



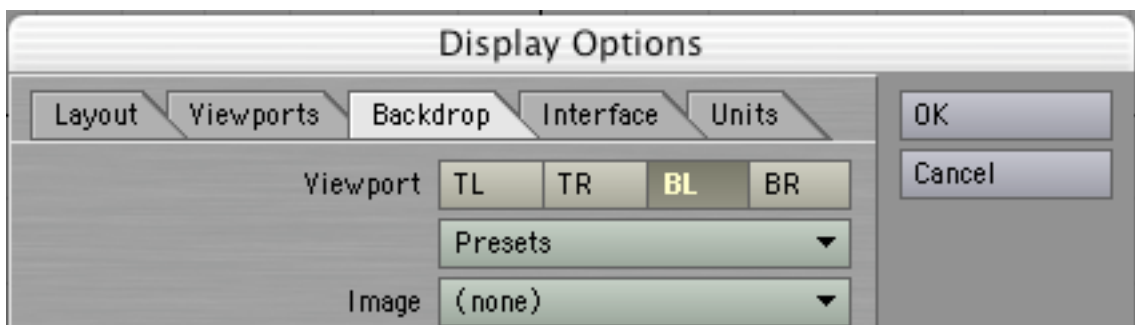
**How to model the Superman “S” symbol.**  
(For those Superman fans, this should be fun!)

**Step 1:** Download the image above with this link here:

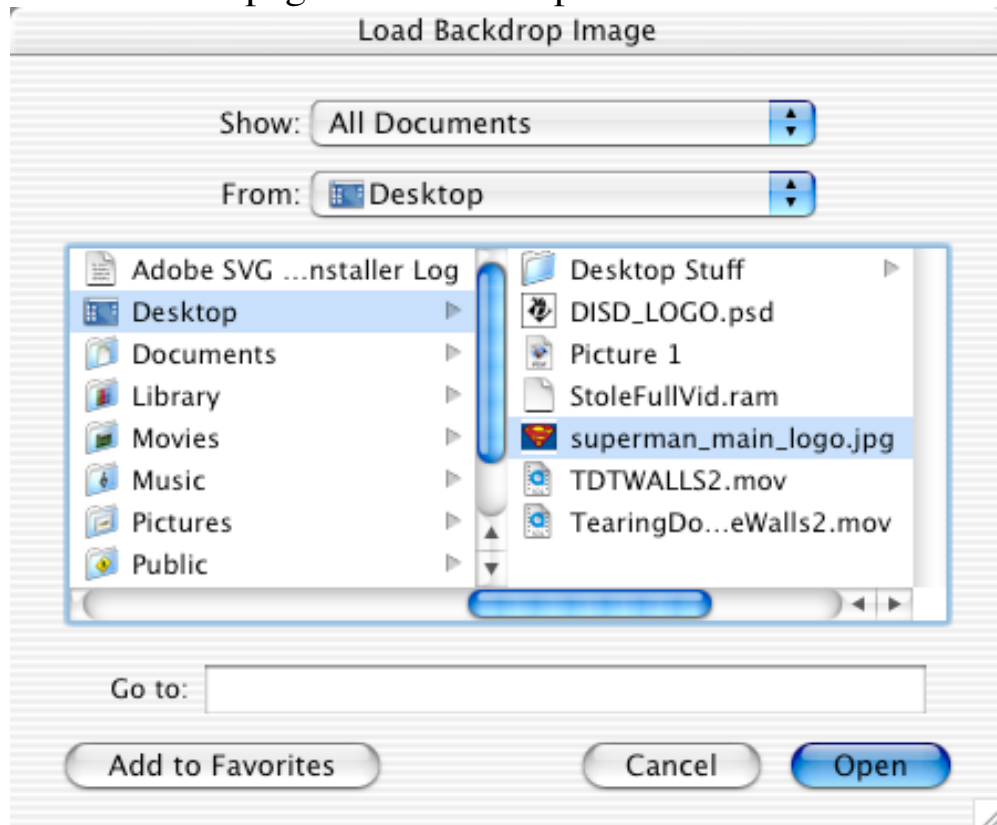
**Step 2:** Now open Lightwave Modeler. Reading from the top left hand view going clockwise, it should read: top, perspective, right, back.



