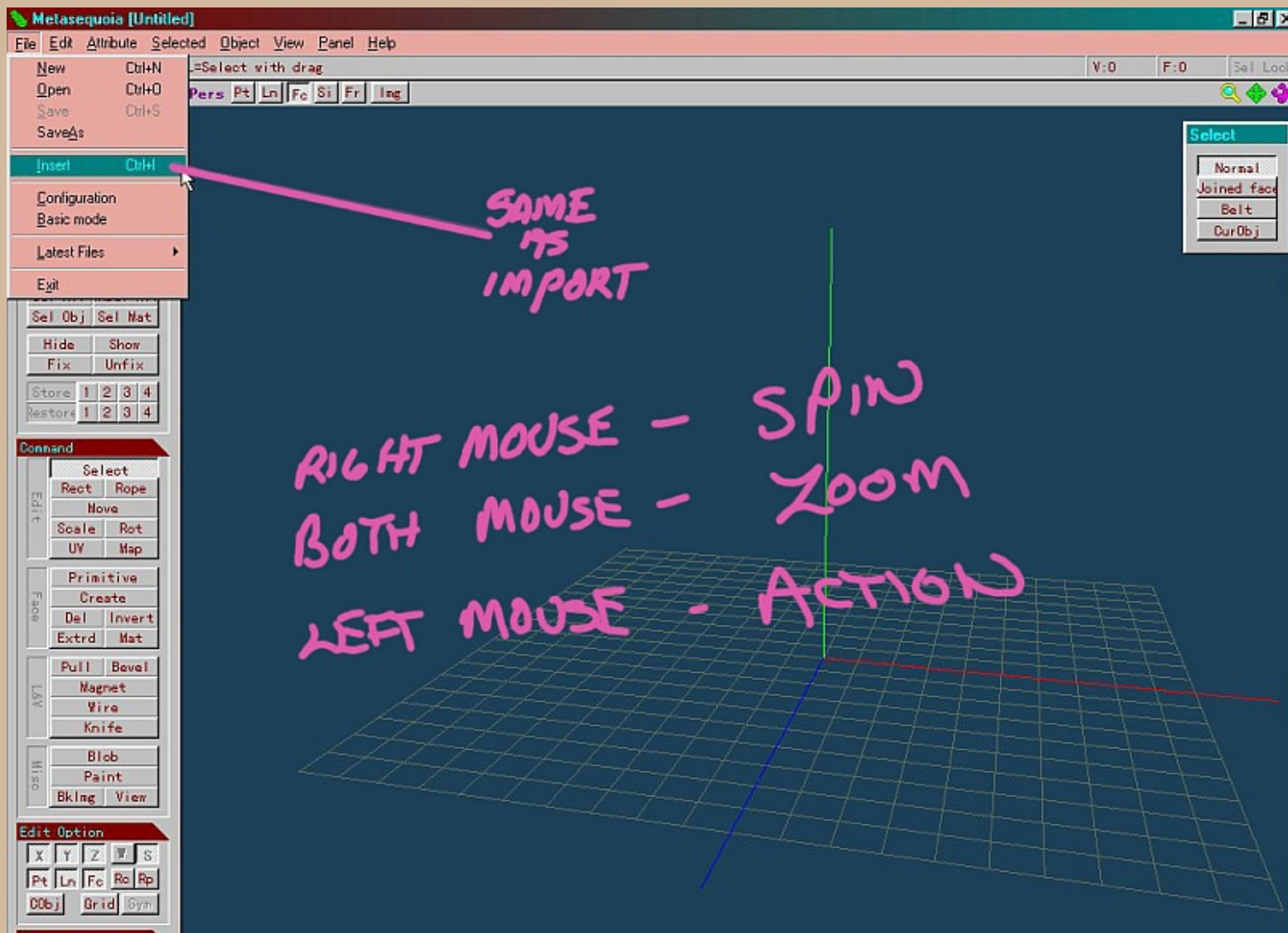


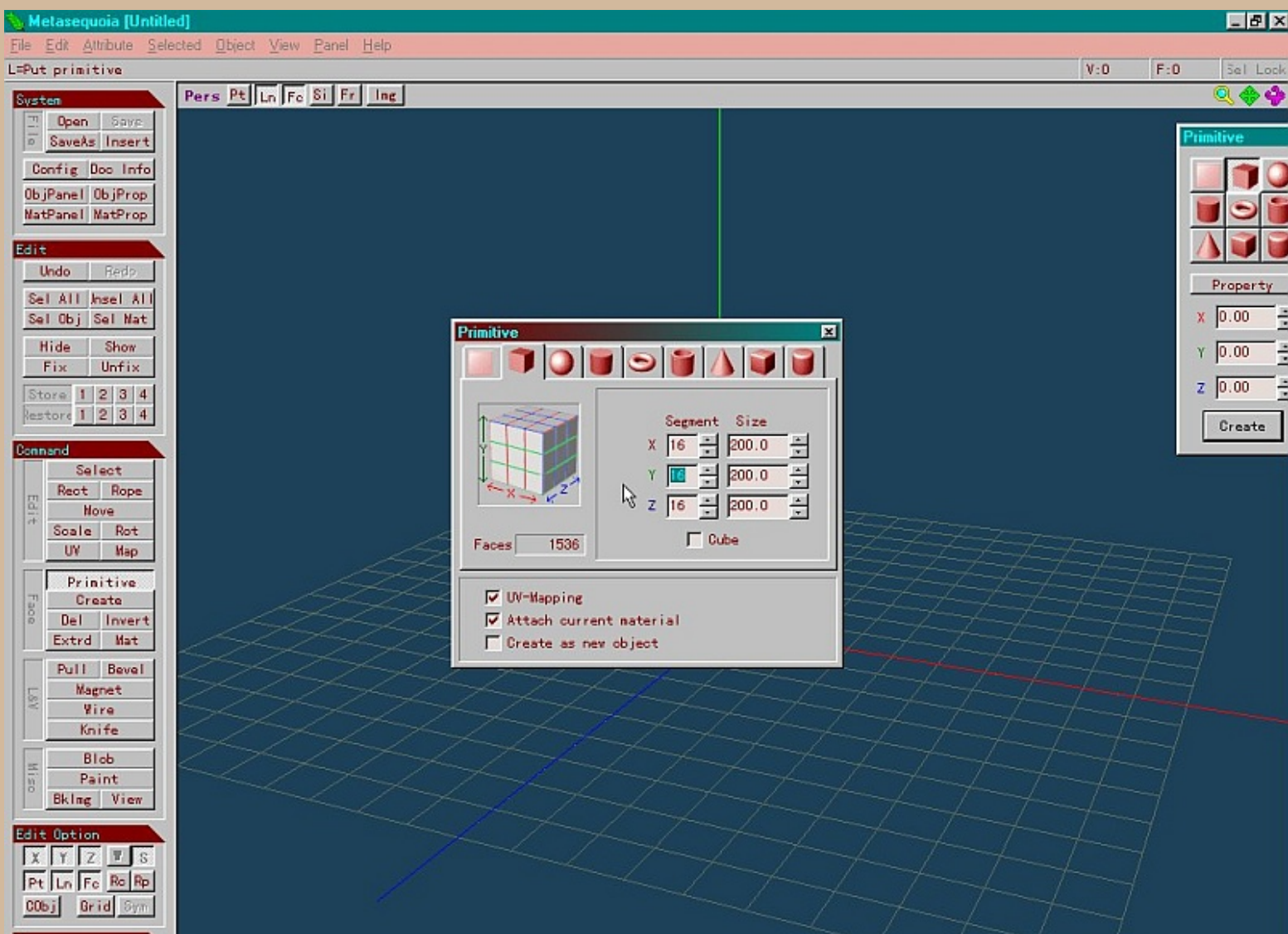
