WINGS3D Mini Tutorial

How to create Alien Spores

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July 2005

HTML Version
by **Hans-Rudolf Wernli**

«Alienspore»
prompted the writing of this mini tutorial >

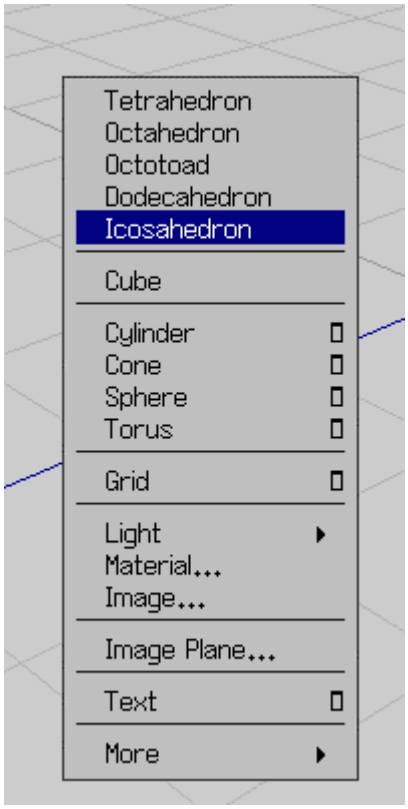
— Introduction —

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-axes, 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.

