

# Welcome Back Assignment

## Advanced 3D Graphics

Welcome back! It's been a while since you've been locked into the routine of school. All of us need some help getting back into study mode. Let's see what you remember (or maybe forgot) in LightWave! You're going to complete a tutorial that walks you through the steps of building an object in Modeler.

1. Look on the Internet for LightWave tutorials. A well organized tutorial site is [http://members.shaw.ca/lightwavetutorials/Main\\_Menu.htm](http://members.shaw.ca/lightwavetutorials/Main_Menu.htm). If you have a personal favorite site with LightWave tutorials, feel free to use it.
2. Choose a tutorial that gives step by step instructions on modeling a particular object. The object could be something like a body part, vehicle, landscape, etc. However, it must be a complete object that has significant modeling (no simple box or spline tutorials, please).
3. In Modeler, create the object tutorial you chose off the Internet. Assign colors to the various parts. Save onto you CD and your school folder.
4. Choose at least two separate textures to be used on your object.
5. Open the object in Layout and place the textures on your object.
6. Create a simple background for your object.
7. Render and save your scene on your CD and student folder. **DO NOT ANIMATE!** Save in a format that can be printed.