

## LAYOUT QUICKSTART 1

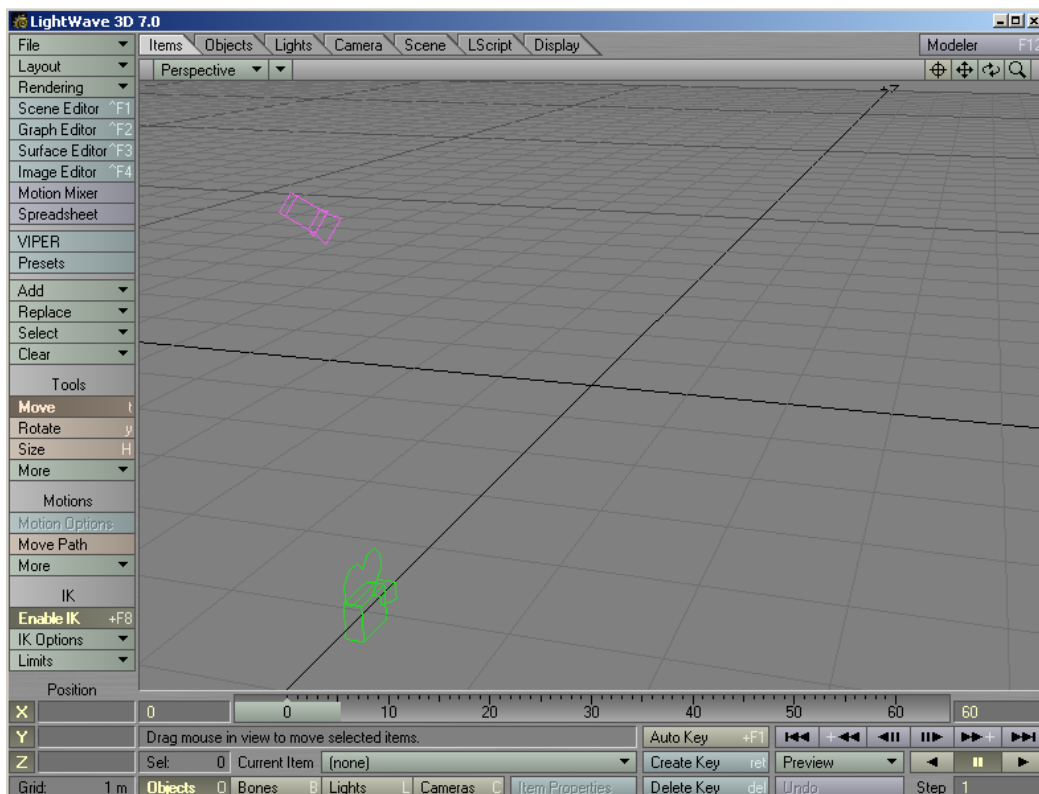
This Quickstart will give you a brief introduction into keyframe animation. You will be able to take your Name Object and move it around the screen.

### **New Term:**

**Keyframe-** The pose in which an object has at any given frame of an animation. To get from Point A to Point B will require two keyframes; one at Point A and one at Point B. Logically, the keyframes must exist on different frames.

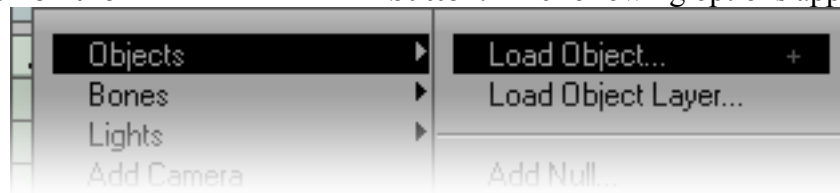
### **Here are some theoretical steps for animation that are explained in further detail:**

- Load object.
- Position object using Camera View.
- Create Keyframe.
- Move Layout to a different frame.
- Move and position object to a new position.
- Create Keyframe.
- Save Lightwave Scene (.LWS).
- Set Render Options to save as TGA files.
- Render Frames or QuickTime Movie into Student Folder on D drive.
- Exit



## STEP 1: LOAD OBJECT

- Click on the **Add** button. The following options appear:



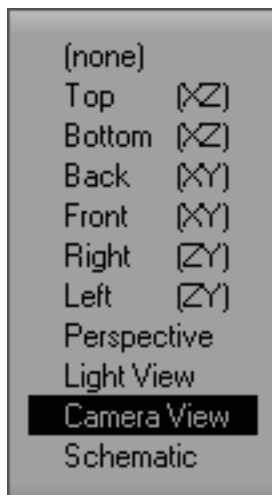
- Click on **“LOAD OBJECT”**. This will bring up the Windows Directory Dialog box that you can use to navigate to the proper directory on the computer. Remember, all of your objects and scene files are located in:

**C:\Lightwave\_3D\_7.0\Animation101**

- Click on your Lightwave Name object and **click the “OPEN” button**. Your object will now appear in Layout.

