

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.

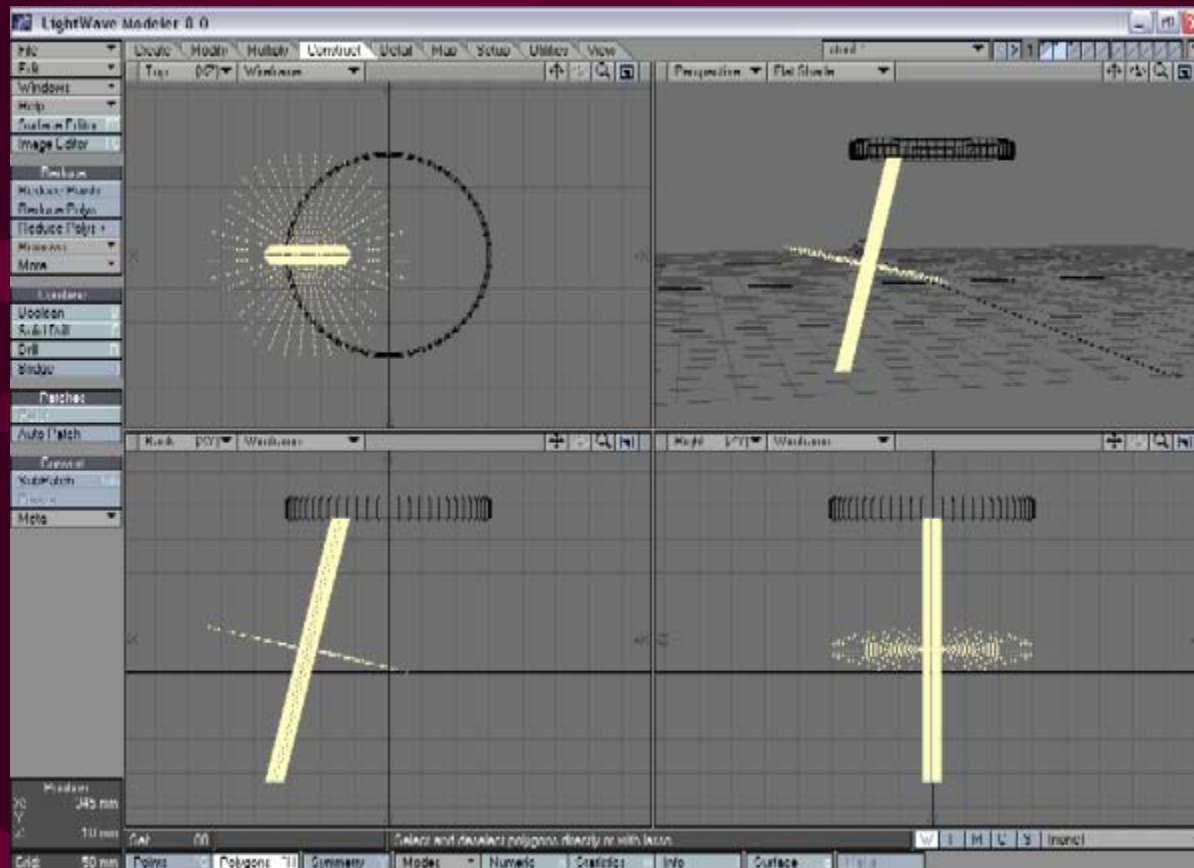
Why use the Array tool?

- 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?

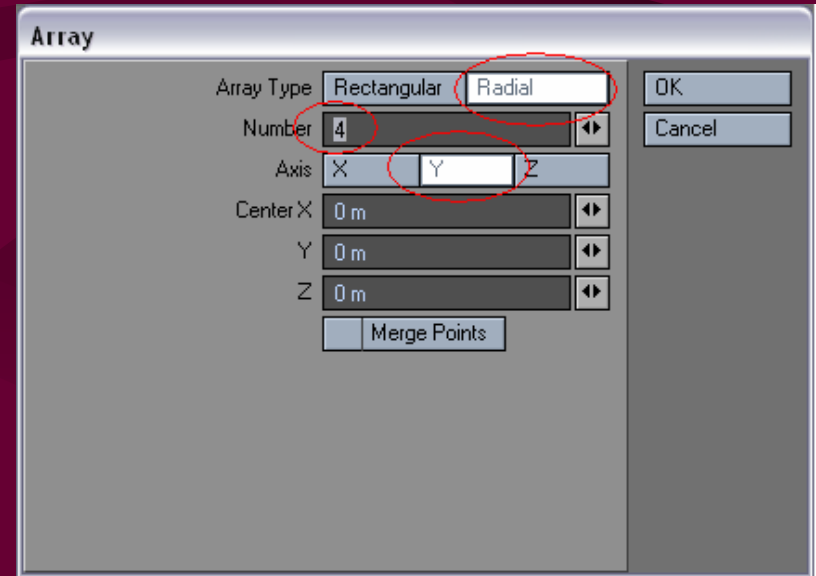
- Start up lightwave.
- Choose an object to design.
- Design a section of the object that will be replicated.
- Select the polygons on that section.