Metasequoia Tutorial Part 2



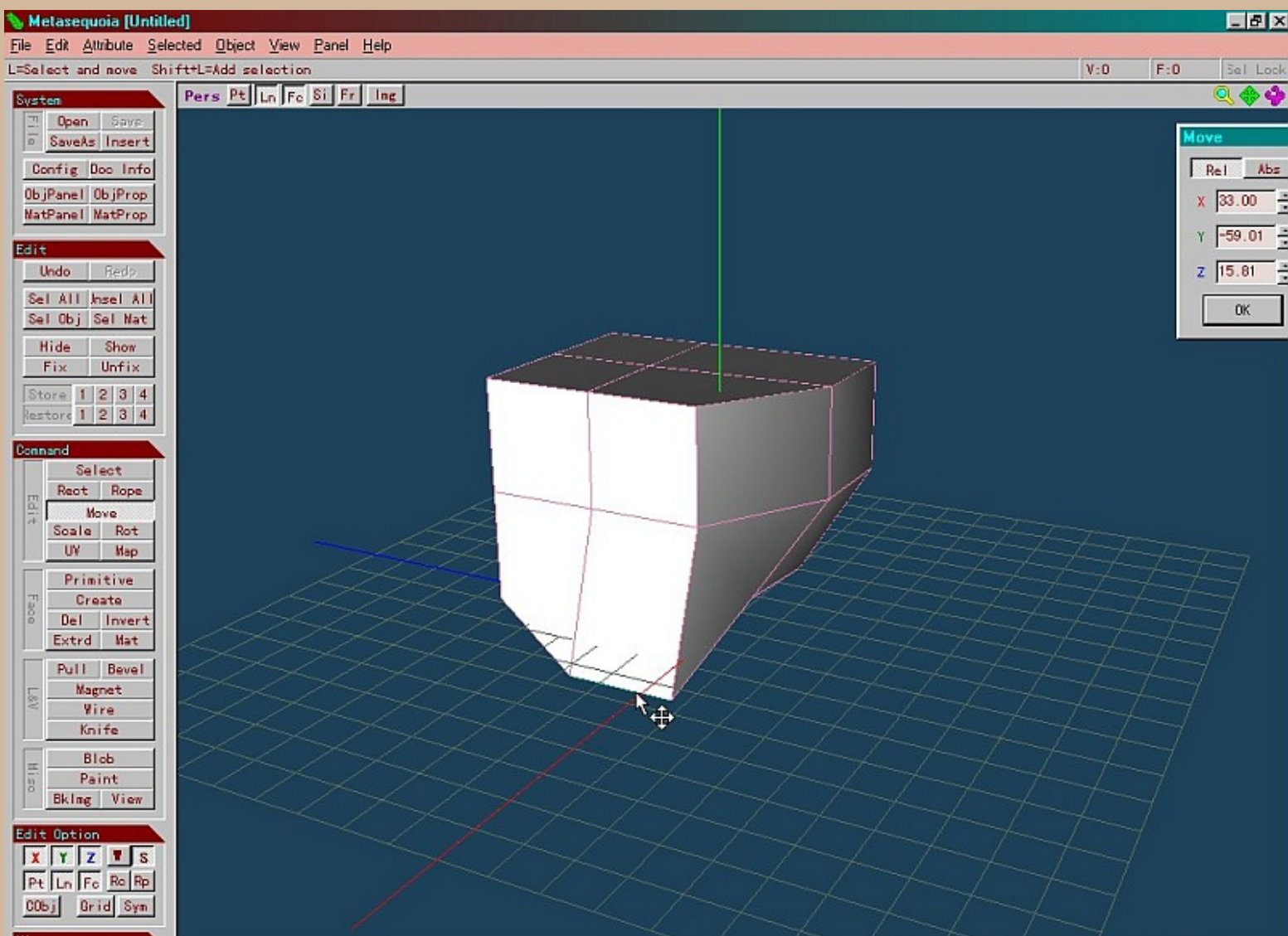
Just some tips.

Insert is the same as import.

