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In fact, LightWave ' s tools do more than their real-life

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counterparts. There are several bonuses to computer design also. You can undo a mistake, something that is difficult to do in many of the arts. And there ' s no mess to clean up. Points, Polygons, and Edges. Generally, 3D Modeling is based on two simple elements: the point and the polygon.

Getting Started with Modeler - LightWave 2020

Getting Started with Layout ... the world is flat. Well, it is in most 3D applications anyway, as it relates to situating items in 3-dimensional space. In the real world, you might use an item ' s latitude, longitude, and elevation to describe its location. In LightWave's 3D domain, coordinates along X, Y and Z axes serve in a similar fashion.

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which will keep the polygon count of your objects to a minimum. Setting this value too high with heavy-polygon SubPatch models can cause the performance of Modeler to degrade.

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LightWave - Try LightWave

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