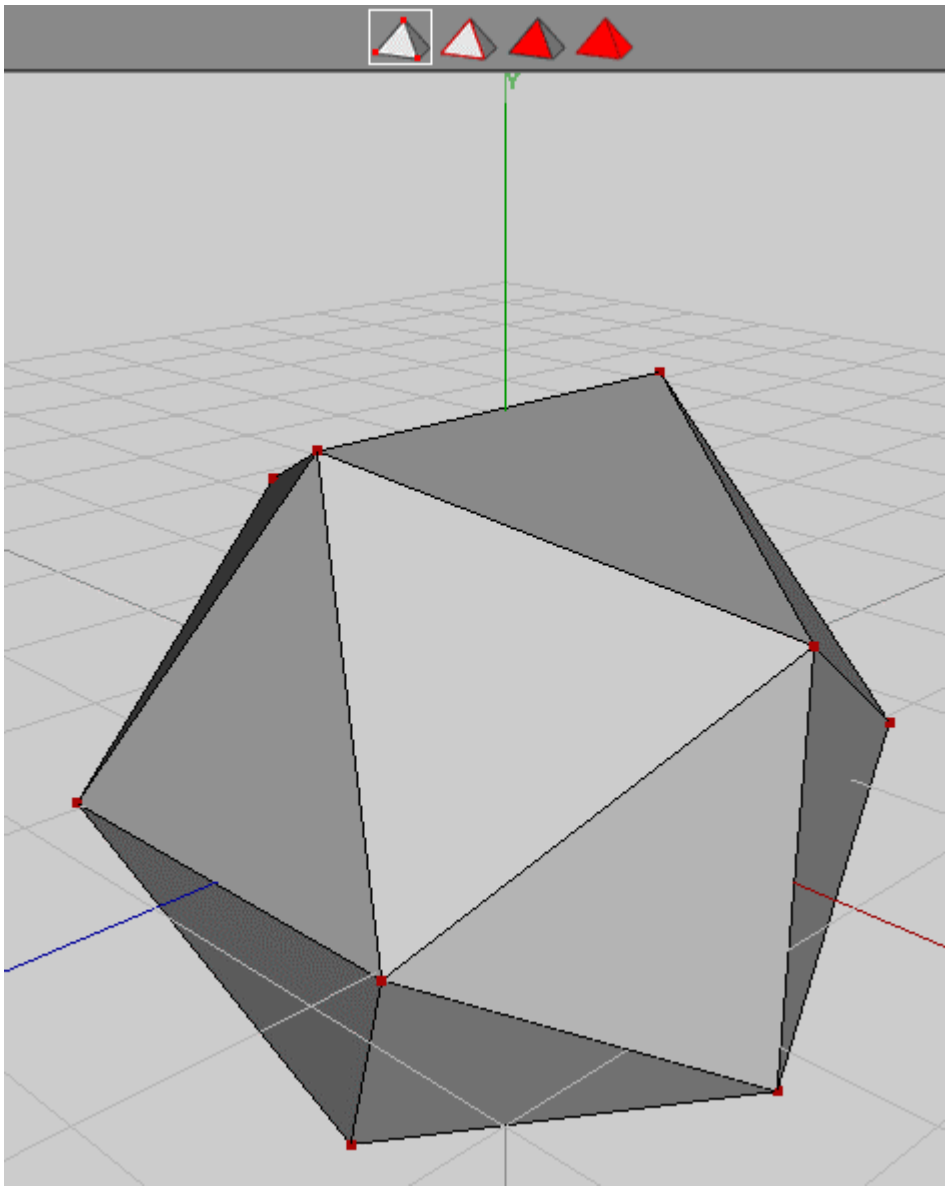
Selecting and Deselecting

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.



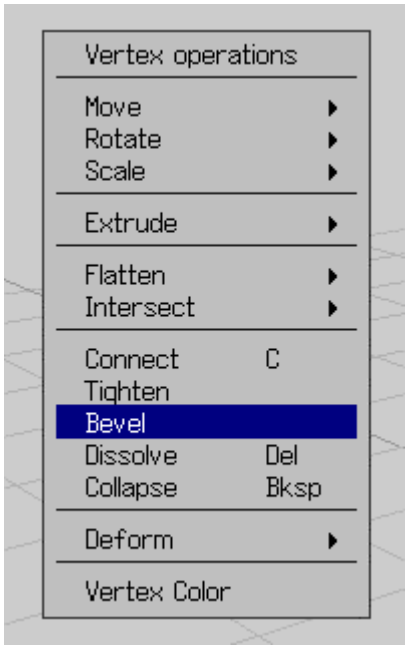
Let's go

Start Wings and right click in the empty world. The menu shown at left opens. Select «Icosahedron» (a regular body with 20 equal sized faces).

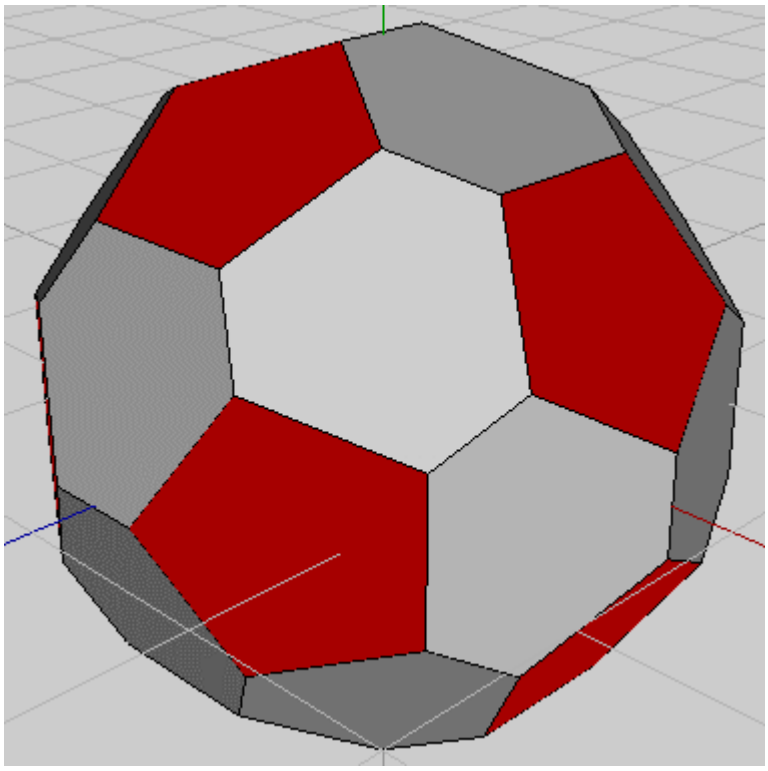


Select the triangle with the red corners from the menu bar and select any random corner on the surface of the body. Then, select all corners of the body.