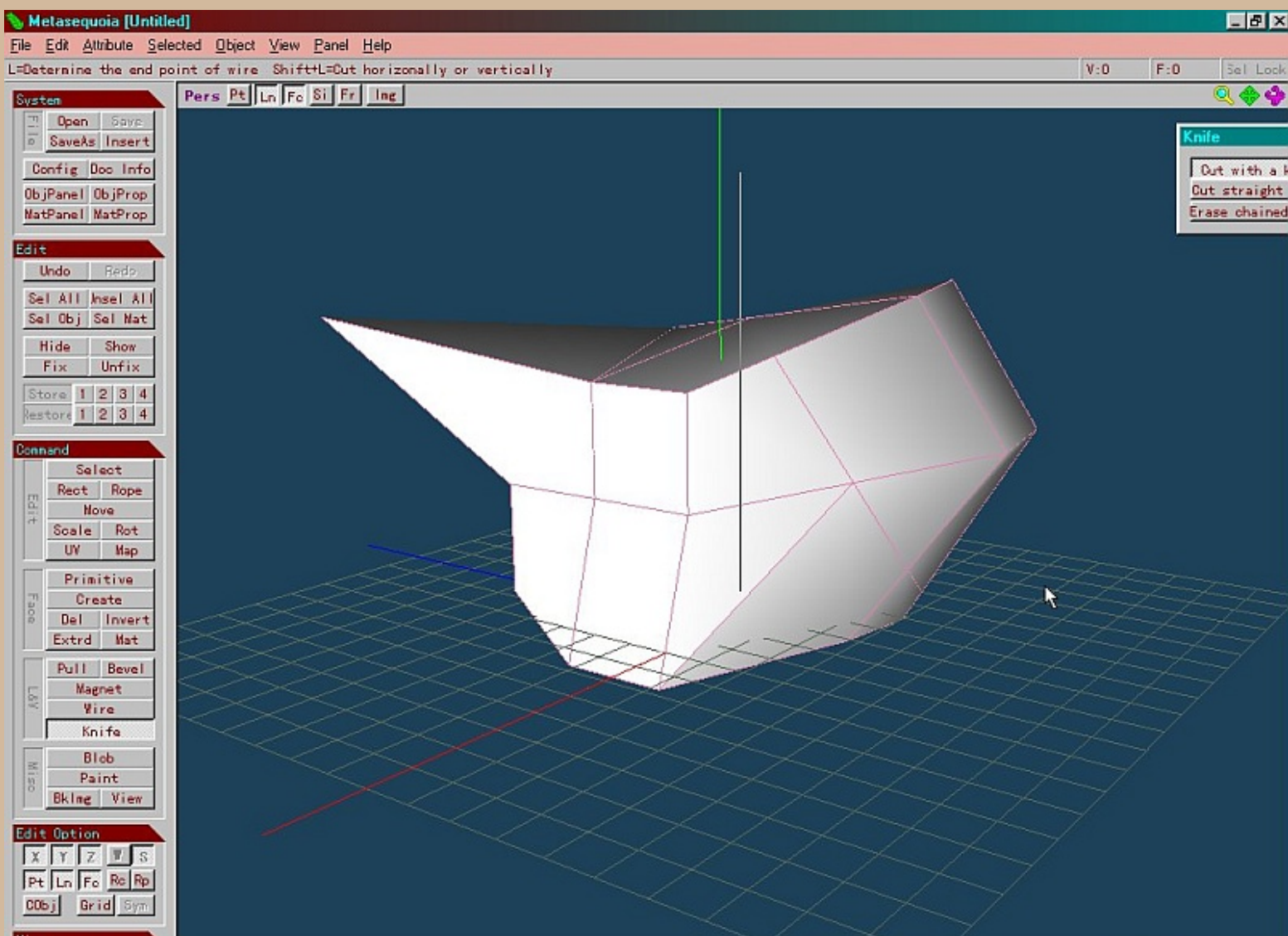
Right mouse to spin, both to zoom and left mouse for manipulation.