## STEP 2: POSITION OBJECT USING CAMERA VIEW

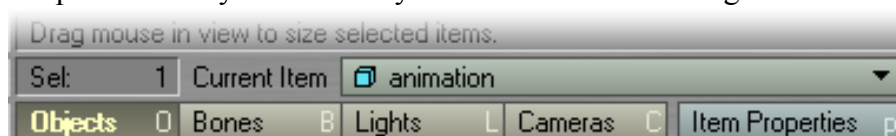
- Click on the **Perspective** button. The following pull-down menu will appear:



The menu options give you the option to view your layout in any of the views shown here. The **DEFAULT** view is the Perspective View. This is treated almost like a free floating camera and better resembles your ability to view physical objects in your hand by rotating your view of that object. The Light View is useful for spotlights when they have to be pointed at objects to illuminate them.

- Click on **CAMERA VIEW**. The layout viewport will now show you the view from the Camera’s point of view. **What you see here is what will be rendered in the final animation.** Treat this virtual camera like you would a real camera for capturing frames of animation.

On the lower part of the layout window you will find the following buttons:

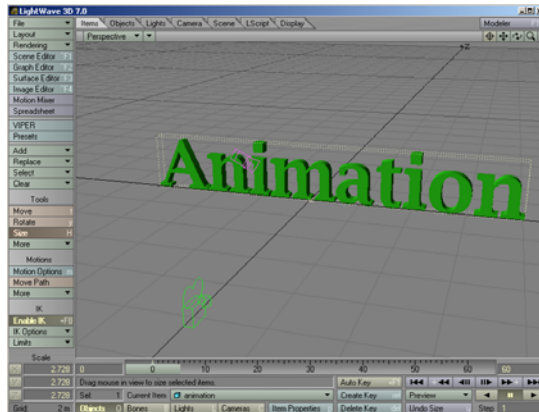


Sometimes the “Cameras” button is highlighted by Default, allowing you to modify the position and rotation of the camera. **Make sure “OBJECTS” button is highlighted.** This will automatically select your Named Object since it is the only object in the scene.

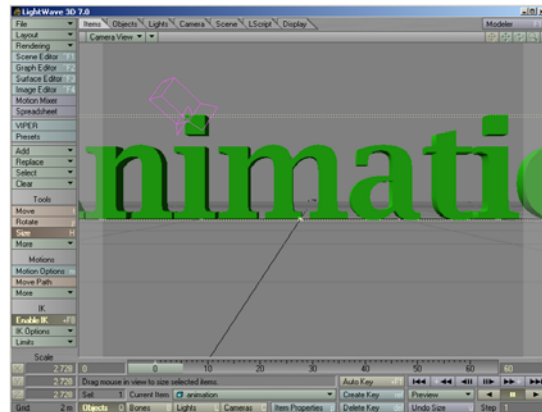
The object that is selected will show up to the right of “Current Item”. In the example above the object “animation” is selected.

In the Camera View you will see something similar to this:

### PERSPECTIVE VIEW



### CAMERA VIEW

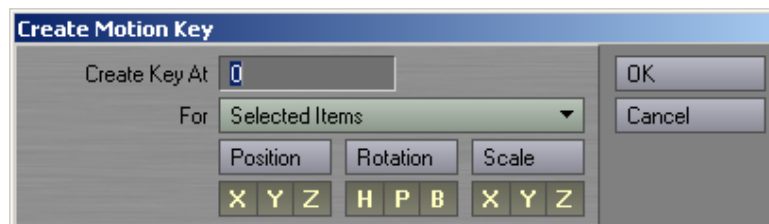


The object, when selected, will have a yellow bounding box around it. This shows you the height, width, and length boundaries of the object.

- Make sure the **Move** button is selected and highlighted.
- In the camera view, **click and hold the LEFT mouse button**. While the button is pressed, move the mouse around. You will see the object move around on the screen. If you want to move the object up or down, use the RIGHT mouse button and move the mouse forwards and backwards. **MOVE THE OBJECT TO A LOCATION FOR YOUR FIRST KEYFRAME.**

### STEP 3: CREATE A KEYFRAME

- Click on the **Create Key** button. The following dialog box will appear:



- You will notice that “0” will be the frame you will use to **Create a Key At**. **Click on the OK button**. This creates a keyframe at Frame 0 that includes the position, rotation, and size of the selected object.

#### **STEP 4: MOVE LAYOUT TO A DIFFERENT FRAME**

The frames of animation exist on a timeline, similar to that of an editing program. It is shown below for your reference.



This illustration shows that layout is currently at frame 17 of a 60-frame scene. The number on the right indicates the total number of frames in the animation. If you want to add more, simply highlight the current number and enter in a new value.

- **Drag the Frame Slider all the way to the right so that Frame 60 is selected.**

#### **STEP 5: REPEAT STEP 2**

#### **STEP 6: REPEAT STEP 3**

#### **STEP 6B (OPTIONAL): REPEAT STEPS 4, 2, & 3**

If you want to add more keyframes to your animation, please do so. You will simply be moving the Frame Slide to a new frame, moving the object to a new position, creating a keyframe, and repeating until satisfied.

