

Name: _____

Period: _____

LightWave Points and Polygons Worksheet

The answers to this worksheet can be found in the *LightWave 3D Seven Reference Guide* Chapter 21, pages 21.1 – 21.9, 21.14 – 21.15.

Vocabulary:

1. Polygon
2. Selecting
3. Non-planar Polygon
4. Normal (Surface Normal)
5. Polygon Selection Mode
6. Points Selection Mode

Review Questions:

7. Can a selection be made while a modeling tool is open?
8. How can more points be added to a selection?
9. Describe two ways to deselect points.
10. Describe two ways to select points.
11. What basic shape is never non-planar?
12. Describe two ways to select polygons.
13. Describe how to determine which way a polygon is facing.

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LightWave Basic Modeling Worksheet

The answers to this worksheet can be found in the *LightWave 7.5 Primer* textbook, Chapter 2, pages 61 – 75.

Vocabulary:

1. Layer Browser
2. Foreground Layer
3. Background Layer
4. Primitive
5. Numeric Options Panel

True or False Questions:

6. _____ After creating an object, opening a new objects will delete the former object.
7. _____ Hitting the spacebar after laying out an object “freezes” the object.
8. _____ All geometry (shapes) put on one layer are considered the same object even if they are not touching.
9. _____ Surface options may be changed before a new surface name is entered.

Review Questions:

10. List four *Primitive* tools.
11. Under which tab are the Primitive tools located?
12. When drawing a box (or other primitive), what do the highlights at the corners and center indicate?
13. How can the highlights around a primitive in the process of being created be turned off?
14. What is the most convenient and quickest way to access the *Numeric Options Panel*?
15. What is the difference between the *Reset* and *Activate* options in the Numeric Options Panel?
16. What can a flat plane (flat polygon) be used for?
17. Why is geometry created using several layers different from geometry created as separate objects?
18. What is the hotkey command for the *Change Surface Panel*?