## What is Meta Mesh

Meta Mesh is a powerful modeling tool that suggests a new modeling technique by allowing you to interactively weld and hollow out your object in the viewport. With Meta Mesh, you can easily weld and hollow out SubPatch objects without spoiling models, as if by editing Metaball, just like a perfect metal worker. Meta Mesh could potentially advance your modeling workflow.
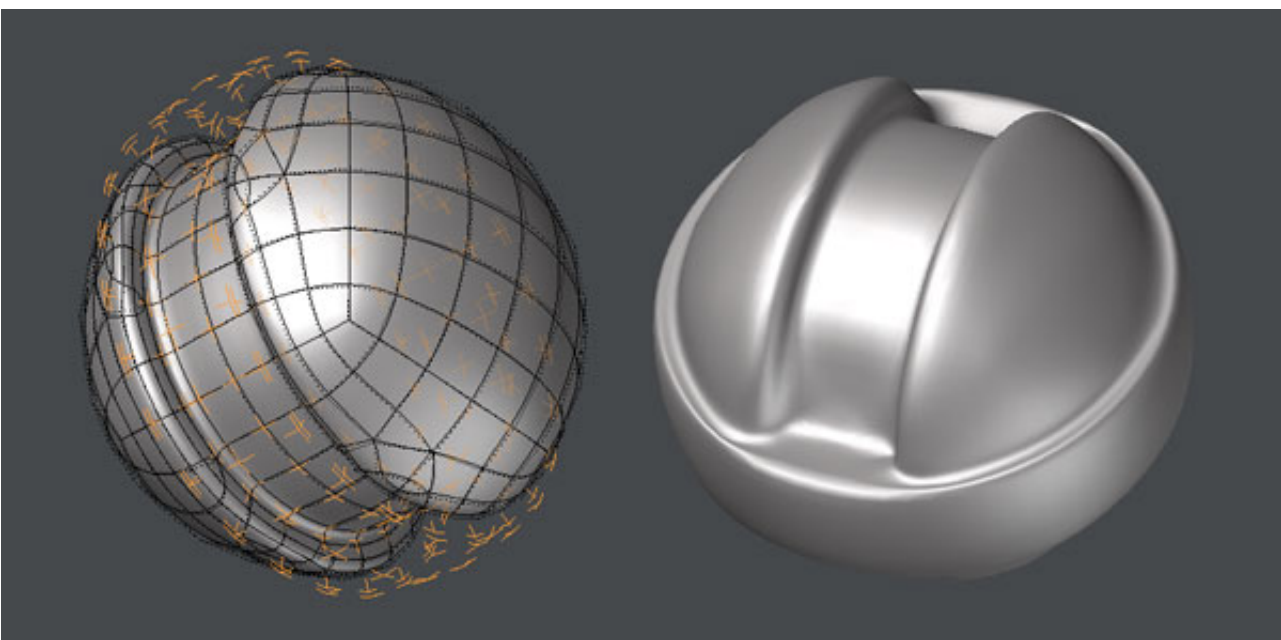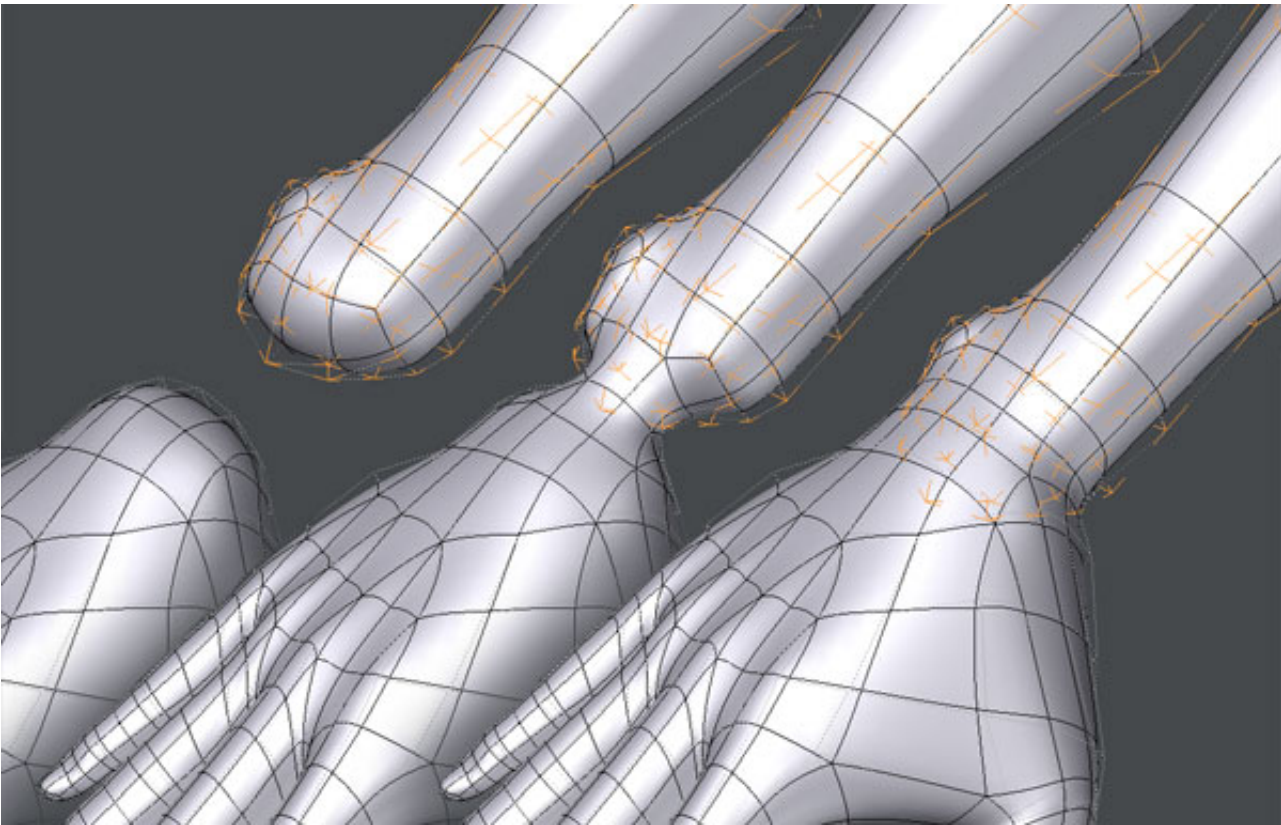
Controls
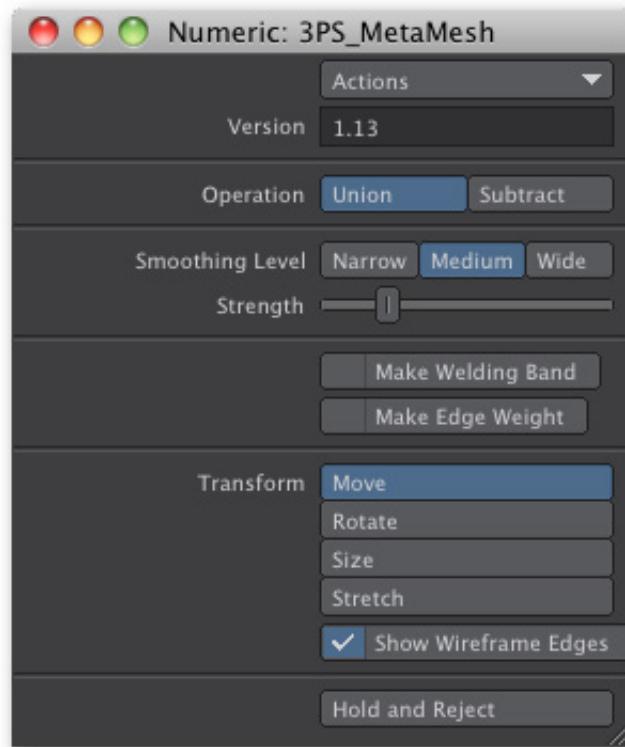
Operation - has the following two options:

> **Union** - welds the clicked polygon island (is a group of interconnected polygons) to other polygon islands.
> **Subtract** - with the clicked polygon island, hollows out other polygon islands.

Left-clicking will transform the current active polygon island, and you can also rotate it by right-clicking. Since LightWave 11.5, you can also scale it by holding the Shift key down and left-clicking.

In any of the orthogonal viewports, holding the CTRL key will constrain movement along the initial dragging axis or one of the axes. In Rotate mode, it will constrain the rotation angle to 15-degree increments.
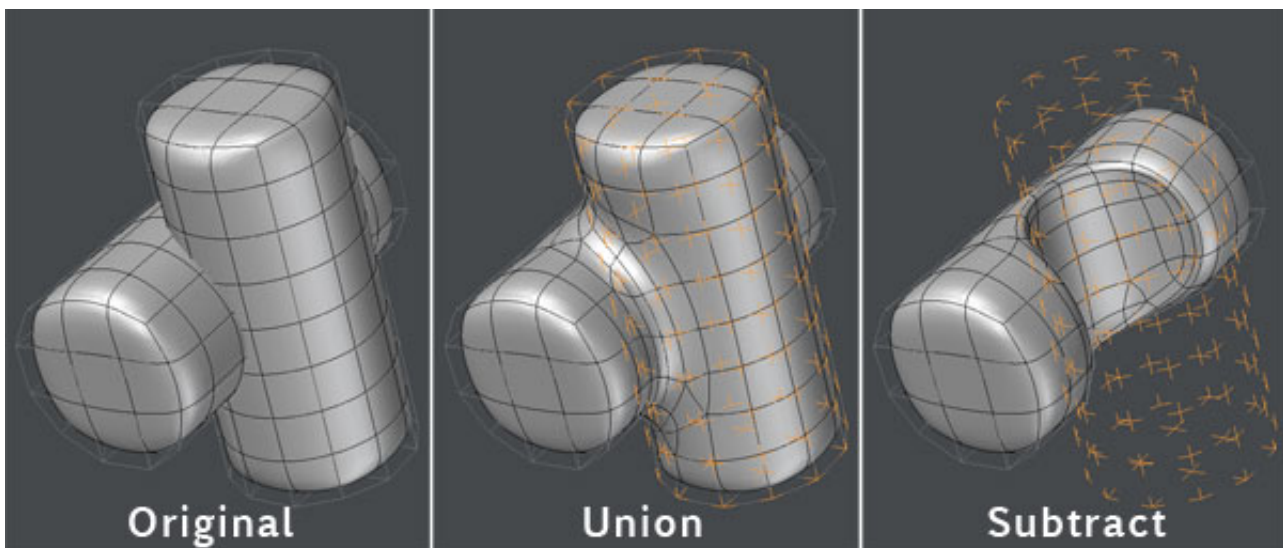
Smoothing Level - determines how wide area should be smoothed.

Strength - sets the amount of smoothing. the more the slider is moved to the right, the smoother the welded part is.

Make Welding Band - If checked, belt-shaped quad polygons will be created and inserted into the welded part.

Make Edge Weight - If checked, the welding lines will be automatically weighted with 100% edge weight.

Transform - chooses the type of transformation you want to assign to the left mouse button. There are four types of transformations: Move, Rotate, Size and Stretch.

Show Wireframe Edges - If checked, the wireframes of the current active polygon island will be displayed. You should uncheck this toggle if it interrupts viewing.

Hold and Reject - discards the current operation with the polygon island transformed. If you only want to accept transformation, tap the spacebar to immediately quit MetaMesh after discarding the operation.

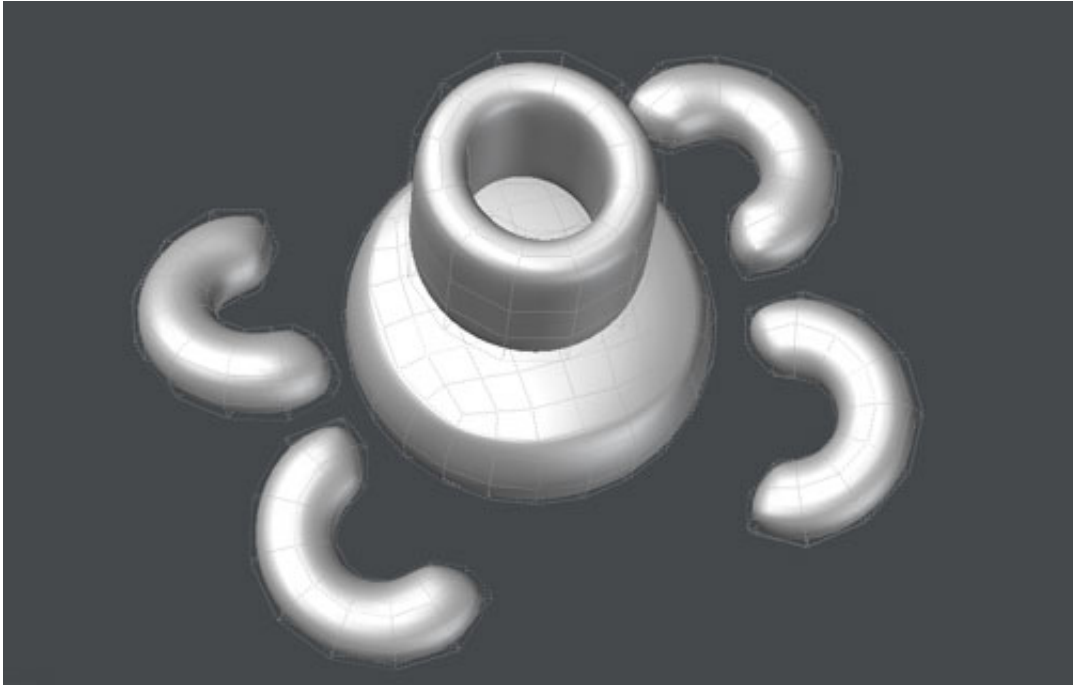
NOTE:

It is recommended that polygon meshes have about the same resolution. The curves of intersection must be closed loop, and self-intersecting meshes are ignored by Meta Mesh.
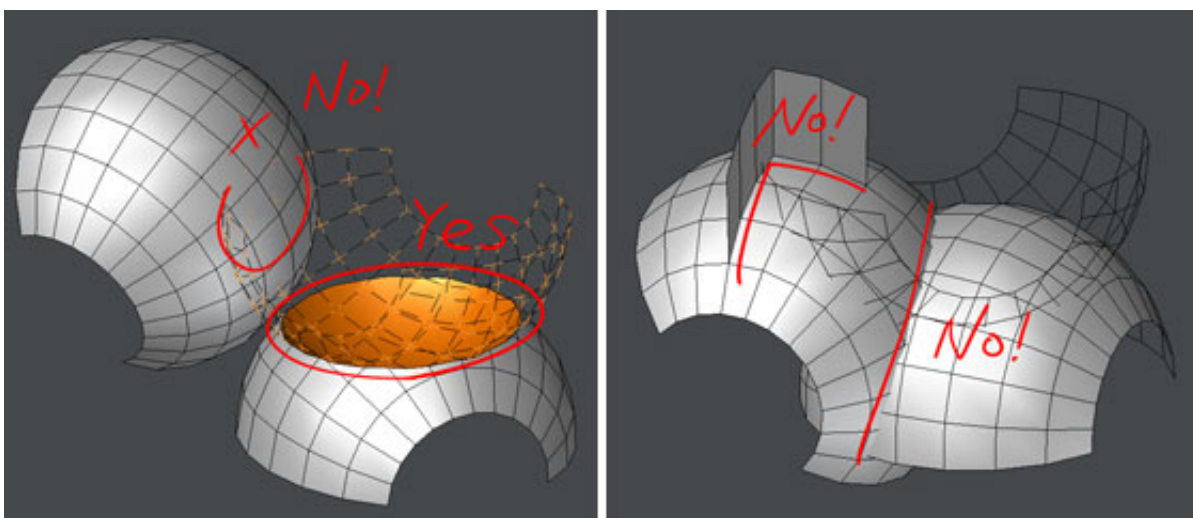
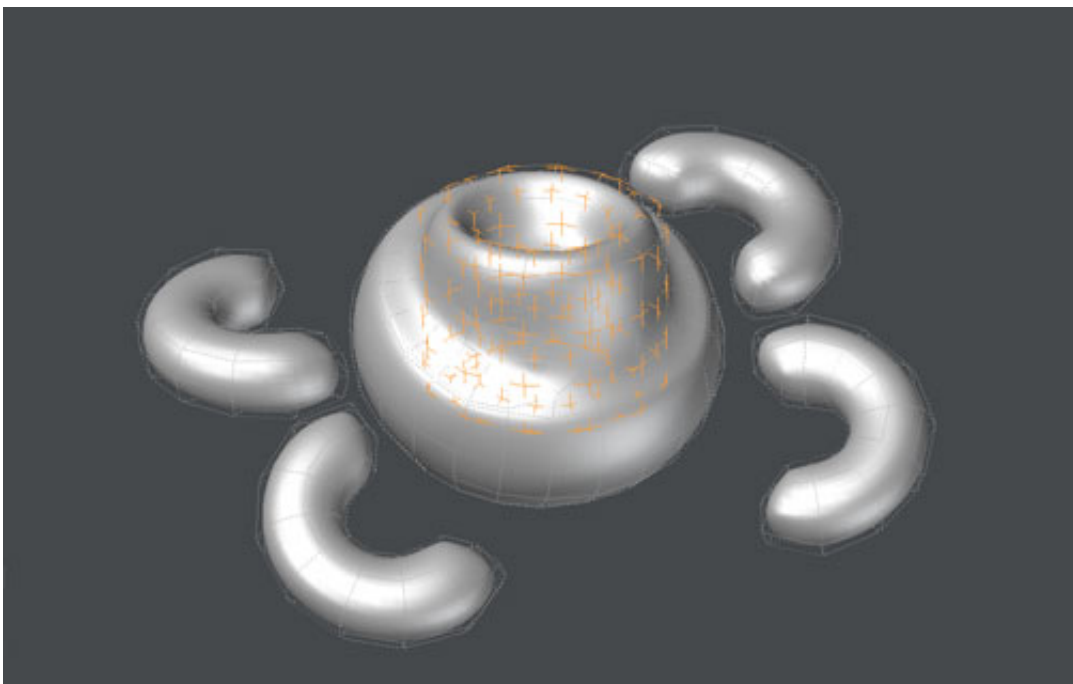
Example:

We've loaded the "MetalParts.lwo" file found in the content. Let's use MetaMesh to weld pieces of metal and make something.

Accept the default of "Union", and we'll click and drag a piece of metal, like a ring-shaped pasta, to weld it to the disc. we'll right-click a piece of metal to rotate it a little, and tap the spacebar to quit MetaMesh.

We've Launched MetaMesh again. Next, we'll click and drag a piece of metal, like macaroni, to weld it to the disc.
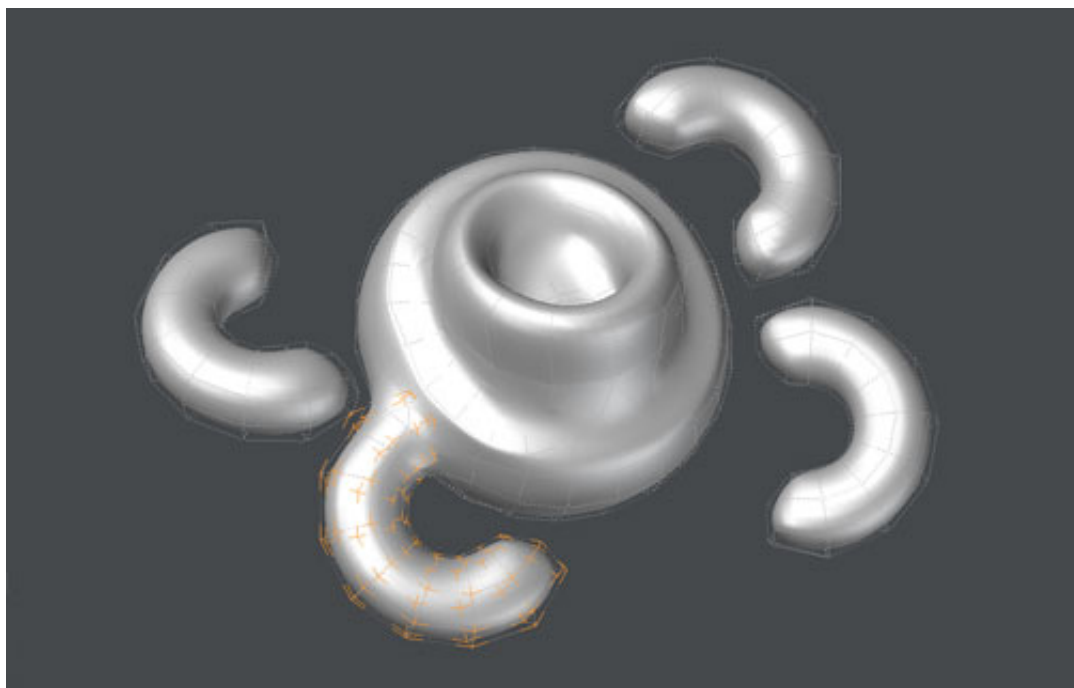
We'll weld the piece of metal to the disc quickly and easily. Now we are perfect metal workers.

We've completed. Now change the Rendering Style of a viewport to "Texture".

This object had already been mapped when we loaded it. The UV maps is not broken. The edge weights, too, of course.