#### **STEP 7: SAVE SCENE**

- Click on the  button. The following options will appear:



- **Select SAVE > SAVE SCENE AS...** The Window Directory Dialog Box will appear again. **Select your directory and SAVE your scene with whatever Scene Name you wish to give it.** It is recommended that you use “FirstAnimation.lws” as your scene filename. But it is up to you.

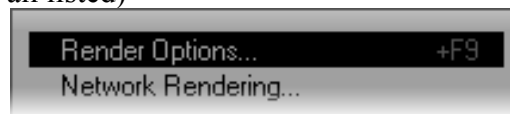
To play your animation, click on one of the following buttons:



You can play the animation in reverse or normal direction. The middle button pauses the animation. If you want to work on your animation keyframes some more, please be sure to have the Pause button highlighted.

## STEP 8: SET RENDER OPTIONS

- Click on the **Rendering** menu button. The following pop-up options will appear: (not all listed)



- Select **Render Options...**

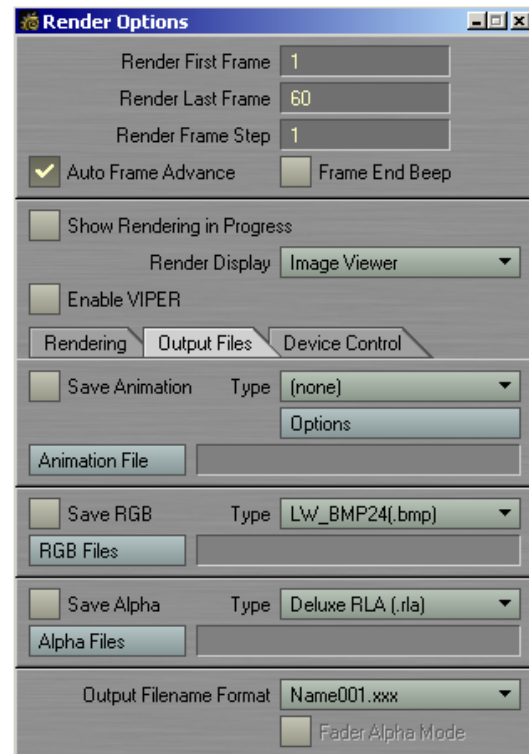
By default the First and Last Frame to render should be 1 and 60 respectively.

By default “Auto Frame Advance” is checked. This ensures that all specified frames of animation get rendered without your input.


Under the **OUTPUT FILES** tab you will be able to save your animation as individual frames to the D drive or as a single QuickTime Movie.

### TO OUTPUT A QUICKTIME FILE:


- Click on the Pull-down menu next to **TYPE** in the **Animation** section. There **SHOULD** be some options available, including QuickTime. If no options are available, then the QuickTime plug-in will need to be added by choosing **LAYOUT > PLUGINS > ADD PLUG-IN...** and adding the “*QTTools.p*” plug-in located in the **PLUGINS/INPUT-OUTPUT** folder.
- Select **QUICKTIME (.MOV)** from the options available.
- Click on the **Options** button below “QuickTime”. The Compression Settings Dialog box will appear that will allow you to choose the type of QuickTime format to use.
- From the pull-down menu, **Choose SORENSON** and click on the **OK** button. If you are creating an animation for your Premiere videos, please choose **APPLE DV – NTSC**.



**Render Options Dialog Box**

- Click on the  button. The Windows Directory Dialog box will be displayed. Navigate to your Student Directory on the D drive.
- **TYPE IN A FILENAME and make sure the” .mov” extension is included.** When done, Click on SAVE.
- **CHECK the box next to Save Animation.**

### **TO OUTPUT A SERIES OF ANIMATION FRAMES:**

- Click on the pull-down menu next to **TYPE** in the **RGB** section. There **SHOULD** be some options available, including *LW\_TGA24 (.tga)* and *LW\_TGA32 (.tga)*. If no options are available, then the TGA plug-in will need to be added by choosing **LAYOUT > PLUGINS > ADD PLUG-IN...** and adding the “*TGA.p*” plug-in located in the **PLUGINS/INPUT-OUTPUT** folder.
- **Select either LW\_TGA24 or LWTGA32.** Use 24 if your animation frames will not be composited over live video in Premiere. Use 32 if your animation will be composited over live video in Premiere. 32-bit TGA files include an alpha-matte that can be used as a VIDEO FILTER EFFECT in Premiere to remove the black background of the frames. This can be very useful for doing visual effects.
- Click on the  button. The Windows Directory Dialog box will be displayed. Navigate to your Student Directory on the D drive. You may want to create a separate folder for your animation frames. You can then **IMPORT** the entire folder into Premiere.
- **TYPE IN A FILENAME and make sure the” .tga” extension is included.** When done, Click on SAVE.
- **CHECK the box next to Save RGB. This ensures that the Frames are output.**

Close the Render Options Dialog box.

### **STEP 9: RENDER FRAMES**

- Click on the  menu button. The following pop-up options will appear.



- **Select RENDER SCENE from the menu options.**

Lightwave will then proceed to render all of your frames. If you have elected to output a QuickTime movie, a QT Movie will appear in the directory you have selected to save it

in. If you have elected to output a series of frames, those frames will be saved in the selected directory as they are rendered.