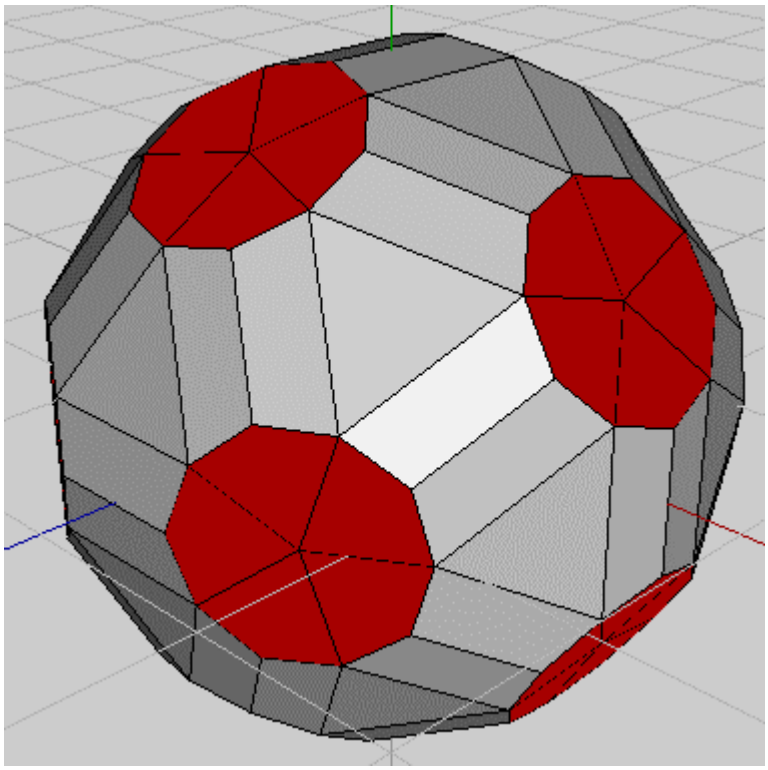
You can do this either from the Menu vial Select > Similar or just hit «**i**» on the keyboard (i for identical selects identical things already selected).



With a right click on the mouse, the context menu opens. Select «Bevel». By moving the mouse, the selected corners increase in size. Continue until satisfied (see next picture) and click on the left mouse button to freeze the bevelling.

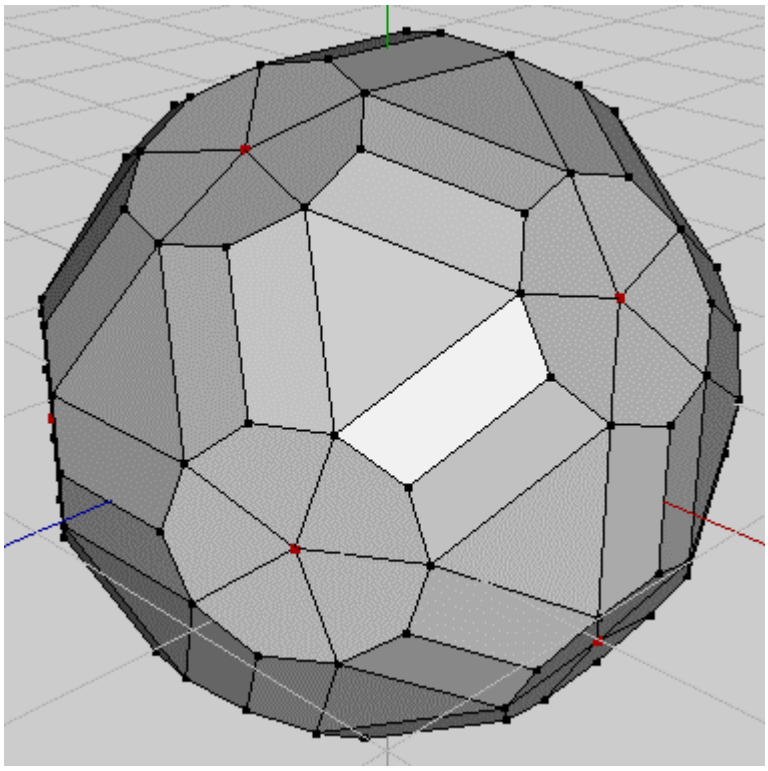


You can follow how the bevelling progresses by the number on top left, below the menu bar. Move your mouse until you have a value of about 0.8. The body with its red faces now looks like a football. That's how we want it.

