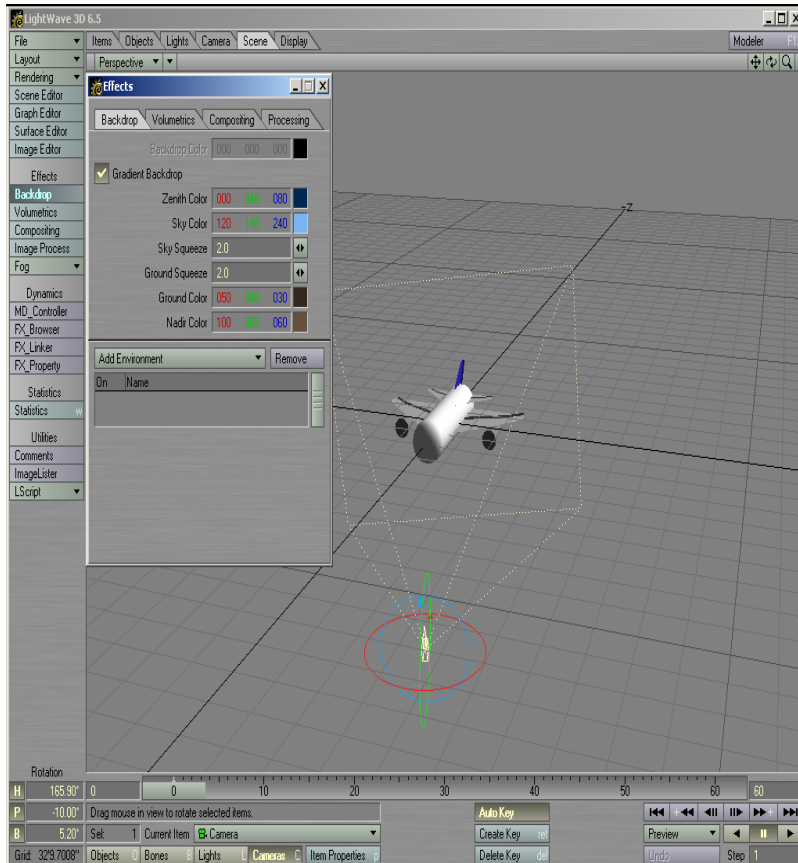
Construct

- Cut and Paste all of the layers one by one into the first layer one containing the fuselage
- Add desired detail (i.e.: windows, etc.)
Manipulate polygons to further mold
- Now save the complete airplane and Send to Layout





Layout



- Use Move and Rotate to position the Camera
- Under the Scene Tab choose Backdrop and check Gradient Backdrop and pick a color
- Render = New Plane

