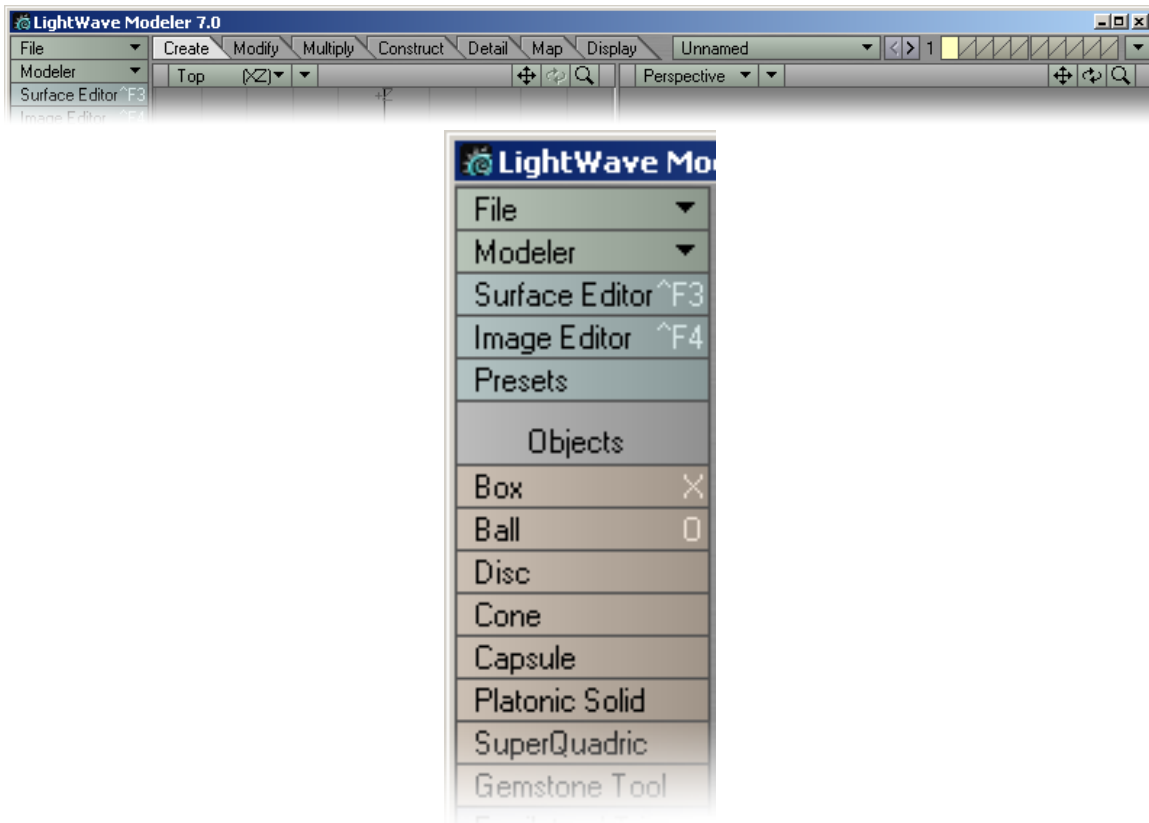


## Learning the “Primitive” Shapes of MODELER

In MODELER, the foundational shapes are located on the left-hand side of the screen. These options appear under the “CREATE” tab. When you first load MODELER, this tab will automatically be displayed. It is shown below for your reference.



The primitive shapes that are most often used are the Box, Ball, Disc, and Cone. In version 7 of Lightwave there are some additional objects that are available. For now, we will focus on the first four. They are shown below in a side-by-side 2D/3D comparison.



2D = Square or Rectangle



3D = Box



## THE SPHERE

Ball



2D = Circle or Oval



3D = Sphere



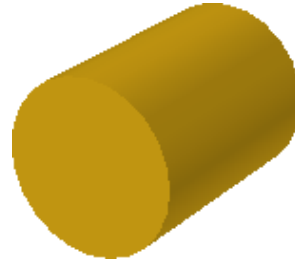
## THE DISC

Disc

2D = Circle or Oval



3D = Cylinder/Tube



## THE CONE

Cone

2D = Triangle



3D = Cone



These primitive shapes, once created, can be molded into any shape you want. Of course, the target object you wish to make should start with a primitive shape that most represents it. For example, if you want to make a square trash can, you would start with a box and make it 3D. It would be much more difficult to take a spherical object and create flat sides out of it. The level of detail you wish to achieve will relate directly to the amount of time it will take to get the object to look like your target object.