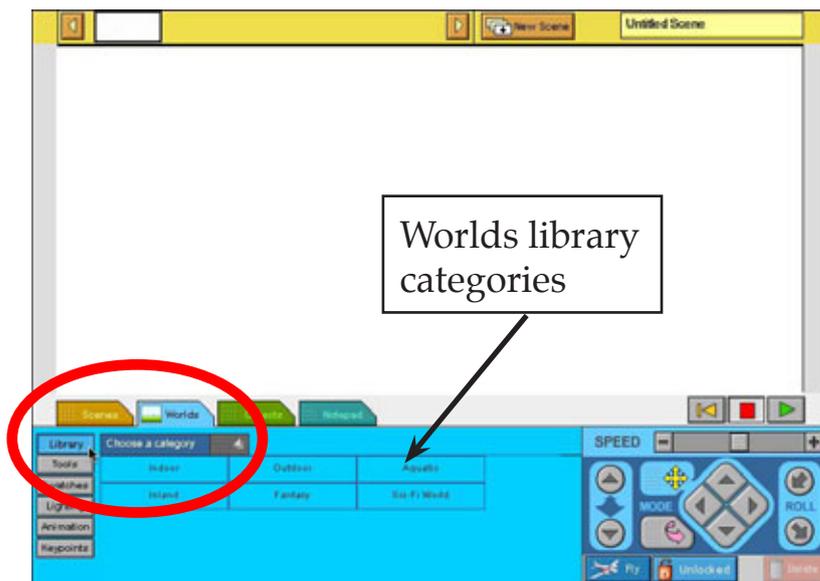


Worlds

Worlds are backgrounds that you can use in your animations. They are three-dimensional drawings that you can move around and you can set them to move as well.

Selecting Worlds

There are a variety of World categories for you to choose from.



- 1 Click on the **WORLDS** tab and ensure that the **LIBRARY** button is selected.
- 2 The categories of **WORLDS** are displayed.

Indoor Worlds



- 1 Click on the **INDOOR** worlds to see its options.
- 2 Scroll through the samples and click on a world to place it in the view area.

Changing Worlds



- 1 Click on another INDOOR world.
- 2 The selected world will replace the first one.

Returning to the World Categories



- 1 You can select a different world by returning to the categories.
- 2 Click twice on the ARROW next to the CHOOSE A CATEGORY heading.

Other Worlds



- 1 Choose another category.
- 2 Click on a world to insert it into the camera screen.

World Movements

You can move around worlds in different directions. The MOVEMENT CONTROL PANEL is used to do this.

The Forward and Backward Buttons



Movement Control Panel



- 1 Click on the BACKWARD button and the world will zoom out.
- 2 Stop zooming out when the COLLISION button is displayed.



- 3 Click on the FORWARD button and the world will zoom in.
- 4 Once the COLLISION button is displayed you have zoomed in as far as possible.

The Slide Buttons

You can pan or slide around the world to move other parts of the world into the camera view using the MOVEMENT mode button. Select another world so you can see this more easily.



- 1 Click on the MOVEMENT MODE button in the MOVEMENT CONTROL PANEL
- 2 Click on the UP button a few times and the camera will pan up.



3 Click on the DOWN button a few times and the camera will pan down.



4 Click on the LEFT button a few times and the camera will pan to the left.



5 Click on the RIGHT button a few times and the camera will pan to the right.