

Examples

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 - [Example - Python City Block](#) — Demonstrating creating instanced cities
 - [Example - Building a wall with Instances](#) — Creating blocks one instance at a time
- [Example - UV Aspect](#)
- [Example - Creating a Volumetric Light](#) — Creating volumetric lights is easier than ever in LightWave 2018 and they have become integral to rendering rather than a post-process meaning they are much better integrated.
- [Motion Mixer Examples](#)
 - [Example - Simple Motion Mixer](#) — Using Layout Modeler tools we'll make a simple Motion Mixer scene
 - [Example - Blending Motions with Transitions](#) — Transitions are one of the most powerful features of Motion Mixer. They allow you to blend motions together.
- [Node Examples](#)
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 - [Example - Inside RayCast](#)
- [Example - Volumetric Primitive Emitter](#)
- [Example - Starting with HyperVoxels](#) — This exercise gives you a quick hands-on feel for how to use HyperVoxels.
- [Example - HyperVoxel volumetrics](#) — This exercise will give you a flavor of some of the volumetric features.
- [Example - Blending HyperVoxel Objects](#) — This exercise shows how different HyperVoxel objects can interact with one another.
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- [Example - Volumetric planet and atmosphere](#) — Creating a detailed planet with sunrise using no polygons
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