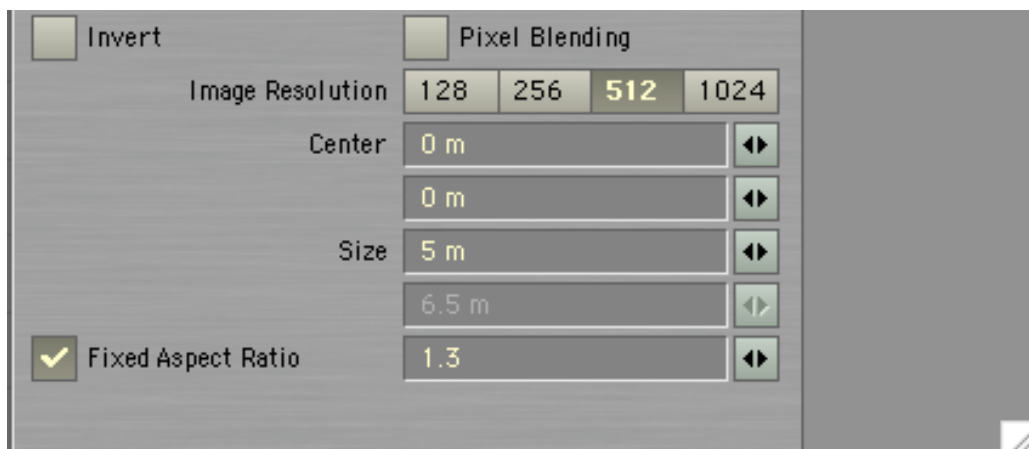
**Step 3:** Select the modeler tab from the toolbar on the left. Move your cursor down to options, then chose Backdrop. Now chose “BL”, for Bottom Left in veiwport.



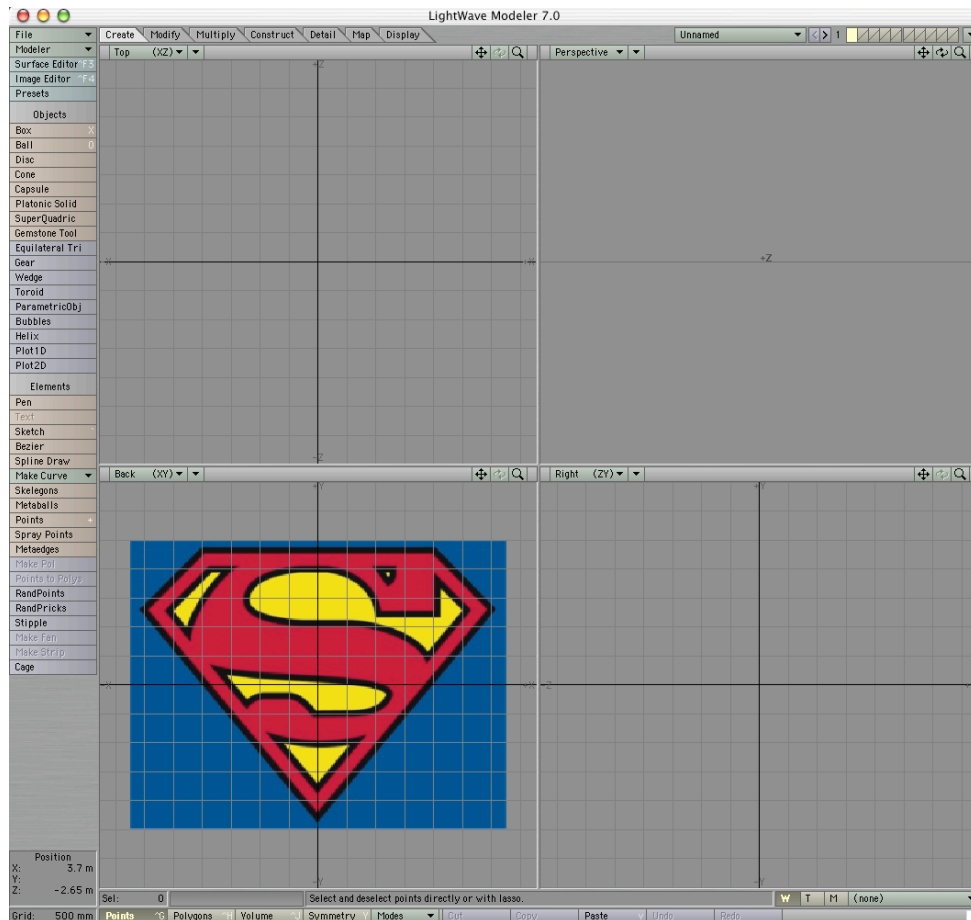
**Step 4:** Now click on “(none)” in the image bar, but chose to “(load image)”. Make the window look like the image on the next page and select “open”.



