

Mechanical Displays in LightWave 11

by Dana W. Burman

Thank you for purchasing this series of tutorials. This is a project-based tutorial that is inspired by Daniel Rozin's mechanical mirror projects. While this course only covers the wooden tile type display, these techniques can be used to replicate many kinds of mechanical displays including pin toys and arrays of lightbulbs. This set of videos covers building this project from the ground up starting with modeling and ending with animating and switching the cameras. This is not an in-depth study of any one area/tool in LightWave and I spend very little time covering features and options that are not actually used in this project.

Video List:

1. Intro And Modeling (27:18)
2. Setting Up The Scene (02:37)
3. Texturing The Room (09:05)
4. Texturing The Frame (22:08)
5. Fixing The Model (03:37)
6. Instancing The Tiles (05:51)
7. Texturing The Instanced Tiles (13:10)
8. Rotating The Instances With The Texture Editor (10:24)
9. Rotating The Instances With Nodes (10:12)
10. Lighting The Scene (09:44)
11. Animating And Switching Cameras (13:07)
12. Adding A Light Card In Layout (08:26)
13. Instance Info Node: ID Index vs. Fixed Random (04:19)

TRT: 2 hours 20 minutes – LightWave 11 and Up

Notes

Skill Level : Low Intermediate. I assume the viewers knows how to navigate the LightWave interface, so if you are a beginner, you may have trouble following along. If this is the case, please post your questions on the [Liberty3d.com forums](http://liberty3d.com/forums) and I will be glad to clarify anything I can.

Computer Performance: If your computer is an older one or you don't like waiting as long for renders, you can try using a smaller number of tiles. I chose 160x90 because my footage is HD with a 16:9 aspect ratio, and because the boat footage has a lot of small details. If you use your own footage, you could scale your footage down as well to save on RAM. The footage for the display I made in this project could have been scaled down to 160x90 pixels.

LightWave Version: This project was made using LightWave 11 and uses several features that are new to LightWave 11. That said, this project could be made in LightWave 9 & 10 if you use DP Instance (http://dpont.pagesperso-orange.fr/plugins/DP_Instance.html) for the Instancing. You could possibly use HD Instance (<http://happy-digital.com/instance2.asp>) as well, but I do not see an obvious way to use an image to control the rotation in the HD_Instance documentation, and you may be limited to tinting the color of the tiles.

Links:

Daniel Rozin's Interactive Art website: <http://www.smoothware.com/danny/>

Interactive Art With Wooden Mirrors video: <http://www.youtube.com/watch?v=BZysu9QcceM>

Other Tutorials by D.W. Burman: <http://www.liberty3d.com/citizens/d-w-burman/danas-videos/>