

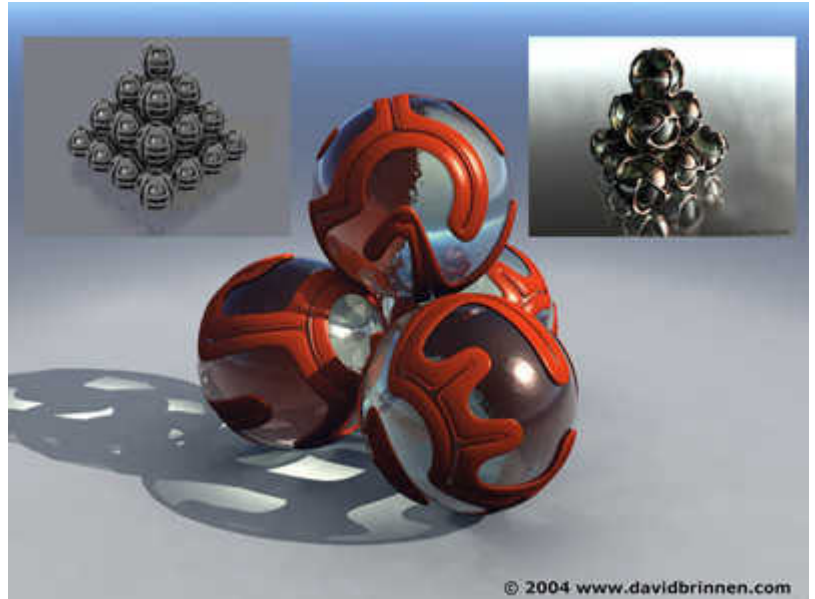
WINGS3D Mini Tutorial

How to create weird balls

by **David Brinnen**
February 2005

HTML Version
by **Hans-Rudolf Wernli**

«Spheres» (left inset, courtesy LitoNico),
«Tenball» (right inset) and «Weirdyballs»
prompted the writing of this mini tutorial >



