

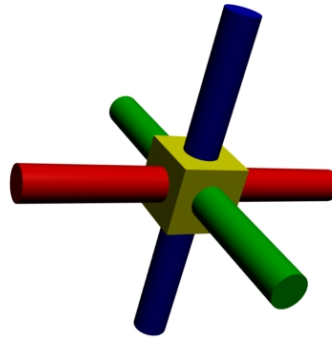
Axis Project Directions

Why?

1. Solidify students understanding of Cartesian Space.
2. Introduces the use of Primitives in object construction.
3. Hands on exploration of LightWave interface and conventions.

Tools

1. Disk
2. Box
3. Surface Naming
4. Copy & Paste
5. Rotate
6. Cursor Placement
7. Numeric Panel
8. Saving & Loading



How?

1. Create a new Content Directory (title it: Axis_Project)
2. Draw a box
 - Open Numeric Panel (n)
 - Width: 2m; Height: 2m; Depth: 2m
 - Center – X: 0, Y: 0, Z: 0
 - Hit F2 Key to center
3. Give a surface to the box
 - Press Polygon Mode button
 - Select everything
 - Click *Surface*
 - Rename: Axis
 - Drag blue to 000 to make box yellow
 - Specular: 120%
 - Turn on Smoothing
4. Press layer two button
5. Make X-Axis cylinder
 - *Disc* tool > Numeric panel (n)
 - Sides: 24
 - Segments: 1
 - Bottom: -5m
 - Top: 5m
 - Radius: X: 5m, Y: 50cm, Z: 50cm

- Select the cylinder
 - Click *Surface*
 - Rename: X-axis
 - Color: Red 250
 - Diffuse: 80%
 - Specular: 45%
 - Smoothing: Off
6. Press layer three button
7. Make Y-Axis cylinder
- *Disc* tool > Numeric panel (n)
 - Same Values as X-Axis cylinder
 - Press *Rotate* in the center of the *Back View*
 - Hit F2 key to center
 - Click *Surface*
 - Rename: Y-axis; Color: Green
8. Press layer four button
9. Make Z-Axis cylinder
- Same values as last cylinder
 - Press *Rotate* in the *Top View*
 - Hit F2 key
 - Surface name: Z-axis; Color: Blue
10. Combine all layers into one
- Select all layers (hold down shift key)
 - Go to Edit > Cut
 - Click on first layer
 - Go to Edit > Paste
11. Save into Content Directory Objects folder