

Name: _____

Period: _____

Adjusting the Scene Worksheet

The answers to this worksheet can be found in the *LightWave 7.5 Primer* Chapter 2 (pages 97-117).

Review Questions:

1. In your own words, discuss *parenting*.
2. How can lights be added?
3. Define the following types of lights in LightWave Layout:

Distant:

Point:

Spot:
4. What is *preset*?
5. Define *Viper*.
6. What is a *procedural texture*?

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Viewing and Applying Surfaces in Layout

The answers to the first five questions of this worksheet can be found in the *LightWave 3D Seven Reference Guide* Chapter 3.

Review Questions:

1. In your own words, describe the purpose of *VIPER*.
2. Why use *Draft Mode* in *VIPER*?
3. Will *VIPER* display surface samples launched from *Modeler*? Why?
4. Describe the *Preset Shelf*.
5. What is the *Preset Shelf* used for?

Activities:

The following activities can be found in the *LightWave 7.5 Primer* Chapter 3 (pages 119 – 140). Save all activities (tutorials) in a folder titled *Basic Surfacing*.

1. Open the *Texture Lab* and view the *Mechanics of Surfacing* (pages 120 – 127).
2. Complete the *Setting Up Reflections* activity.
3. Complete the *Understanding Transparency* tutorial.
4. Complete the *Applying Shaders to Surfaces* tutorial.