— Introduction —

Moving the Camera

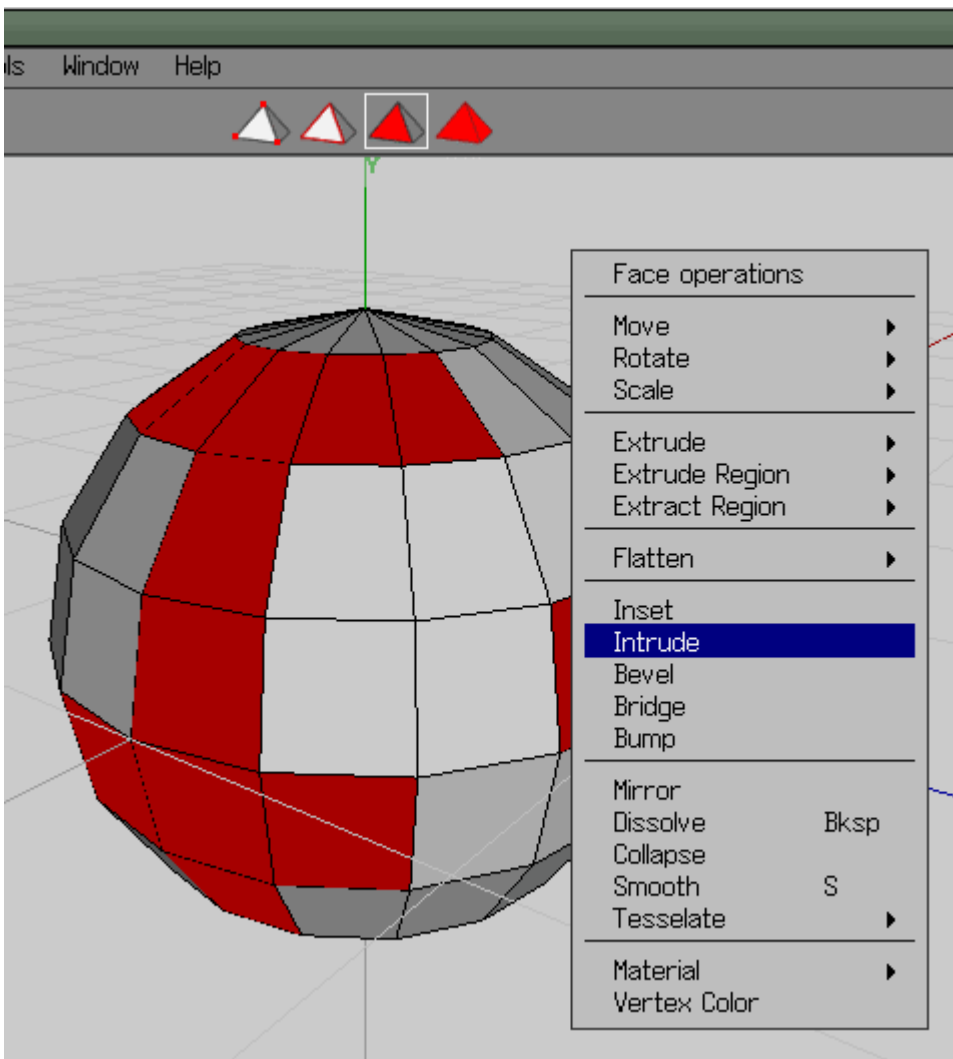
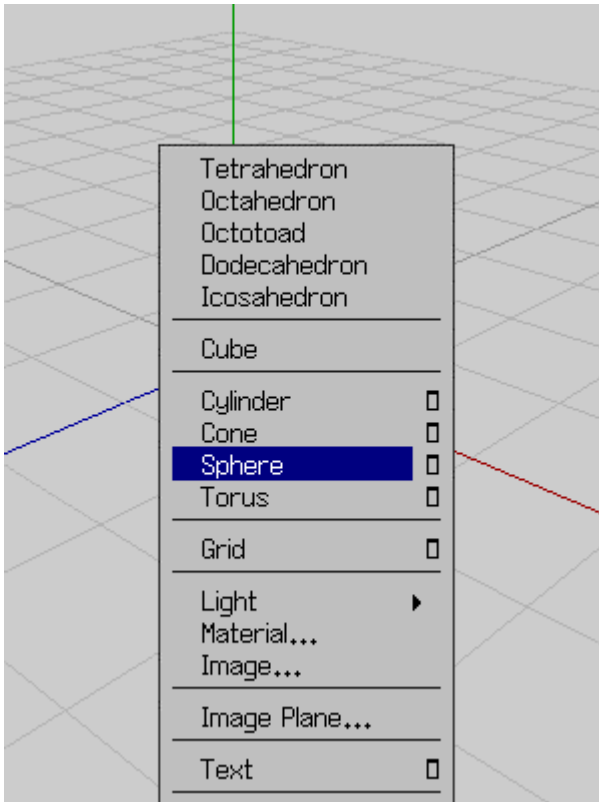
To move the camera in the X- and Y-direction, click on the centre mouse button and move the mouse around carefully. Just click the left mouse button to freeze the scene. To move the camera in the Z-axis, press the centre mouse button and move the mouse. If the button is released, the camera is in the X/Y move mode and you have to left click to freeze the scene.

Selecting and Deselecting

When the mouse is near a selectable part of the object, that part becomes green. When clicking the left mouse button, that part becomes red, which means it is now selected. When clicking on a selected part, it becomes unselected. To deselect everything, hit the space bar on the keyboard.