**Step 5:** Inter the information from the image below back in your “backdrop display options”:

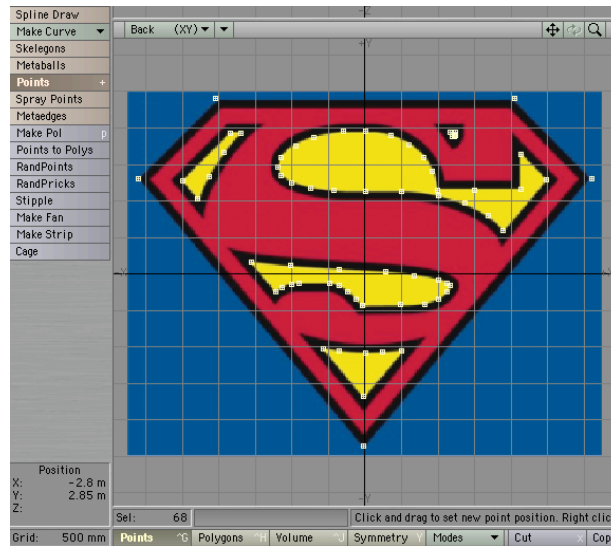


**Step 6:** Close your display window. Modeler should now look like the image on the next page.



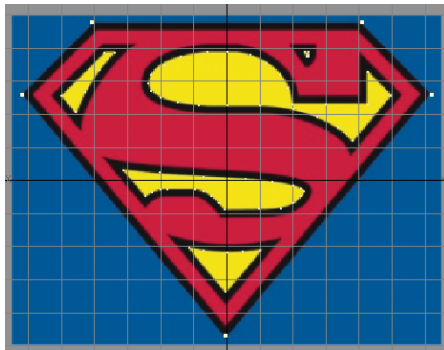
**This is where the fun starts!**

**Step 7:** Select “points” from the left tool bar and hold down the apple button. Now start placing points similar to the ones I have place in the following image. After the points have been placed, move them around to match the pattern as close as possible.

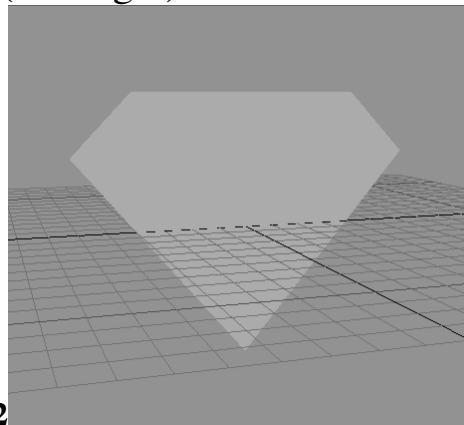


Because this is an odd shaped logo, we must turn the points into polygons one section at a time.

**Step 8:** Hold down your mouse and the shift key to select the points in a clockwise pattern if your points are not still selected. Make sure to get **ALL** the points! (see Fig.1)

