

# QUICKSTART GUIDE

## LightWave™ to Unity

This simple guide is intended to help LightWave™ 3D users new to Unity get started quickly.

### What version of LightWave™ is needed?

To have full control you must be using the 2018. Main reason, Vertex Normal Maps and FBX file export, i.e. "smoothing groups". Previous versions of LightWave™ 3D do not have a recent enough FBX exporter to correctly write Vertex Normal Maps. In fact it just ignores them.

You will also need a third-party plug-in to create/edit the Vertex Normal Maps. As of this writing, according to the LightWave™ 3D 2018 docs...

***"Although LightWave has no way of generating vertex normal maps internally yet, Layout can still work with them in objects obtained from other sources."***

Right now those other sources are third-party plug-ins. There is one commercially available right now and that is in the **OD 2018 Tool Set** from Origami Digital. Specifically their *Create Smoothing Groups* plug-in. Interface is simple and pretty straight-forward and it will generate what you need.

### File Structure/Setup

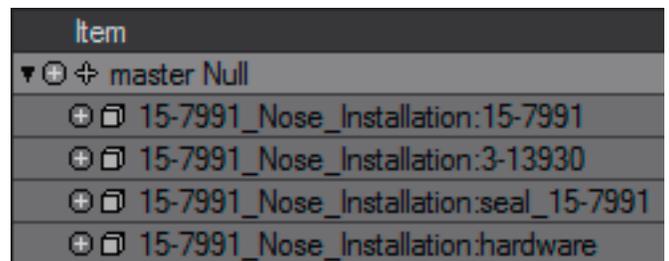
Just like in Layout, any geometry you want to have animate separately has to be on its own layer in Modeler. Each layer will respond in Unity as a single piece of geometry. To simplify your life, name each layer. These layer names will appear in Unity. Unnamed layers from Modeler will show up in Unity as "Empty Mesh".

### Pivot Points

Each layer can have its own pivot as can the overall FBX. Firstly, don't export your FBX files straight out of Modeler. Export everything from Layout.

Make sure to change your Pivot for each layer in Layout BEFORE you bring into Unity. Otherwise the pivot will be set to Origin.

Additionally, create a Null in your scene and place it where appropriate. Parent everything that will be exported in your FBX to this master Null. This Null will act as the pivot point for the FBX but will become invisible within Unity. If you don't create this master Null, the pivot for your FBX will be set to Origin.



This is especially good practice if you need to model something not at the origin.

Next, file export. I recommend sticking with FBX. It will make an easy pipeline and support animations.

### Support Links

<http://www.origamidigital.com/odtoolsOrder.html>

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