

# Wireframe render from Kray

Small tutorial how make wireframe renders from Kray.

1/After finish setup scene we need export this scene to new folders: normal scene folder and outline folder.

We will use the following plugin:

<http://lwtoolbox.com/content/SaveProject.zip>

from outline scene we can delete all textures (we don't need them)

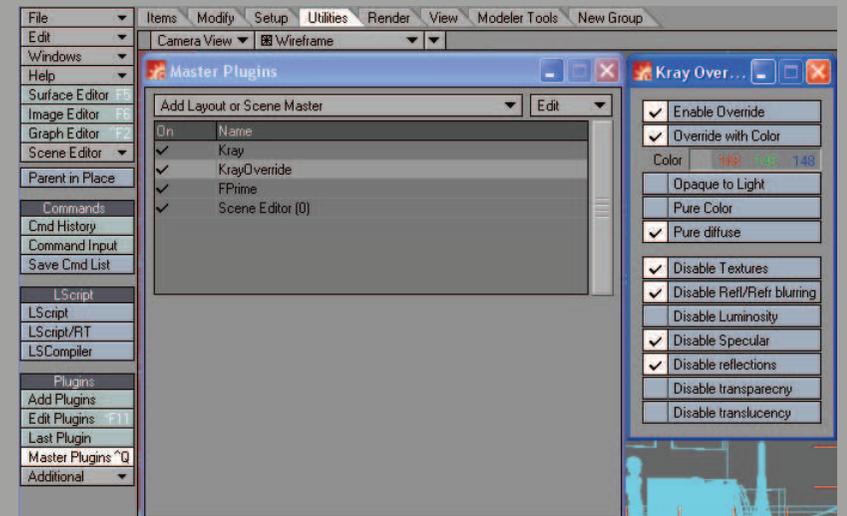
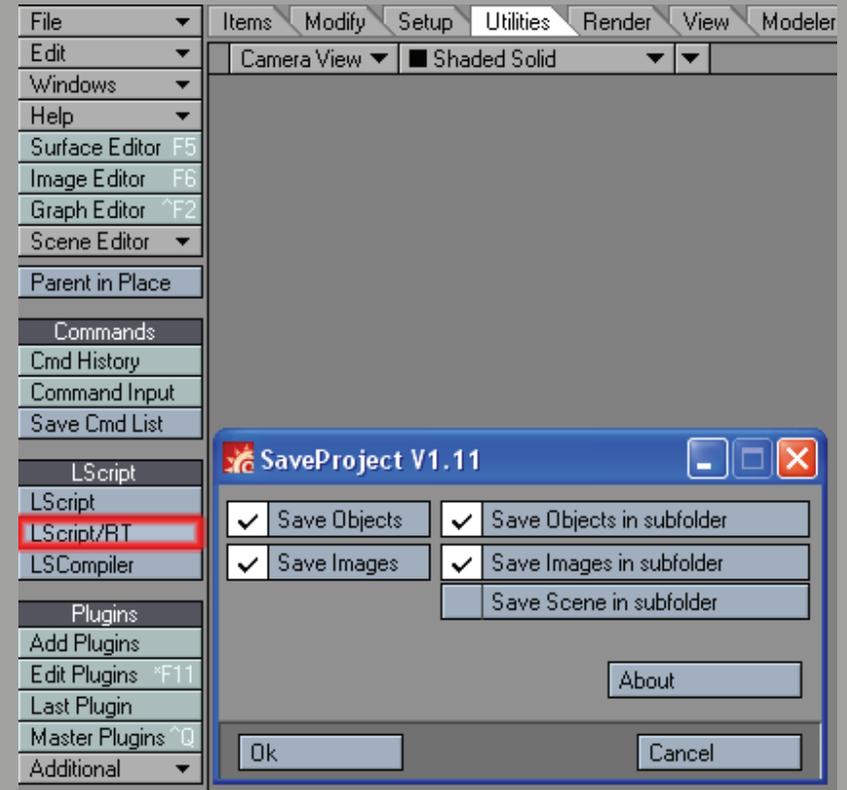
2/ We need two renders (which we will merge under Photoshop)

- override render from Kray
- outline render from LW

## Override render

Override render is very powerfull tool (for example I use this for checking quality of GI)

It is very important how you setup it. The screenshots on the right shows how to setup KrayOverride for correct render:



This is result after desaturate under Photoshop (You can also put in Tailer cmds command: postprocess desaturate, 1;) Of coarse we used normal scene (just select tool override)

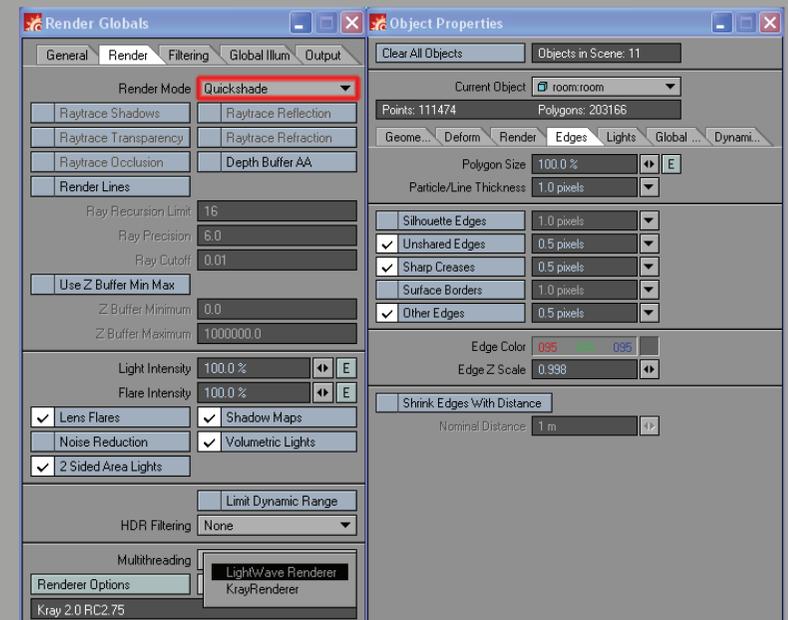


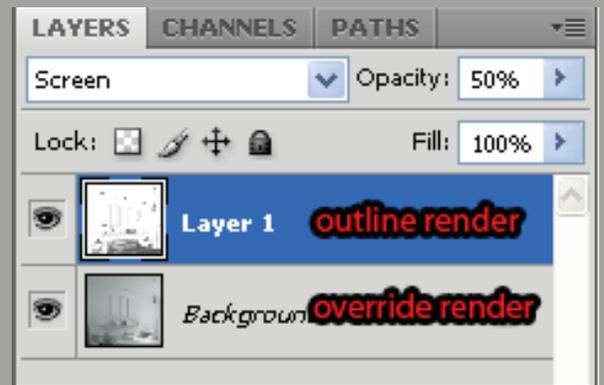
## Outline render

We use now second exported scene.

1. select from RenderGlobals Lightwave Render Engine and select Quickshade
2. (very important) all surface must have 100% luminosity , white color
3. You must setup otline renders in LW

Don` t forget setup AA in LW!





Now we prepare Photoshop montage:

