

3D ANIMATION FUNDAMENTALS WORKSHOP – INFO SHEET

INPUT Read “Nuts and Bolts of Computer Animation” is included in the May 2001 issue of the SIGGRAPH Computer Graphics Quarterly, located online at <http://www.siggraph.org/publications/newsletter-archives/v35n2.pdf>

This issue is dedicated to Concept Development for Computer Animation and has other valuable articles as well. SIGGRAPH stands for “ACM Special Interest Group in Graphics” of the Association for Computing Machinery and is THE professional society for computer graphics and computer animation. Practically everything you know as “computer graphics” started out as a technical paper or creative work presented at the yearly SIGGRAPH conference. You can find out more about SIGGRAPH at <http://www.siggraph.org>, including how to apply to be a student volunteer at the conference.

You can also Google 3D computer animation and find useful links such as http://en.wikipedia.org/wiki/3D_computer_graphics and about.com’s site for animation

GETTING STARTED WITH LIGHTWAVE

Configure your CONTENT DIRECTORY

3D computer animation involves a considerable number of separate files that the software needs to find in order to render your final result. You need to tell the LW software where your content folder is BEFORE you begin working and saving files. If you are using the software only on our FA119 Lab machines, you should make sure to set the content directory EACH time you open Lightwave modeler or layout (animator) so the programs know where the related files are located. Failure to do this will save files in the default Lightwave user files directory and you will open yourself to file CHAOS and FAILURE.

To configure you Content Directory, do this:

1. Create a LW work folder in the student/my documents directory OR on your pen drive
2. Inside it create 3 more folders named “Objects”, “Scenes”, and “Images”.
3. Open Layout
4. Go to the upper-left corner menu > Layout > Options > General Options
5. The Preferences panel will appear with the General Options tab open
6. Where it says “Content Directory” browse to and select your LW work folder
7. NOTE: This configuration gets saved when Lightwave is shut down. If another student opens LW and resets to a different directory, you will have to reset EACH TIME YOU USE LW ON OUR SYSTEMS. Otherwise any file you look for or save will go to someone else’s content directory. Got it?

Start With LIGHWAVE Modeler

Our version of Lightwave has two main components, Modeler and Layout. Modeler is where you model objects and save them, Layout is where you Load objects into scenes, animate them, specify materials and textures, and render scenes.