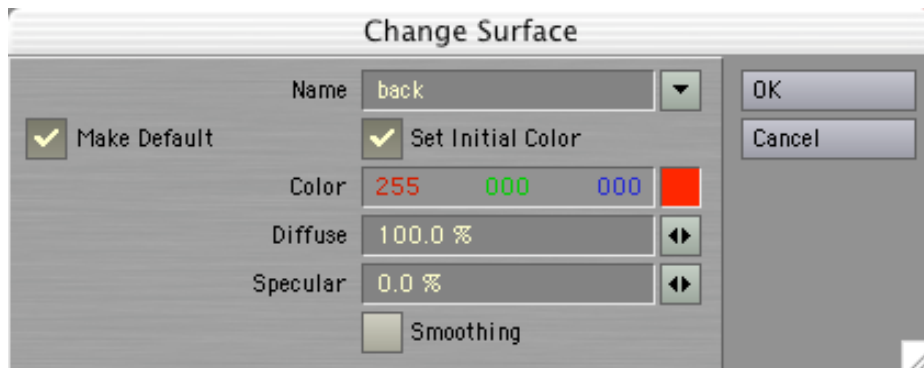


**Fig.1**



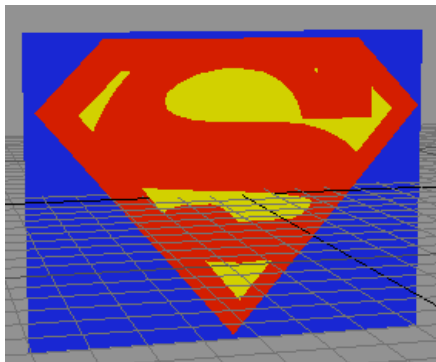
**Fig.2**

Fig.2 shows what it should look like, in perspective, after you have selected the points and pressed the Make Pol button, or P on your keyboard, at the bottom of the left-hand toolbar. Now let's name this polygon so we can add some surfacing. With the polygon selected, press Q on your keyboard and name the polygon "**back**", then change the color to red (see Fig. 1 on next page).



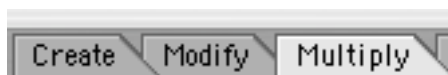
**Step 9:** Repeat the process in Step 8 for each of the “yellow” sections. Remember to do each of the sections one at a time and on the same layer! So you do not get confused, “**Change Surface**” for each new polygon. Name the yellow sections “**lettery1**”, “**lettery2**”, “**lettery3**” and so on. Name the blue rectangle “**mainback**”.

**Product as of now should look like the following picture after moving the “blue” and “red” parts behind each other:**

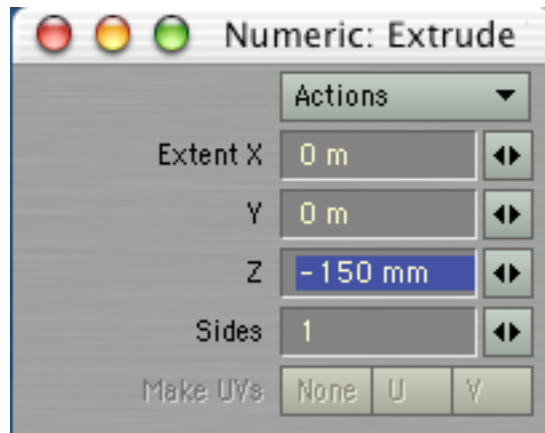


**If you have gotten this far, GOOD JOB! But we are not done yet!**

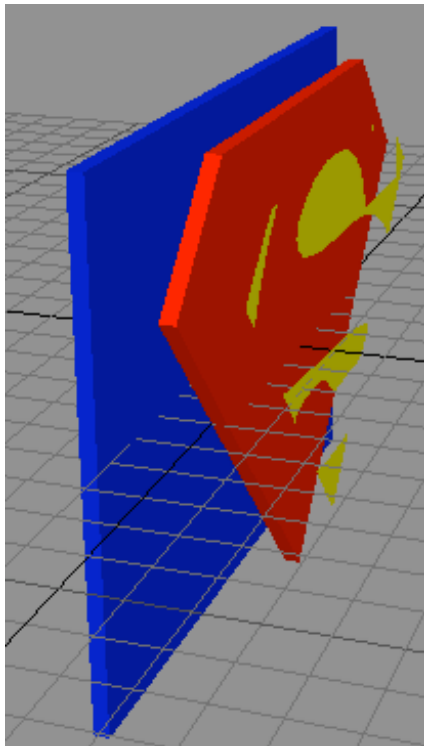
**Step 10:** To give this logo it’s 3D effect we must first use the extrude command which is located under the Multiply button on the left hand toolbar.



With Extrude selected, move over to the “**Numeric**” toolbar to the right of the screen. Once there, select “**Activate**” under the Actions pull-down menu. Now type in the values show below in the screenshot. Do this also to the “**red**” background for the “**S**”.