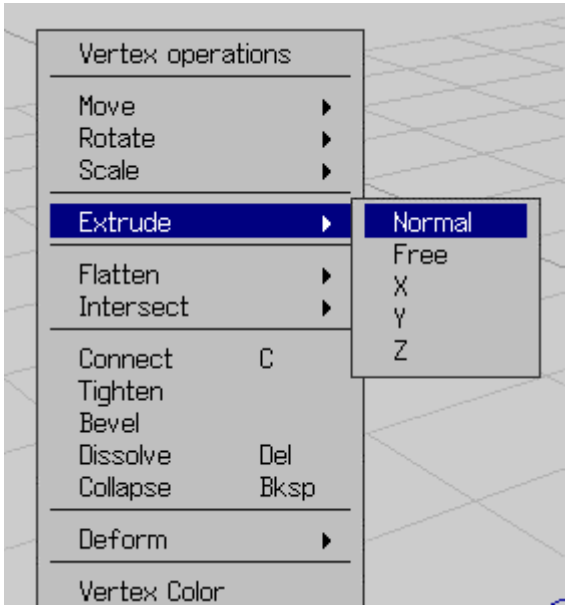


Now either right click on the mouse to open the context menu and select «Smooth» or simply hit the key «**s**» on the keyboard (s for smooth).

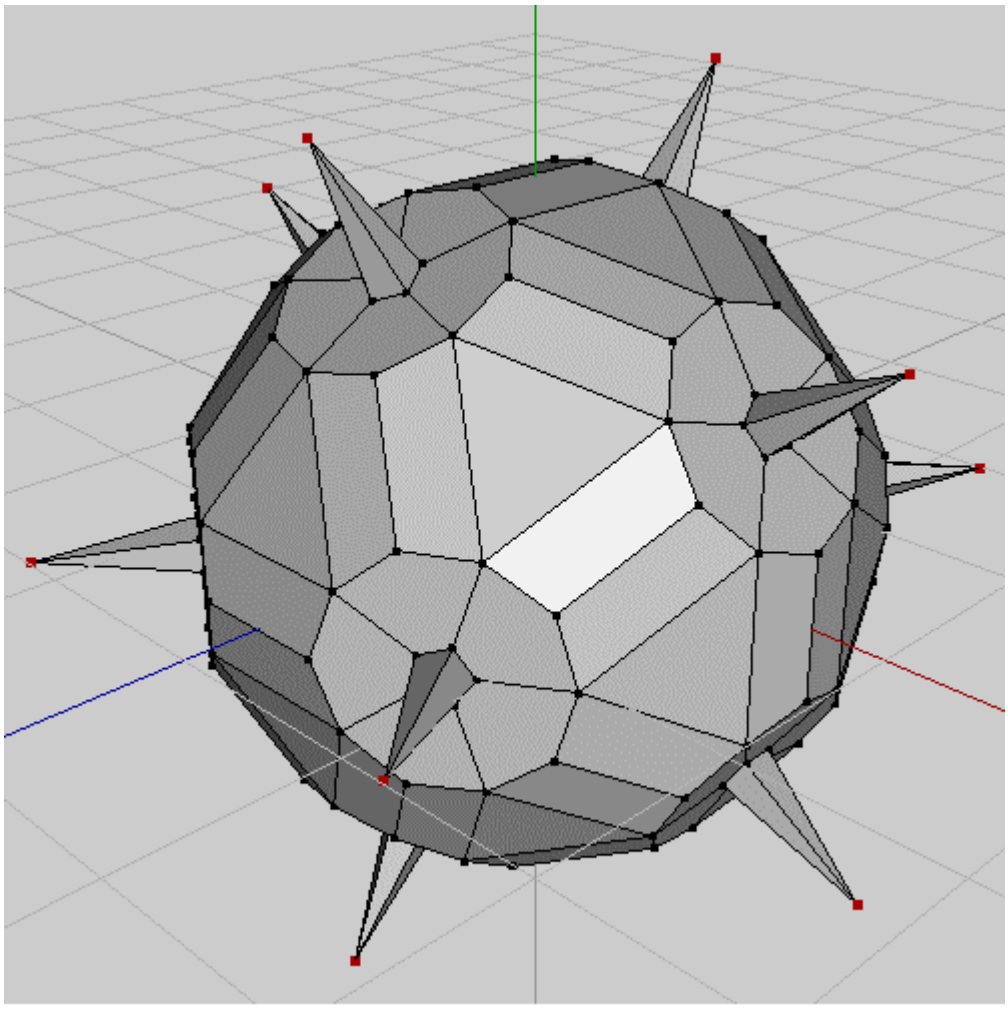
Your "football" looks now as shown. Hit the spacebar on your keyboard to de-select all faces.