First leg of a stool:



Setting up a radial array

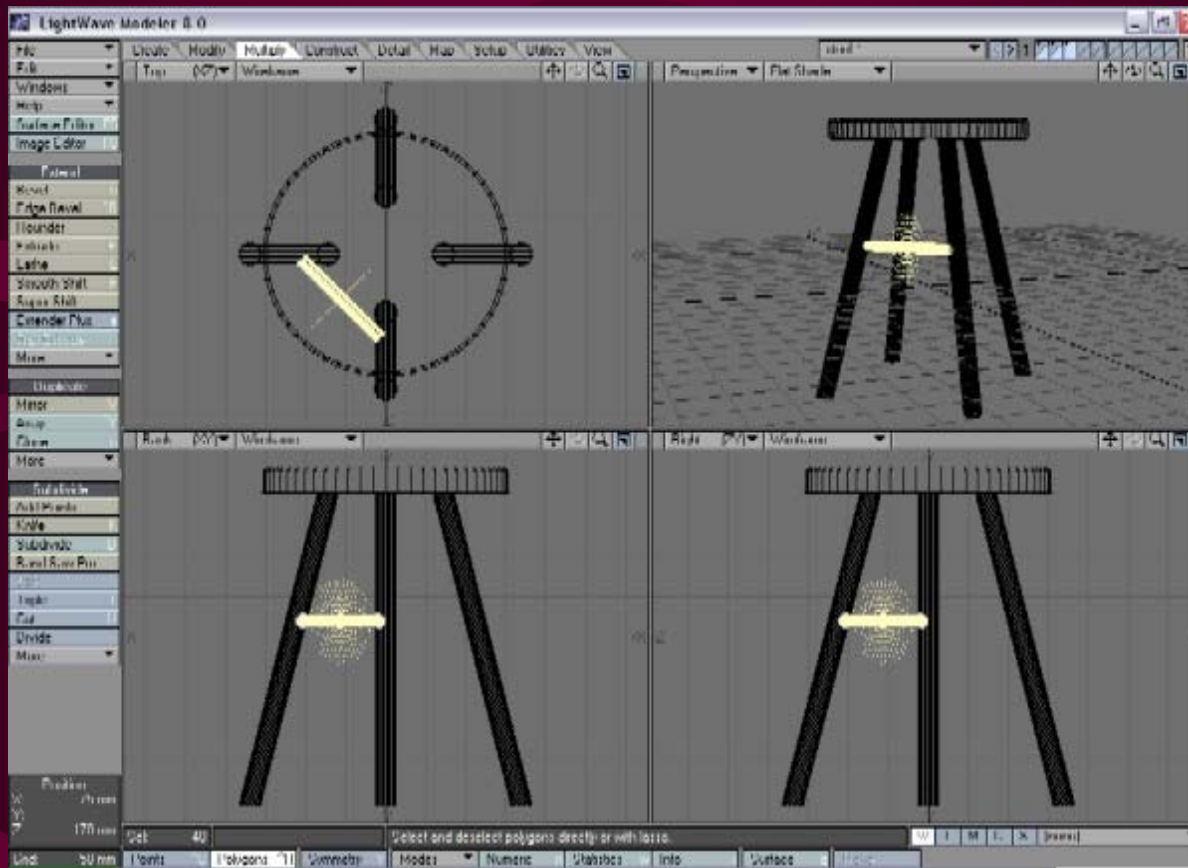
- Choose “Array” button under the “Multiply” tab.
- Select “Radial”
- Select the amount of times you want to replicate an object.
- Select desired axis and origin.
- Click “OK”