**Product as of now:**

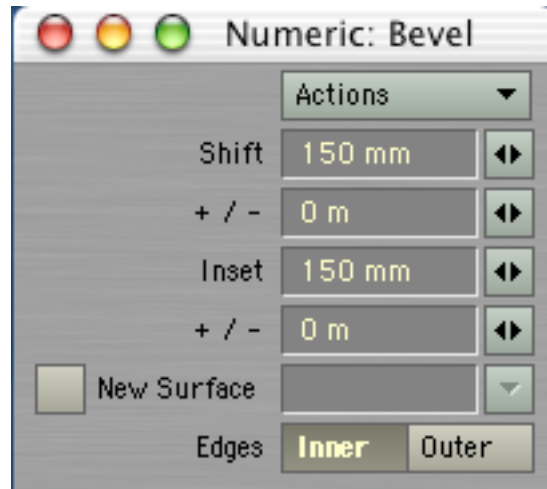


**Right View:**

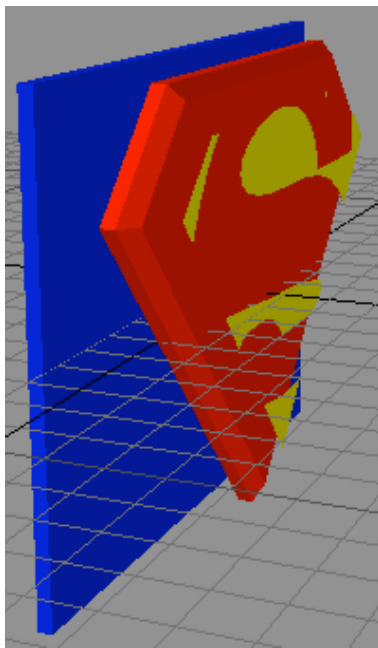


**Good Job! Let's keep going!**

**Step 11:** Now we are going to use the Bevel command located under the same tab. With the front polygon of the “S” shield selected, choose Bevel. Go over to the “**Numeric**” bar again and type in the next set of numbers shown below.



**Product as of Now:**



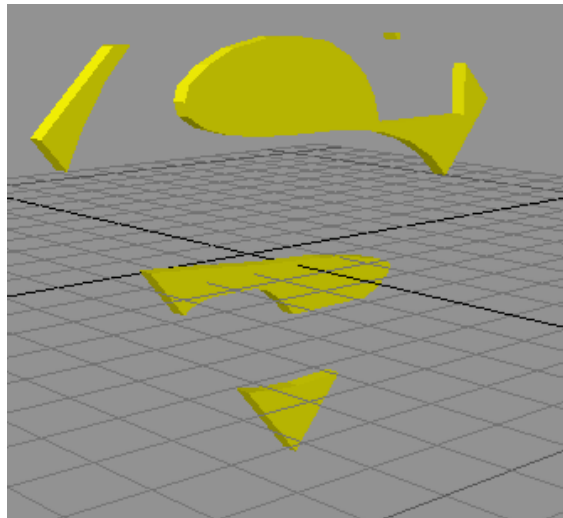
**Right View:**



**Good Job! Almost done.**

**Step 12:** Remember step 10? Do this again for the yellow segments of the “S”.

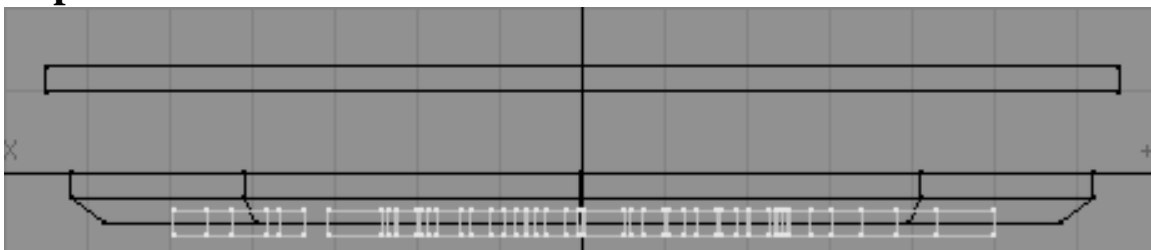
In order to do the next step, we need to move the “S” segments to a different layer. First select ALL of the yellow objects. Now press the X key to cut the object from this layer. Next, move to the top of the modeler screen and select a new layer and press the V on the keyboard to paste it. (view below picture)



**Step 13:** With the 2<sup>nd</sup> layer selected and the sub-layer of the first layer selected, position your yellow segments so that it over laps with the outline of the “S” shield.