Now, select any point in the center of one of the de-selected faces. Hit the letter «**i**» to select all similar points. We've had that before.

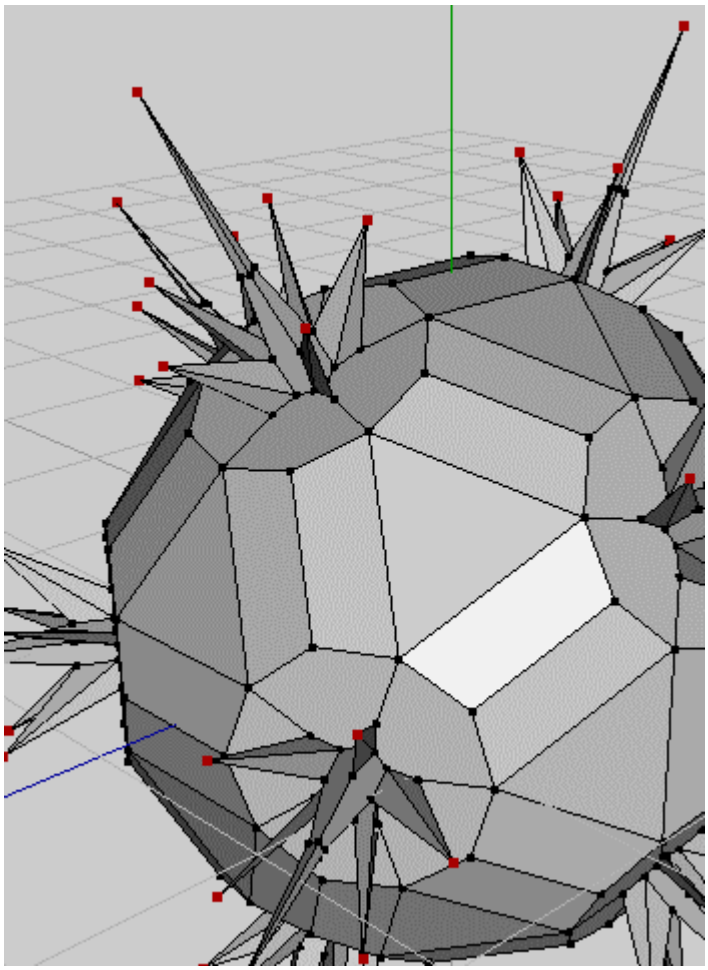


Get the context menu by right clicking and select «Extrude > Normal».



Move the mouse to extrude the peaks from the body. Continue until the value at top left shows about 0.75, then stabilise what you have with a left click.

