

Primitives in a Still-life

Before beginning, take a minute or two to look at the still-life set up in the front of the room. You will be constructing a replica of the still-life in LightWave Modeler. You will be building it from the perspective from which you see it, so everyone's work will be slightly different.

1. Make a Content Directory for this project. Title it: Still-life_Project.
2. Start by selecting a primitive tool which will be similar to one of the shapes in the still-life.
3. Place the first primitive in the Modeler window (HINT: You might start each primitive in the back view window and put each on a separate layer).
4. Place the other shapes in Modeler. Make sure you position them where they actually are in the still-life. You may need to resize.
5. Save the still-life in your Content Directory.
6. Your project will be graded on-screen, so you won't have to print it.

Extra Credit (10 Points): Assign each object a surface color of your choice.