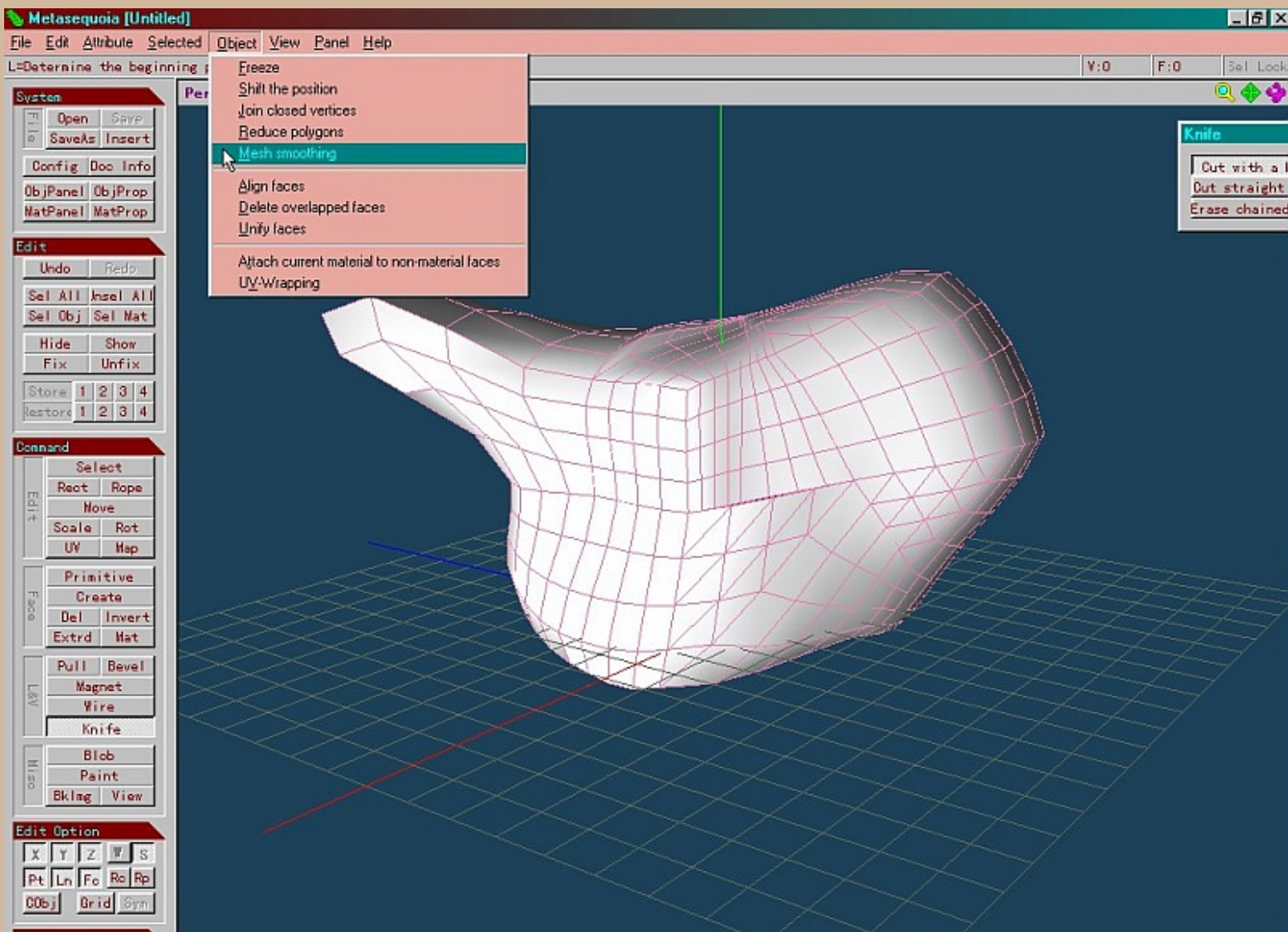
All the primitives and metas have their parameter menus under properties. Here you can determine how many faces or characteristics they can have before being created. For primitives, the parameters will remain the same for each subsequent creation. For metas, you need to click on the individual meta for the parameter screen to come up. Or...you can just make a primitive and then slice it up with a knife.



In Metasequoia, when the 'move' button on the left is selected, you can move either points, lines or faces, just by clicking on them and moving them. If you use the rope or rectangle, you can move whatever is selected. A lot of times I use move in the beginning of a model and use magnets later after mesh smoothing.