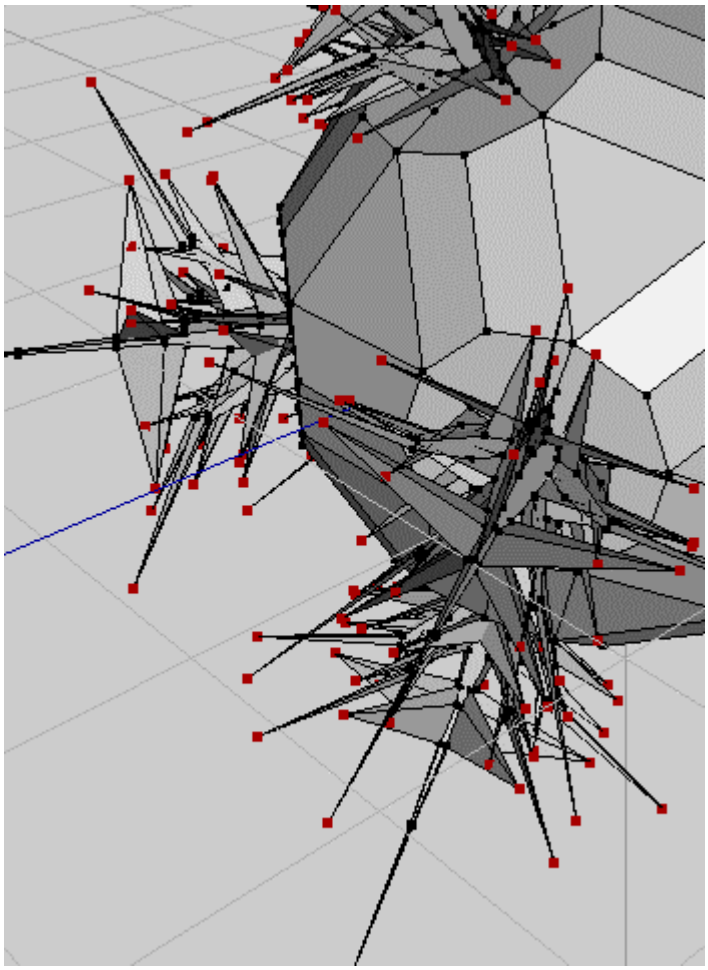
Later on, you might want to experiment with the values given here. The result will be different, perhaps more desirable for what you have in mind.



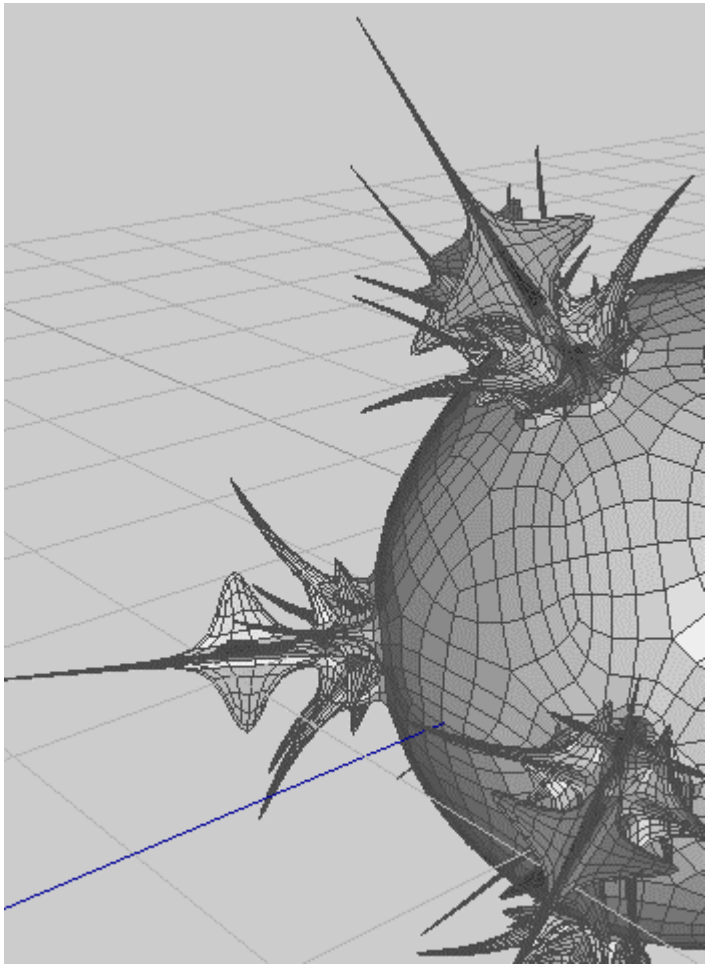
Now, more points will be selected. You can do this either via the Menu «Select > More» or just by hitting the «**+**» key.

Again «Extrude > Normal» from the context menu. Move the mouse until the upper left value shows approximately 0.65.

Again: other values, other results.