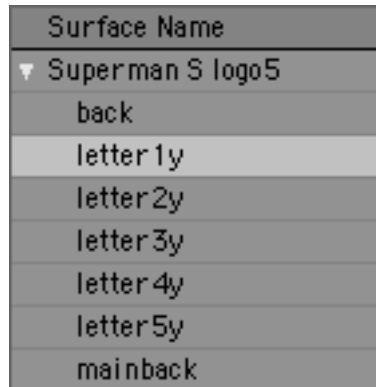
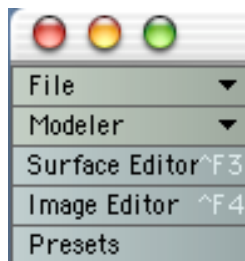


**Top View:**





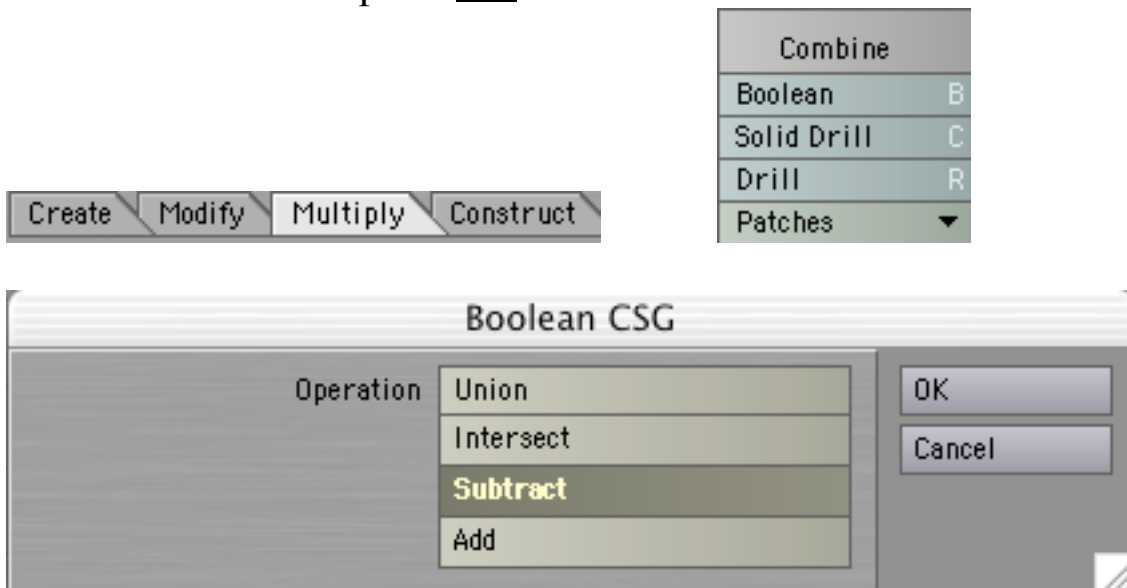
Before you go any further, make sure you (1) merge points by pressing the **M** on your keyboard, and (2) merging your polygons by holding shift then pressing I on the keyboard. (DO THIS TO ALL OBJECTS!) Also, make sure you make all of your objects double sided. Do this by selecting Surface Editor from the left toolbar. Under this, go thru each object and check the box next to “**Double Sided**” close to the bottom of the editor.



While we are in “**Surface Editor**”, make your window have the same figures as the previous screenshot. This will give it a nice polished look to it. Play around with these figures to fit your preference if you want.

After you have set the same figures to each object, close “**Surface Editor**” so we can get back to our logo.

**Step 14:** We left off where we were positioning the yellow segments to overlap the “S” shield. Now select the 1<sup>st</sup> layer and the sub-layer of the 2<sup>nd</sup>. Under the “**Multiply**” tab, select Boolean, then “**subtract**” and press OK.



**YES! We are finally finished! Just click on the 1<sup>st</sup> layer only and see your logo in all of its **Power and Glory!!!****