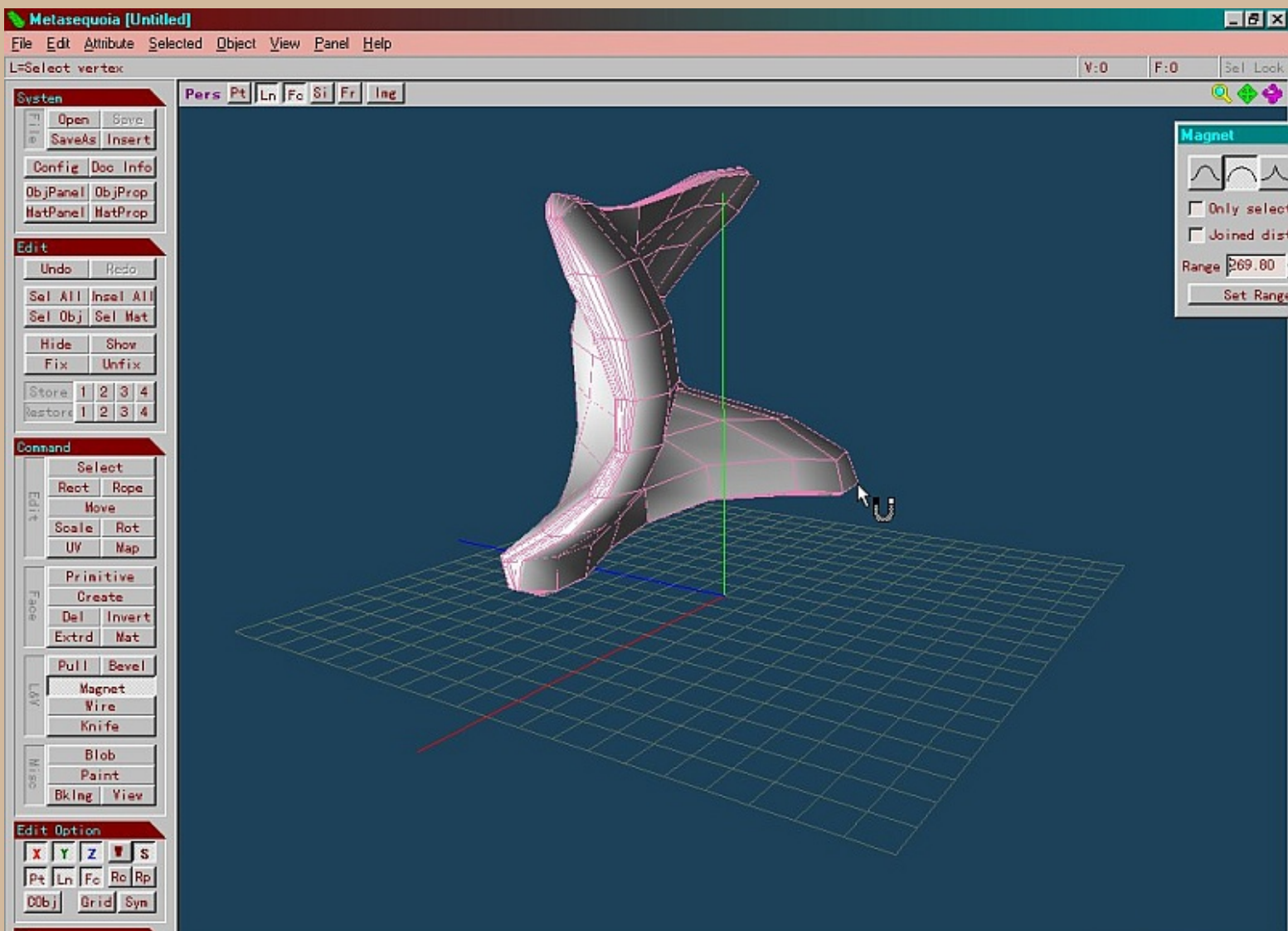


You can use a knife to slice more polygons if you wish. You have to experiment with this tool to find the right use for you. What ever you slice goes all the way through. I use it for breaking up and extruding in subdivision.