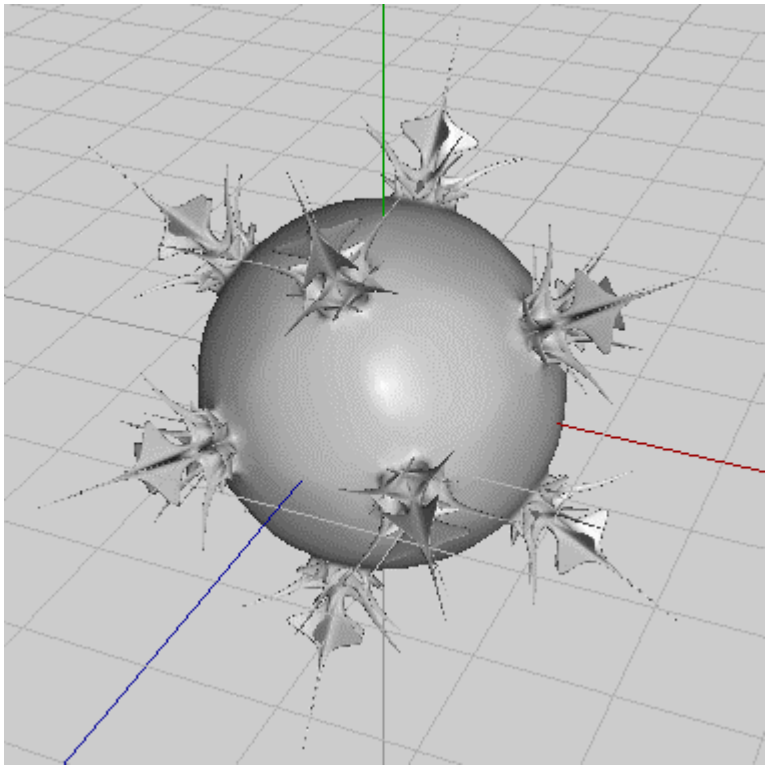
What we've just done, we'll do one more time. Hit the «+» key, select «Extrude > Normal» from the context menu, move the mouse until the value is around 0.6, then left click.



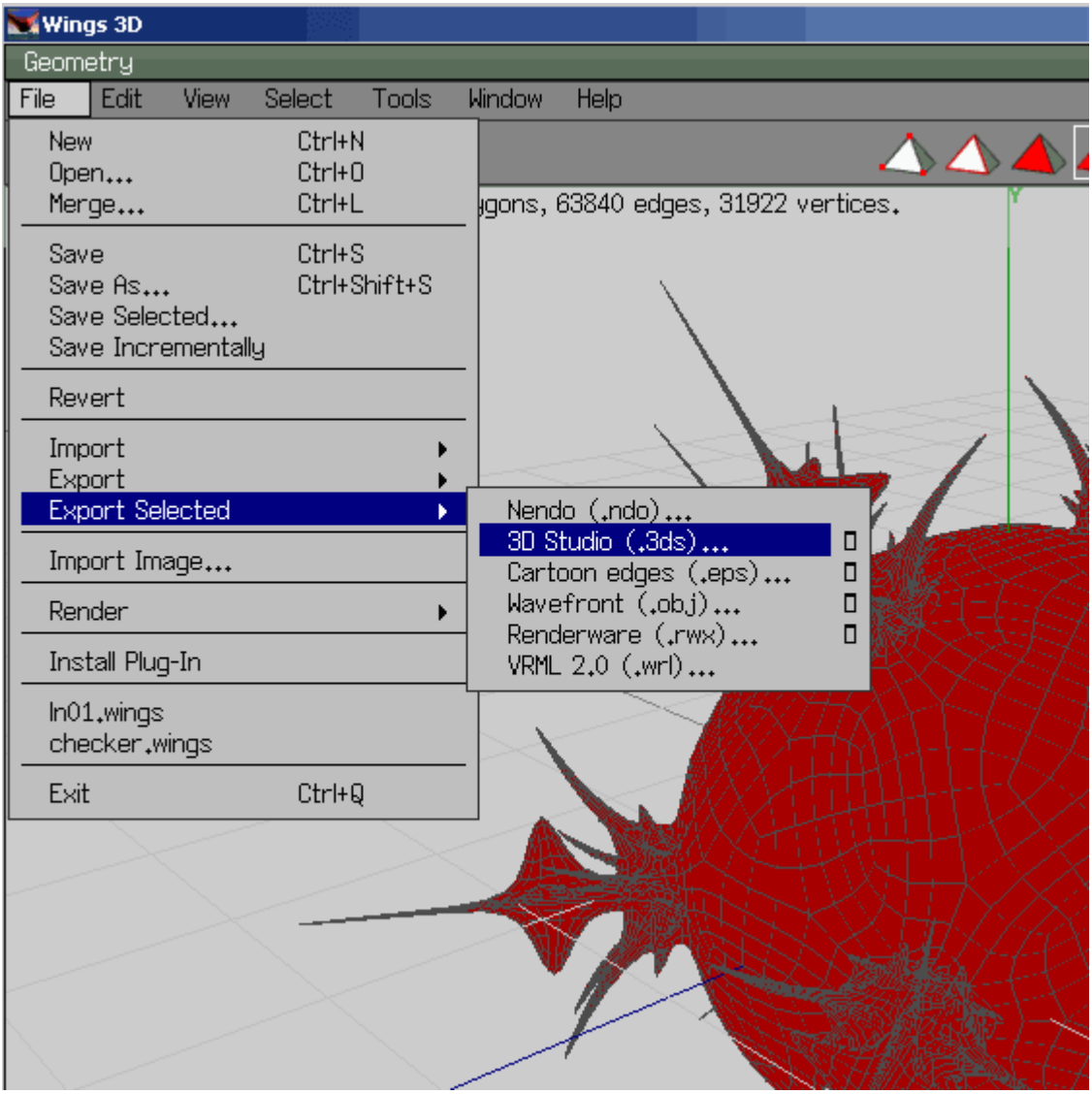
Click on the fully red pyramide in the menu bar to select the whole object.

