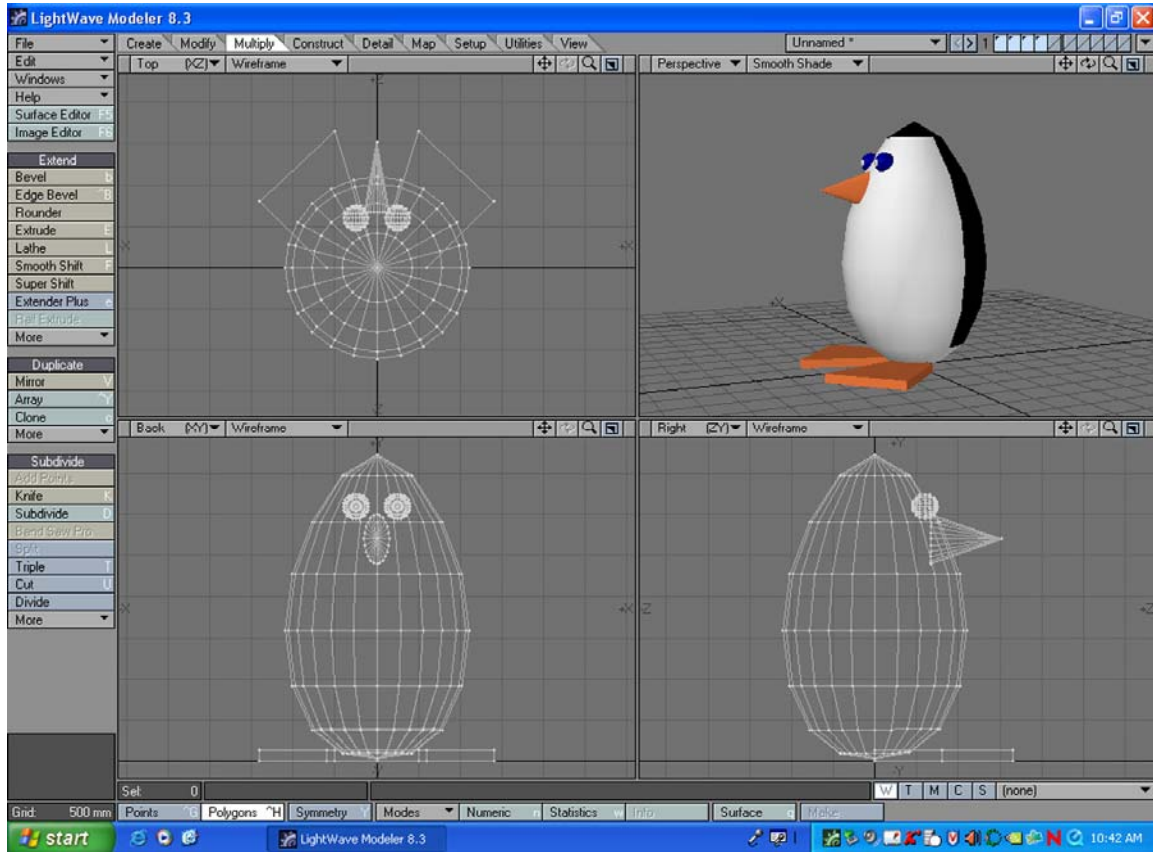


Penguin Project



1. Reconstruct the penguin above in LightWave Modeler. Use *Primitives* and *Modify* tools to get the basic shapes. It should be as close as possible to the picture above.
2. Write down each step of the process that you use to build the penguin above. Someone who is not very familiar with LightWave should be able to follow your steps to build a penguin.
3. Using flat polygons, construct a backdrop (background) and a floor for your penguin. The surfaces on these polygons should be appropriate for a penguin (i.e. snow, iceberg, etc.).
4. Save you penguin in a Content Directory titled: Penguin_Project.
5. Open your Penguin objects in Layout and render a single frame.