

## Comparison of the Standard Object to the new Complex Object:

Feature	Standard Object	Complex Object
Wizard/Easy Object Creation	Yes	No
Optimized data structures for fast rendering	Yes	No
Rendermodes	Volume, X-ray, Solid, Volume To Geometry, Volume To Geometry Additive	Solid, Volume, X-ray
Realtime OpenGL Preview	Yes	No
Realtime Software rendering	VPR	VPR
2D Views in Viewport	Yes (dataset- , object- , world-axis)	No (only in Slice Editor panel).
Material Properties	Color, Opacity, Diffuse, Shading Softness, Luminosity, Specular, Glossiness, Color Highlights, Transparency.	Color, Opacity, Diffuse, Shading Softness, Luminosity, Specular, Glossiness, Color Highlights, Reflection (Solid Mode)
Textureable Material Properties	Color, Opacity	Color, Opacity, Diffuse, Shading Softness, Luminosity, Specular, Glossiness, Color Highlights, Reflection (Solid Mode)
Texture Layer Types	Gradient	Image, Gradient, Procedural (+ Nodal Procedural in LW11)
Integrated Dataset Editing	Yes	No (use Slice Editor Panel)
Mesh Conversion	Yes	Yes, (in LightWave 11 or later)
Volume Painting on 3D Object	Yes	No
Masks	Yes	Yes (via texture Layers)
Bounding Objects	Yes (Sphere, Box, Cylinder)	Yes (Sphere, Box, Cylinder and Polygonal Geometry)



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