Instead of tediously get to the smooth option via the context menu, just hit «**s**» to smooth the object.

Repeat this step by hitting **s** one more time. This time, the smoothing will take a bit longer, but don't worry, we've reached the end.



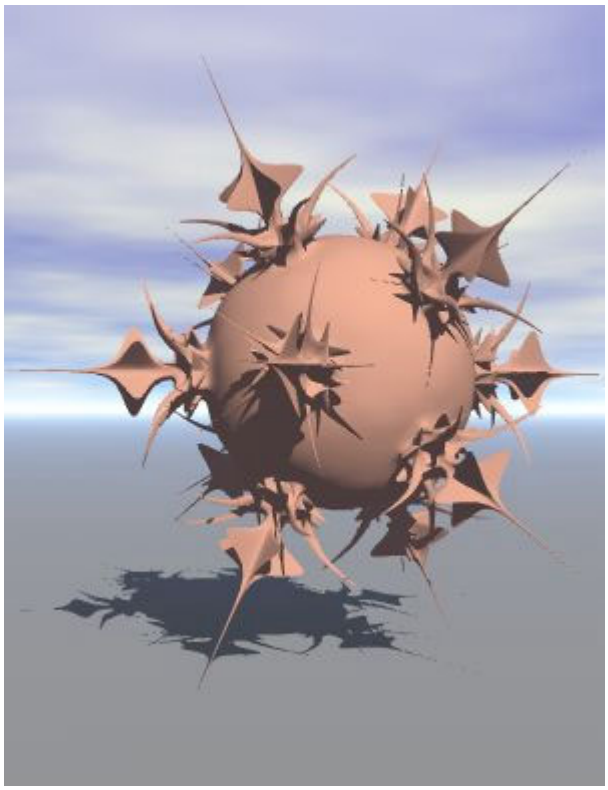
You can have a rendered view when selecting the grey, slightly blurred triangle at far left of the menu bar. You can save what you've done in Wings.



Most probably, you want to use the object in Bryce. So selelect 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.

This object has 63'840 polygons.

I bevelled to 0.9, not 0.8 as in the tutorial recommended. I also extruded more than stated above: instead of 0.75, 0.65 and 0.7, each time to 1.0. This should give you a hint, what happens when you change the amount of bevelling and extruding.

HTML Version by Horo - 31. July 2005.