Let's go

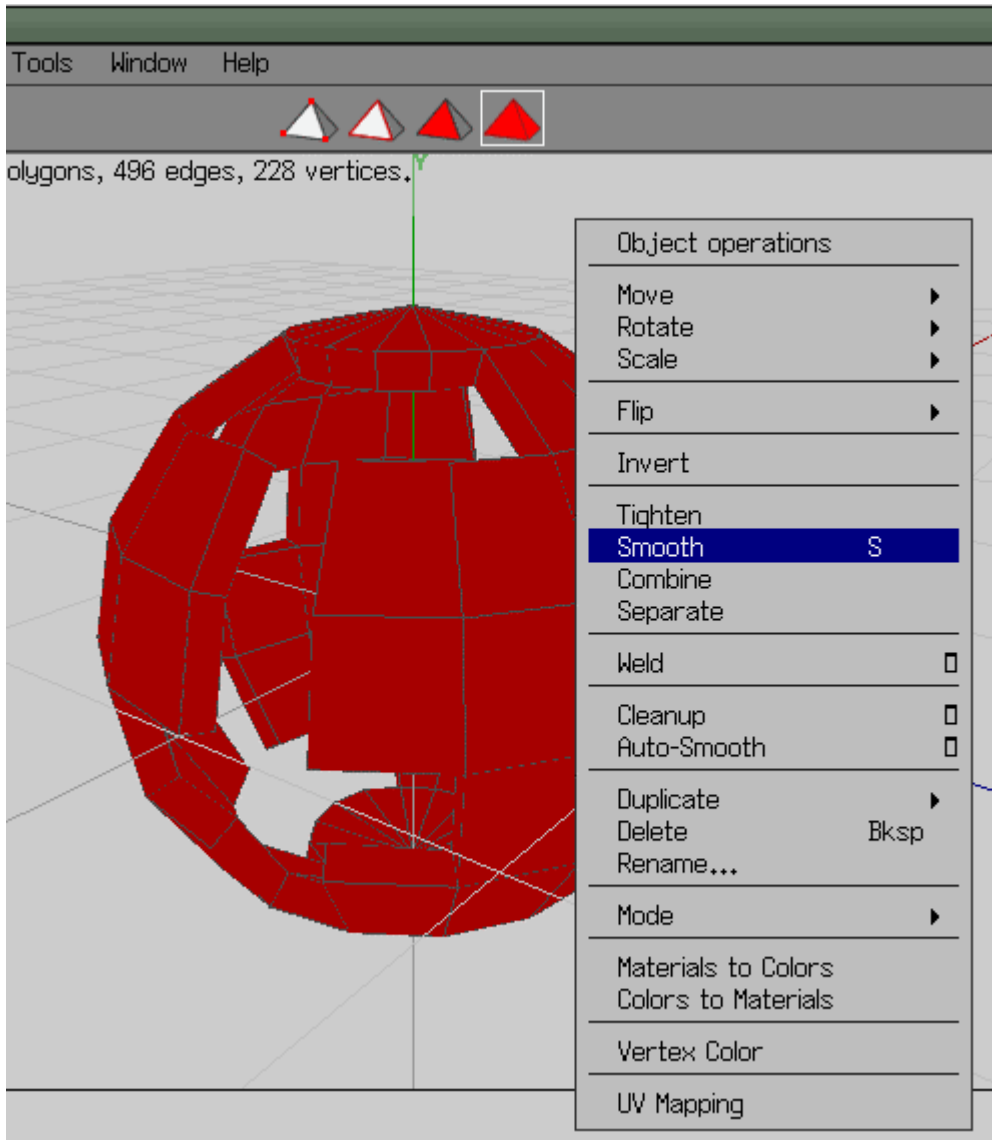
Start Wings and right click in the empty world. The menu shown at left opens. Select «Sphere».



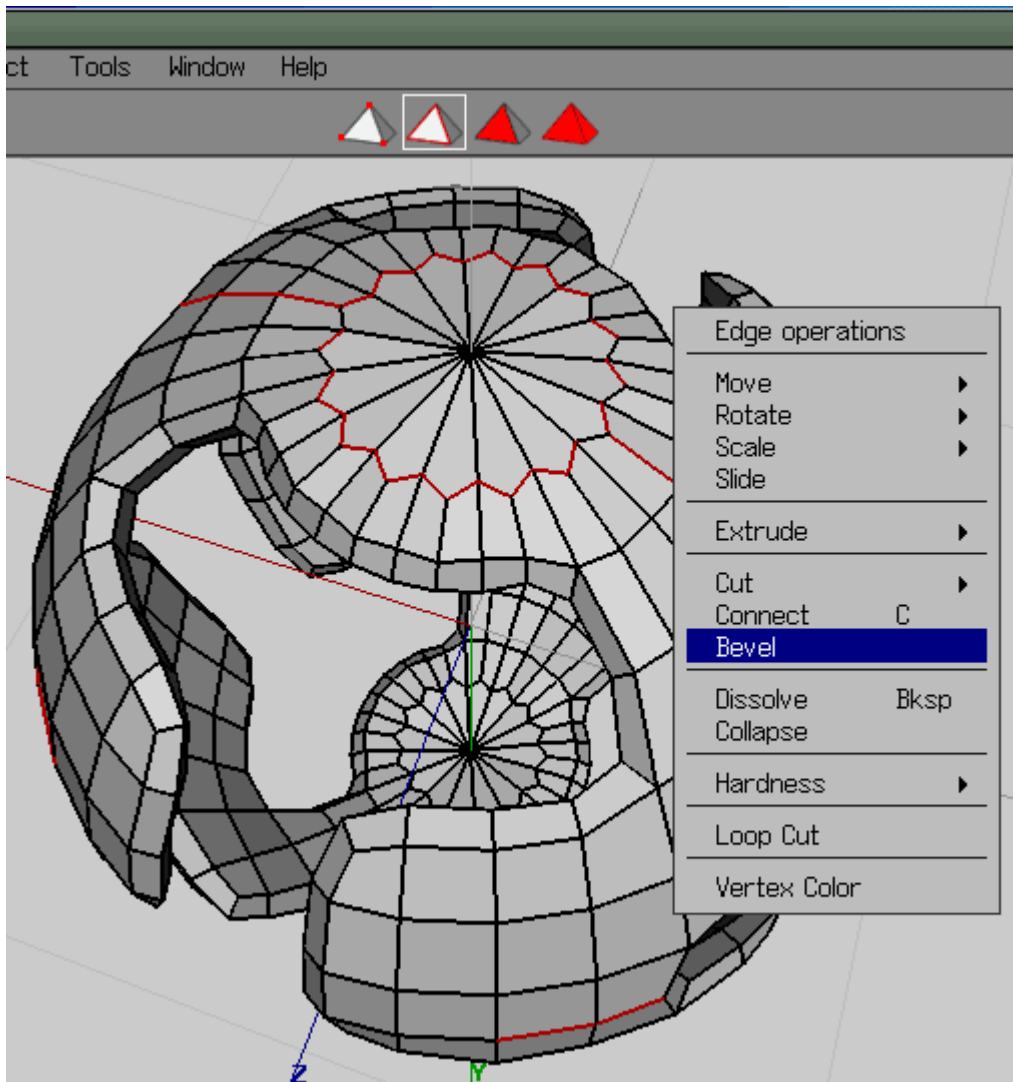
Select the triangle with one red face from the menu bar and start selecting squares on the sphere. Which ones to select is left to your own imagination. The selected part will disappear.

When done, right click to open the context menu and select **Intrude**. As soon as this option is selected, it is active.

Carefully move mouse sideways until the thickness of the wall of the remaining part of the sphere are as you want it. When satisfied, click the mouse to freeze.