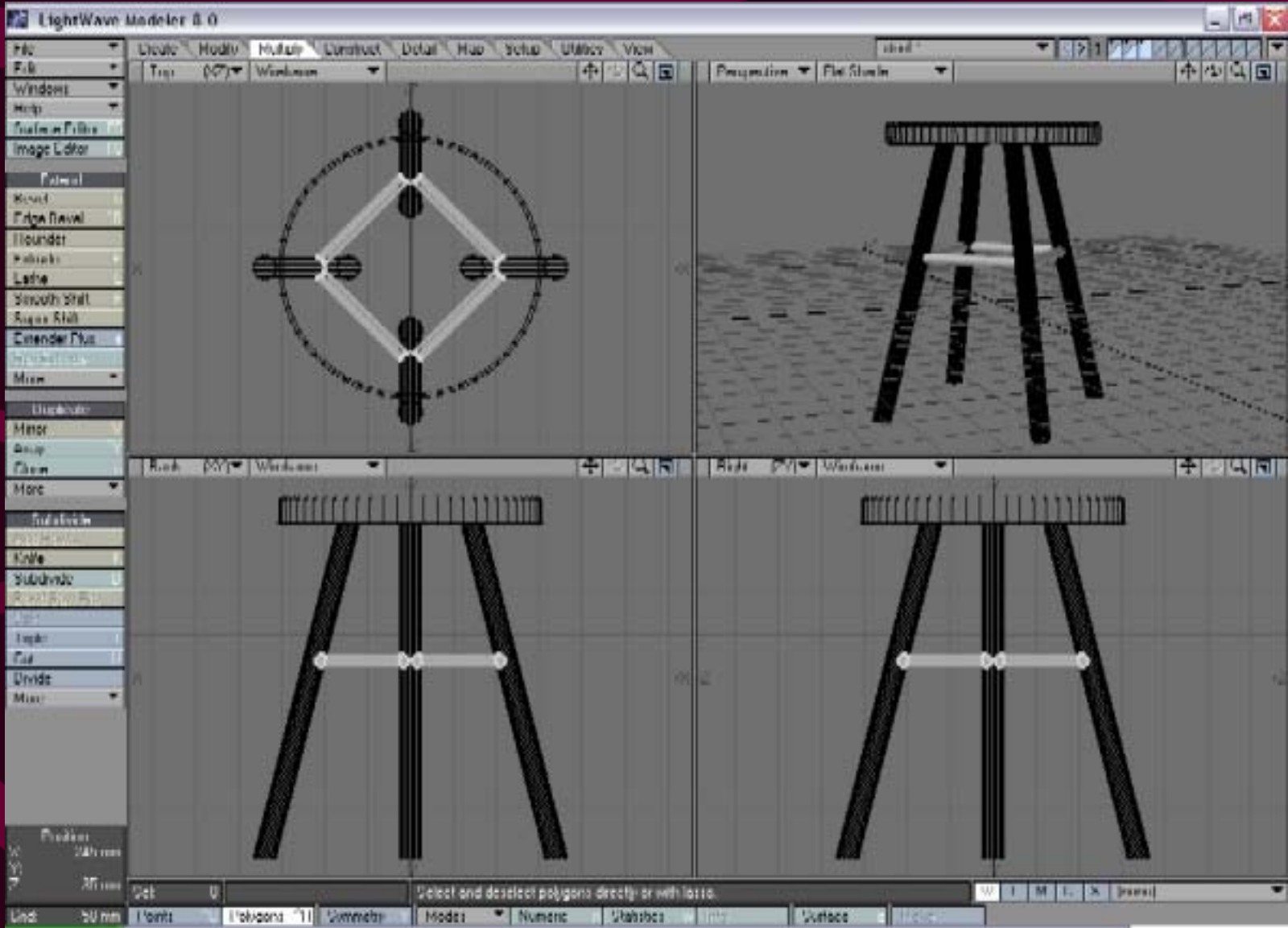


The legs formed:



Can be used multiple times:

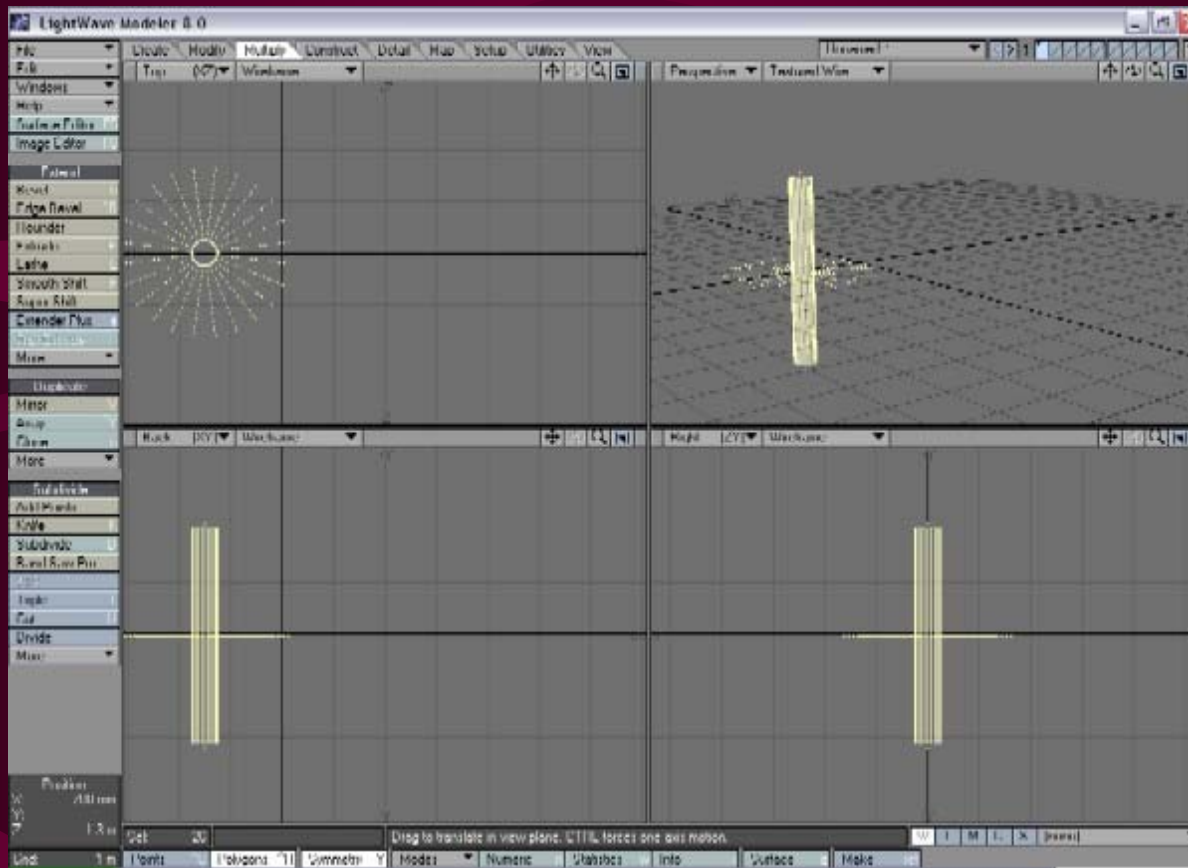




The finished product:



Setting up a rectangular array:

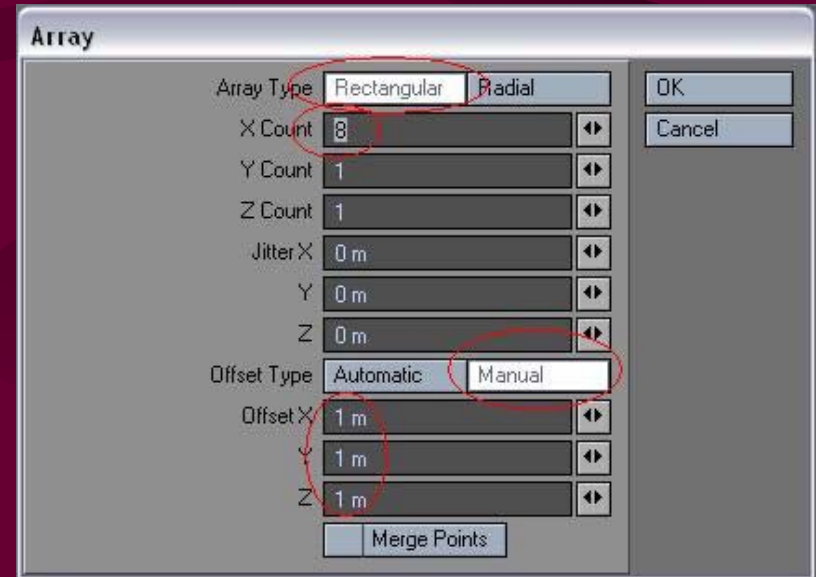


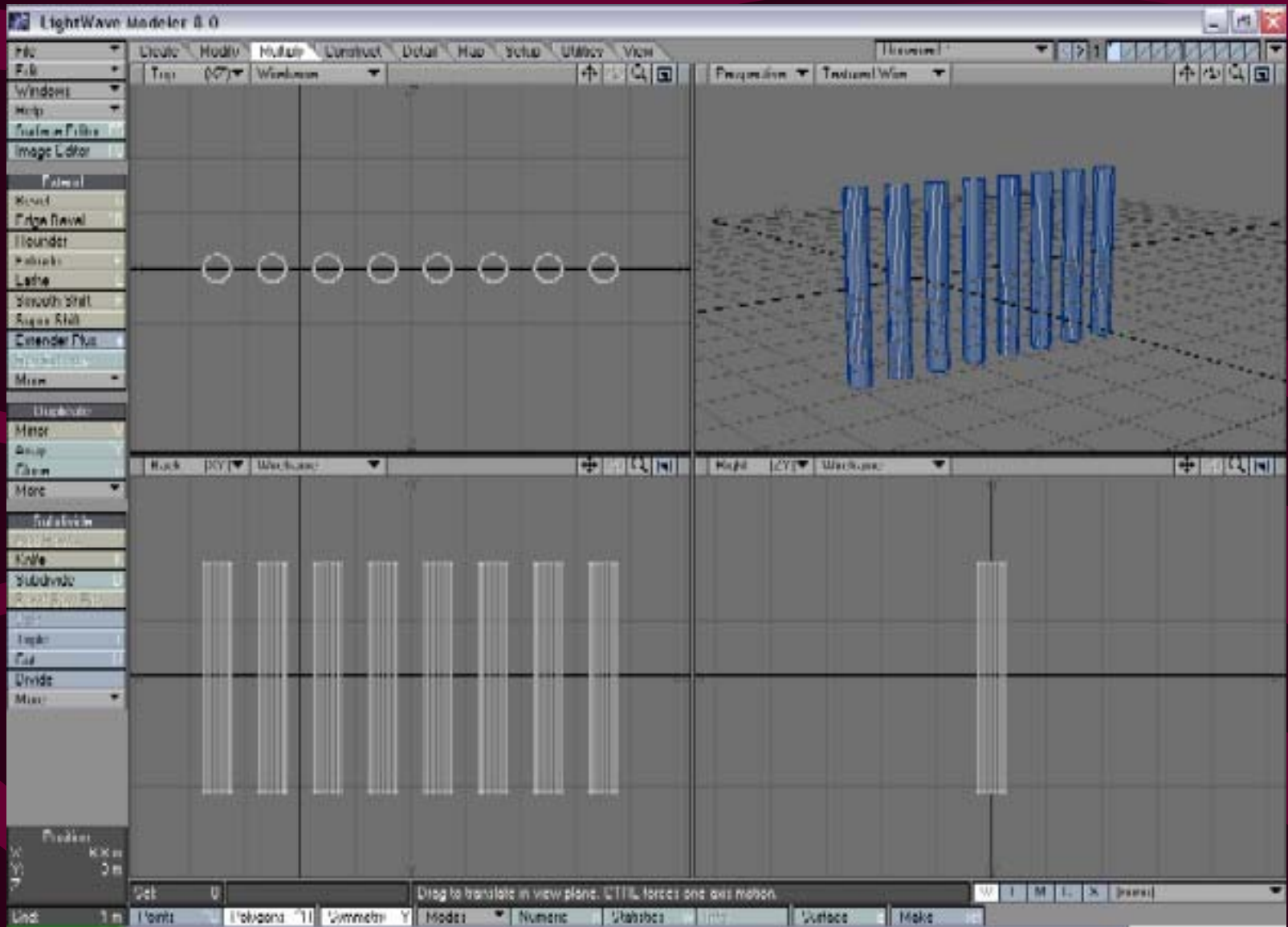
When to use rectangular array:

- 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!