



***3D ANIMATIONS - SPECIAL FX - DIGITAL VIDEO***

# MetaGroove for Lightwave 3D

- Grooves and wrinkles modelling Plugin -

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# Table of Contents

Contacting us, Credits	4
Software License	5
Introduction	7
Installation and authorization	8
How MetaGroove operates	9
General usage	10
Tutorials	11

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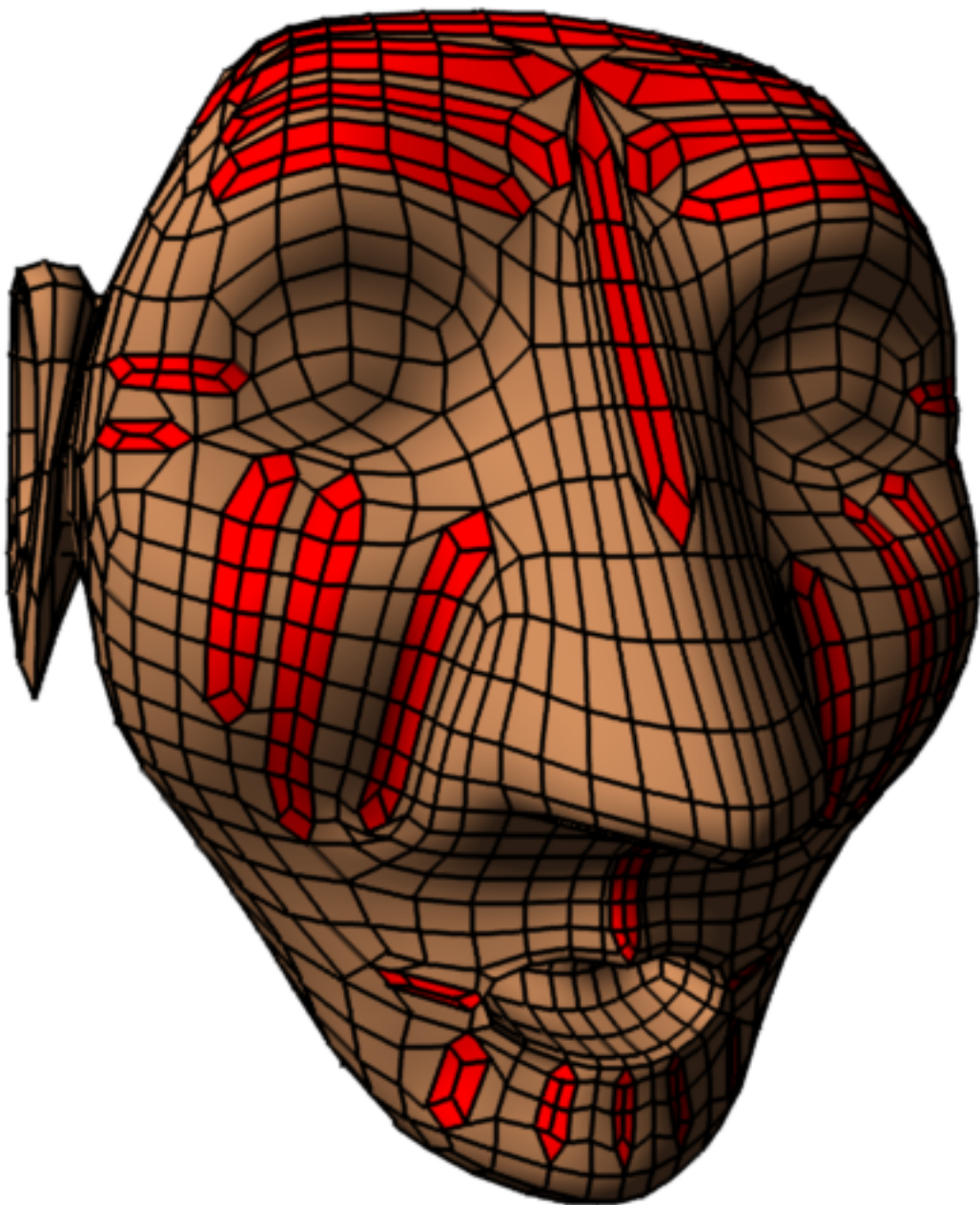
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# INTRODUCTION

MetaGroove is a Lightwave Modeler plugin which makes creating details like grooves, wrinkles and so on a breeze. Just select a line of point on your object and run MetaGroove and it automatically creates the details for you. Saves hours of modelling time on detailed characters or other MetaNurb or MetaForm objects.

These detailed grooves will, with a minimum of polygons, make your objects detailed and expressive. For instance, wrinkles around eyes, lines in the forehead, grooves in the skin. There is many, many more areas you will have use for this plugin. You will probably find use for it in many modelling sessions.



# INSTALLATION AND AUTHORIZATION



## **Installation:**

Just copy the file Metagroove.p to your plugins\modeler directory and then add it in modeler with the Prefs>Add Plugin command. You access the plugin from your tools>custom menu under the name S42\_Metagroove.

## **Authorization:**

The first time you run the plugin it will ask you for your registration code. You obtain this code directly from us by supplying your System ID number reported by MetaGroove. This number is reported by your LightWave dongle and is a unique number for your system. Send your System ID number to us by one of the following methods.

Email: register@studio42.se  
Fax: +46-31-543877  
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As soon as we have received your System ID we will send you back your Registration Code which unlocks MetaGroove for full use on your system.



# HOW METAGROOVE OPERATES

This is a brief explanation how Metagroove works so you get a grip of the procedure. To demonstrate this as simple as possible, let's use a segmented plane. (Fig.1)

We start by selecting a line of points where we want the groove to appear. (Fig.2)

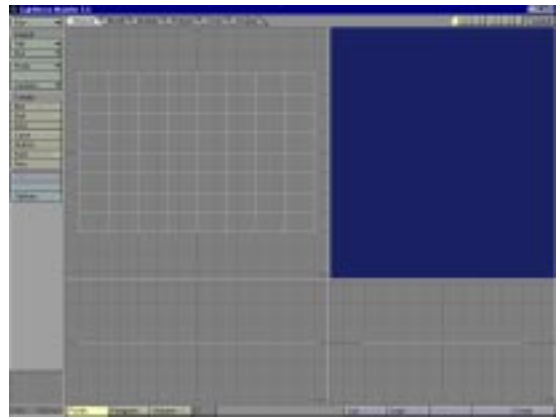
As Metagroove is designed to make detailed grooves with a minimum of polygons for objects that are going to be Metanurbed or Metaformed it only works with four-point polygons.

Now it's time for Metagroove to get to action. When you run the plugin you are able to specify values like how deep (shift) you want the groove and if you want it smoothed (Falloff). Then just press Ok and Metagroove removes all the old polygons surrounding the marked points and builds new more detailed four-point polygons in the area. (Fig.3). Simple or what?

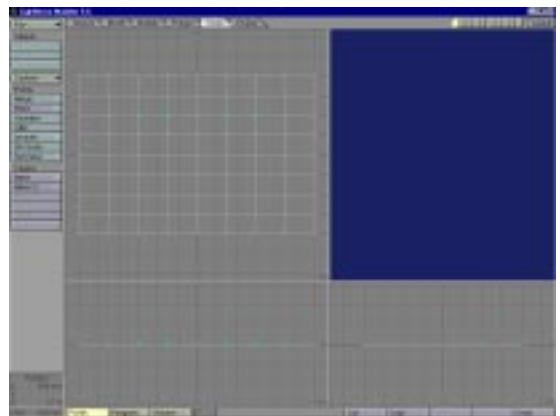
There you have your new groove. Perhaps you have to drag a few of the new points it created around to make sure it doesn't look calculated but more natural.

From this point you can continue selecting more points to add more grooves to your object or if you are satisfied, you can Metanurb or Metaform (Fig.4) it for it's final use in your 3D generated pictures.

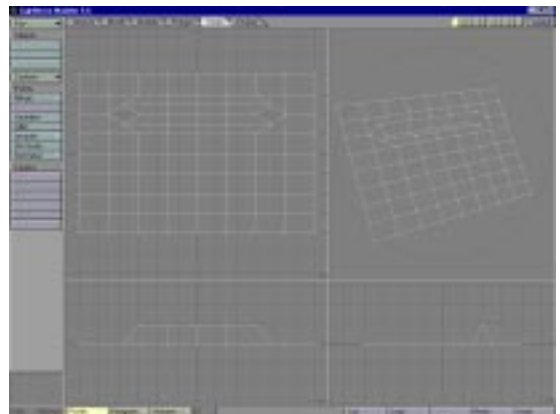
Have fun grooving your objects!



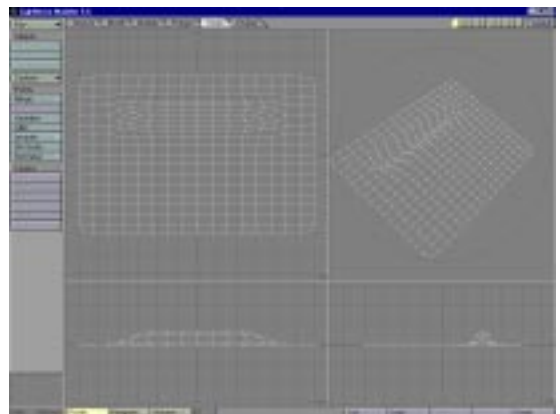
(Fig.1)



(Fig.2)

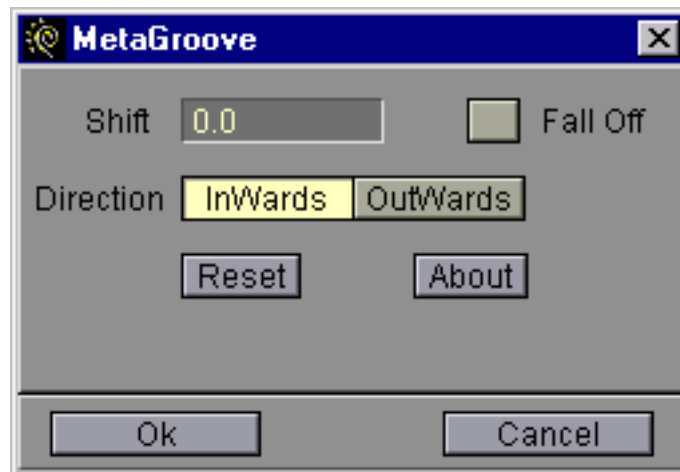


(Fig.3)



(Fig.4)

## GENERAL USAGE

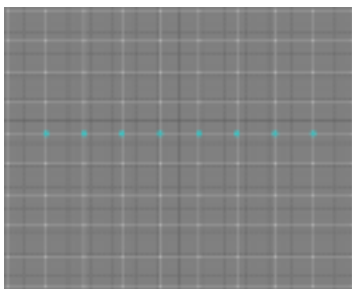


### Reminder

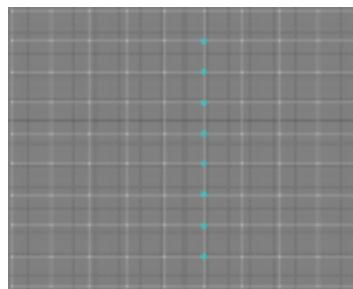
Don't forget that this plugin only works on points belonging to four-point polygons. That's because its purpose is to aid in creating details in objects made for being MetaNurbed or MetaFormed.

### Point Selection

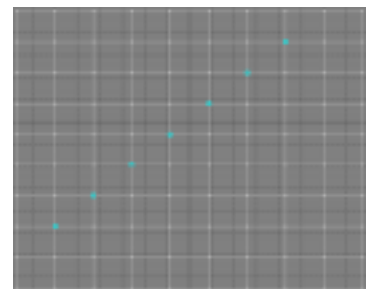
Select the points along the line in the object where you want your groove to appear. You must select the points in order from one side to the other and the points must be in a connected line.



A correct selection



A correct selection



An incorrect selection

### Shift

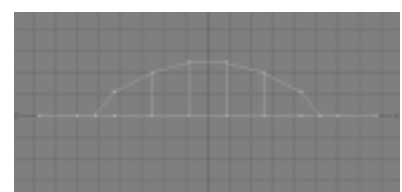
Tells MetaGroove how much to push away the groove from the original position. You could also say that this setting is the groove depth.



The Shift function

### FallOff

If you check FallOff when using shift, it offsets the shifted point after a since curve so you get a softer shift function.



Shift with FallOff

### Direction

This one changes the direction of the shift. You can also change this by using a negative or positive shift value.

**TUTORIALS**

**COMING SOON!**