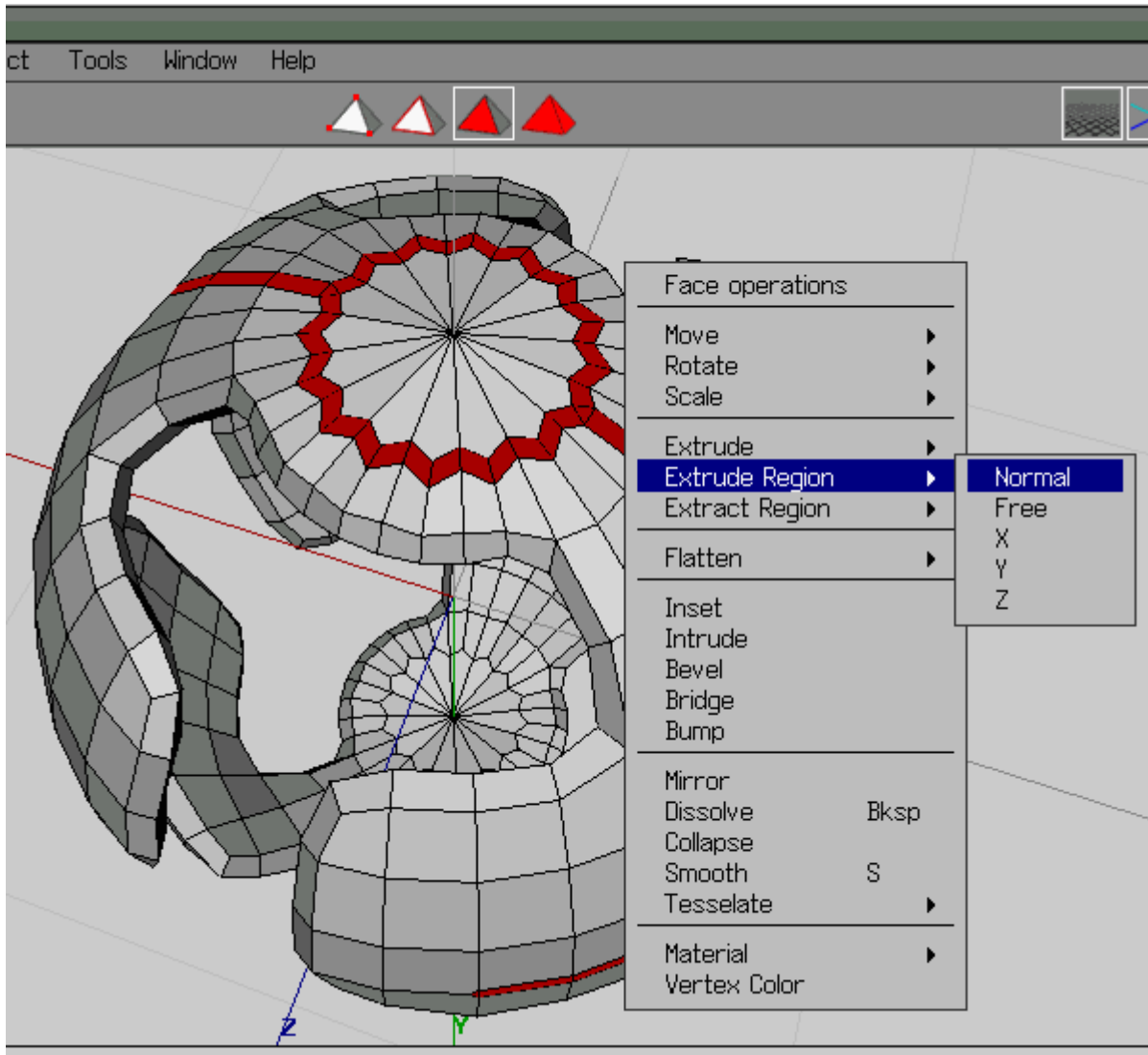


Select the fully red triangle from the menu bar to select the whole object, right click to open the context menu and select **Smooth**.



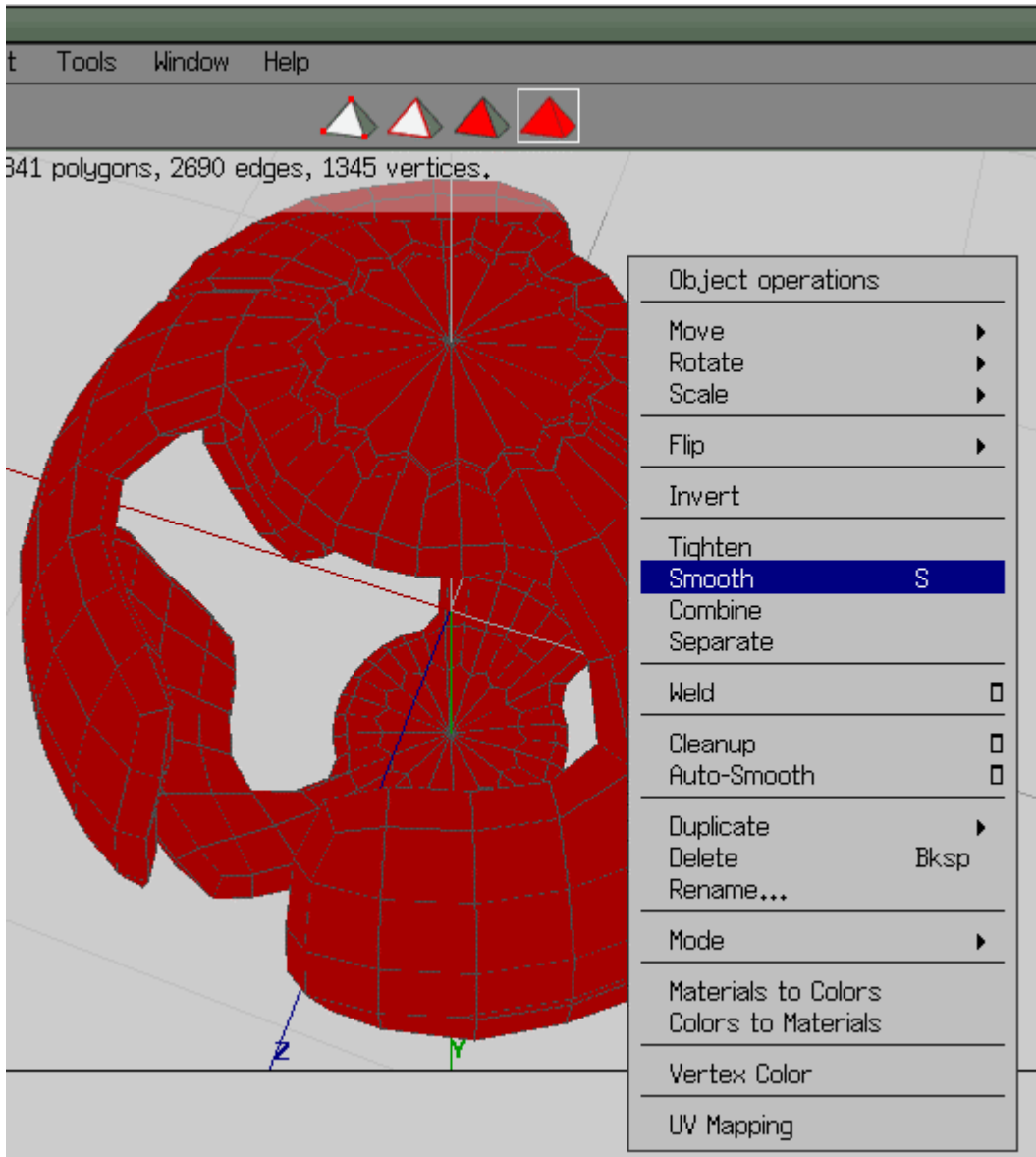
Select the triangle with the red edges on the menu bar and hit the spacebar on the keyboard to deselect everything. Individually select the appropriate lines. Right click to get the context menu and select **Bevel**.

