Name: Point Jitter
File: awPointJitter.lsc
Version: 1.0
Type: Modeler
Compatibility: LW9.x
Last Update: 06/23/09
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License: FREE

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Description

This tool is an extension to the Lightwave's built-in jitter tool. In addition to jitter along X, Y, and Z axis it can also move points on their normal vectors. This script uses the average of surrounding polygons to compute points' normals.

Note on interactivity

The Point Jitter plugin offers some degree of interactivity. Due to the current limitations of LScript this plug-in cannot be fully interactive, that is you cannot move/rotate/zoom your modeler viewports while the plugin is active.

Please note that the performance of the plugin may decrease significantly when working with a larger number of points.

How to use

By default Point Jitter installs in modeler under Utilities tab, "Additional" drop down menu.

This script uses point selections as input with optional weightmaps applied to them. Simply select the points that you want to jitter and run the plugin.

Controls:

There are two common controls used.

Randomize:

This button generates a new set of random values for the field located next to it.

Direction:

This control sets the direction for random values for the field located next to it.

For example, when the "+/-" jitter is applied to point normal the point can move either in positive or negative direction along the normal vector. With the "+" or "-" jitter applied the points can move only in positive or negative direction, respectively.

"Point Normal Jitter"

The first field controls the amount of jitter along the points' normals.

"X, Y, Z"

These three fields control the amount of jitter along the X, Y, and Z axes.

"Weightmaps"

This control applies a weightmap to the selection. All random jitter values are scaled accordingly.

Tips and Tricks

The script computes point normals only once and it happens the first time a control is adjusted. This procedure may take some time depending on the number of selected points. Any subsequent adjustments take less time.

History

Version: *1.0*
Date: *06/23/09*

First release

Contact

Bug reports, comments or suggestions are welcome. This plug-in has been tested to a reasonable degree and appears to behave as described. If you find something wrong with it, or have some ideas for enhancement contact me through my website. I cannot promise anything because I am not a full time developer, but I will try my best to take any comments into account.

http://www.artssphere.com/contact.php

Disclaimer

(Just in case...)

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