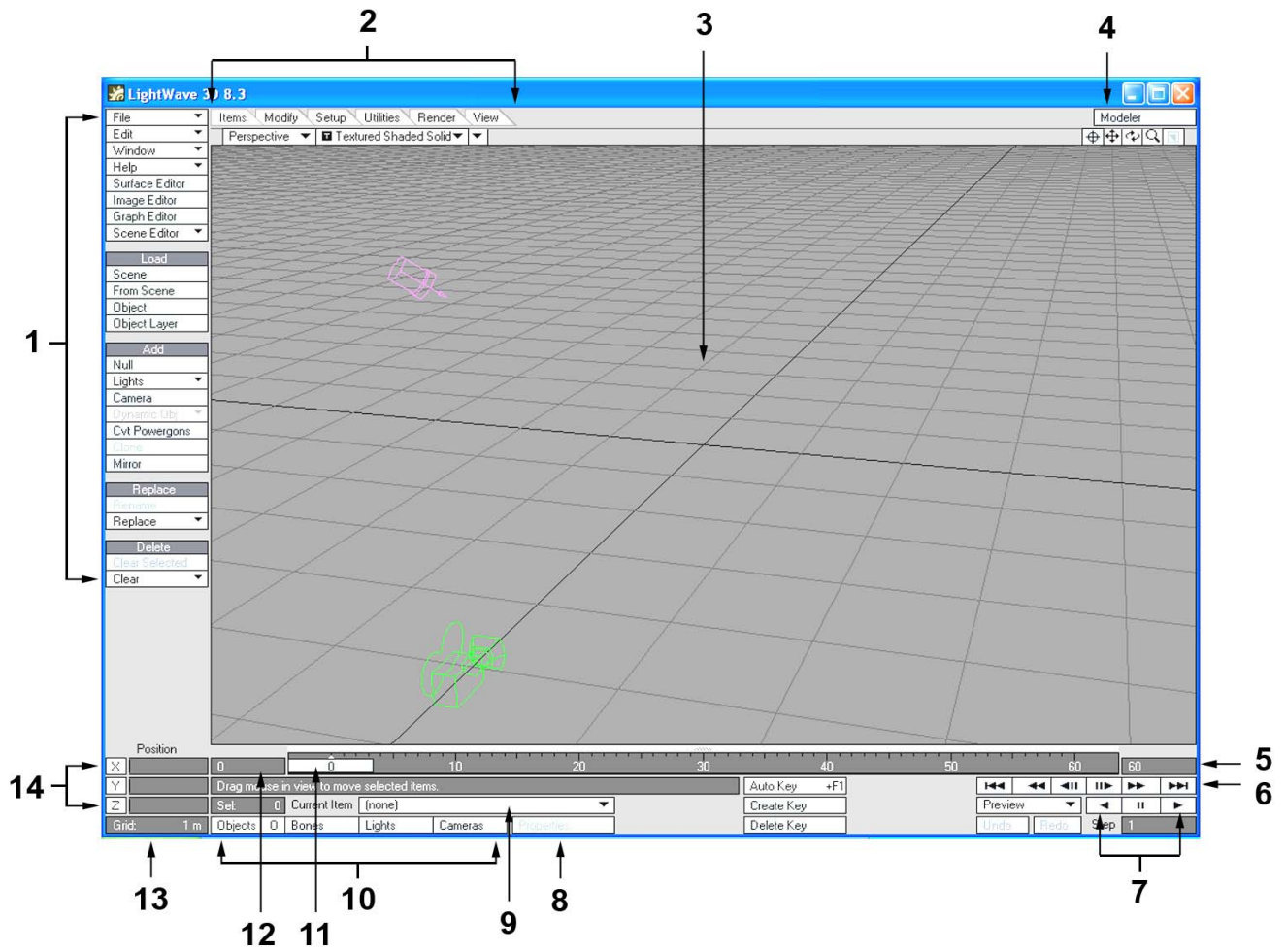


# Layout Window Study Guide



1. \_\_\_\_\_

8. \_\_\_\_\_

2. \_\_\_\_\_

9. \_\_\_\_\_

3. \_\_\_\_\_

10. \_\_\_\_\_

4. \_\_\_\_\_

11. \_\_\_\_\_

5. \_\_\_\_\_

12. \_\_\_\_\_

6. \_\_\_\_\_

13. \_\_\_\_\_

7. \_\_\_\_\_

14. \_\_\_\_\_

Name: \_\_\_\_\_

Period: \_\_\_\_\_

## Introduction to LightWave Layout Worksheet

The answers to this worksheet can be found in the *LightWave 3D Seven Reference Guide* Chapter 6, pages 6.1 - 6.22, and 6.24 - 6.35.

### Review Questions:

1. How can Modeler quickly be accessed from Layout?
2. What is the difference between *World Origin* and *Local Origin*?
3. How can the grid size be changed in Layout?
4. What is a *Scene*?
5. How is a scene saved in Layout?
6. How is the *Scene Statistics* panel accessed in Layout?
7. Name four ways to select an item in Layout?
8. How can multiple items of the same type selected?
9. The use of which unit of measurement is suggested in the text? Why?
10. In your own words, describe the *Bounding Box Threshold*.

Name: \_\_\_\_\_

Period: \_\_\_\_\_

## Objects in Layout Worksheet

The answers to this worksheet can be found in the *LightWave 3D Seven Reference Guide* Chapter 7. Use the back of the sheet if needed to complete your answers.

### Review Questions:

1. Write down two ways to load objects into Layout.
2. Write down the process to load a single layer of an object into Layout.
3. In your own words, describe the difference between an object in an object file and an object in a scene file.
4. Describe each of these items from the Coordinate System.  
  
*World:*  
  
*Parent:*
5. When an object is selected in Layout, how is the pivot point indicated?
6. Write down the steps to move a pivot point in Modeler.
7. Is it generally better to move a pivot point in Modeler or Layout? Why?

Continued...

**True and False:**

8. \_\_\_\_\_ Separate layers of an object can each be edited in Layout.
9. \_\_\_\_\_ Null objects, such as cameras and lights, appear in rendered images.
10. \_\_\_\_\_ A cloned scene object inherits all properties and movements from the original.

**Practice:**

11. Load the cow object into Layout.
12. Practice moving the cow around the Layout screen.
13. Practice rotating the cow.
14. Resize and stretch the cow.
15. Open an object in Modeler and practice moving the pivot point around.
16. Save an object. Then, move the pivot point and save it again.
17. Open both versions of the same object in Layout and practice rotating it.