Sometimes, a line seems to be non-selectable, it doesn't change the colour. This is a trick the displays resolution is playing on you. Just turn the camera a bit.

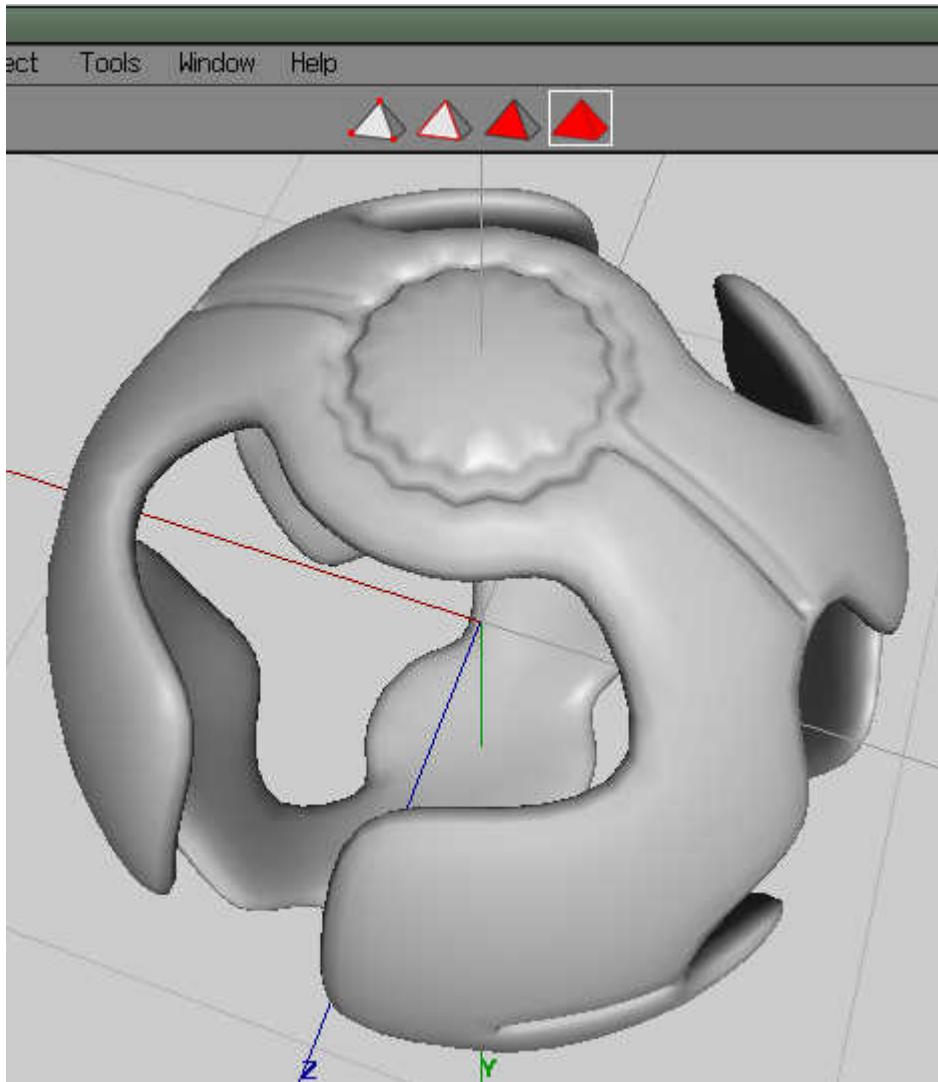


When the lines become visible as deselected, carefully move mouse sideways until the lines become the thickness desired. Click the mouse to freeze.

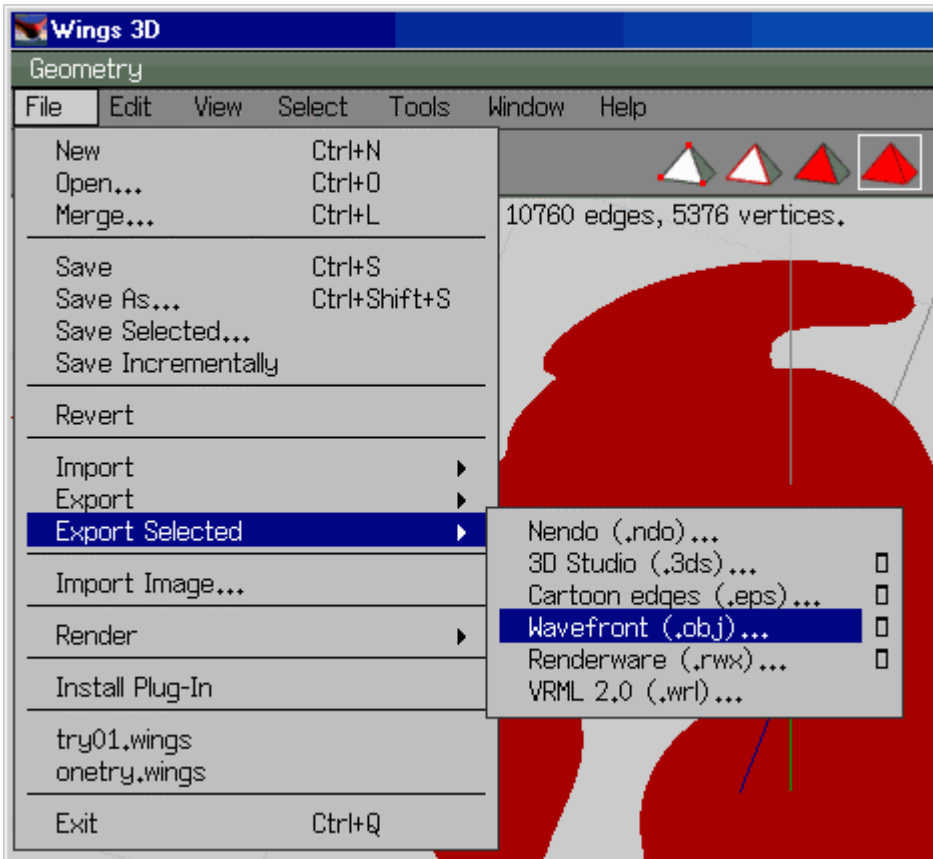
Then right click for the context menu and select **Extrude Region**, on the popup **Normal**. Moving the mouse right extrudes, moving it left intrudes the selected lines. When you have arrived at the depth desired, click on the mouse to freeze.



Select the fully red triangle on the menu bar. This will select the whole object. Right click to access **Smooth**. You're done!



You can have a rendered view when selecting the grey, slightly blurred triangle at far left of the menu bar. You can save what you've done in Wings.



Most probably, you want to use the object in Bryce. So select the full red triangle on the menu bar and click on the object to get it selected.

Then, go to the **File** menu and **Export Selected as Wavefront (.obj)** file. You may also export to **3D Studio (.3ds)**.

The first uses a bright white material, the second a grey one.



The imported, rendered object in Bryce. Do not forget to smooth the object in Bryce.

HTML Version by Horo - 13. February 2005.