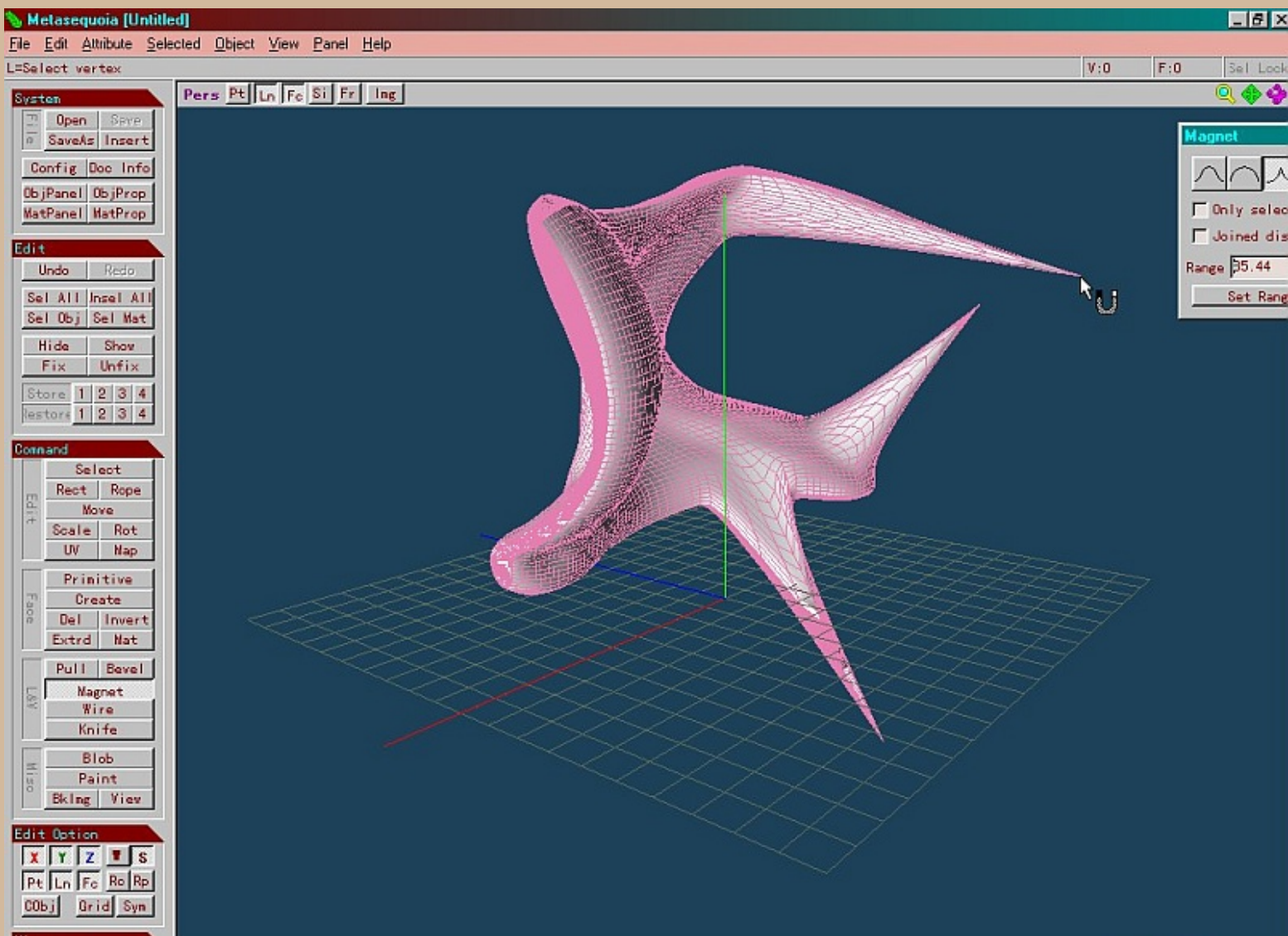


Then, as in all subdivision modeling, when you get your faces, lines or points moved to where you want them, you go up and under 'Object', click 'mesh smoothing' and presto!! ...subdivision. You can control how much.....

This is also where 'polygon reduction' lives so after you make a complicated model, you can chop it down before exporting.



I use magnets after I get a basic subdivision. Set range in the little floaty controls how big your magnet is...and you can see where to control the shape.



Of course, the finer the mesh, the finer the manipulations.

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