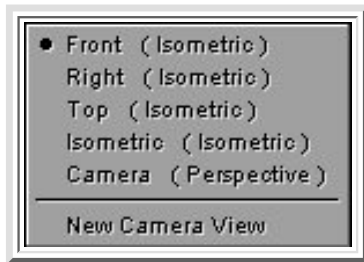


Intermediate

Making and Animating a Plasma Tube

After setting up the second biosphere they should look something like this. **(pic. 11)**

Go back to composer and select the front view camera from the camera pull down menu at the top of the work window. **(pic. 12)**



I find it easier to position or put models and parts together by positioning them in the center of composer.

So right click on the biosphere **(pic. 13)**

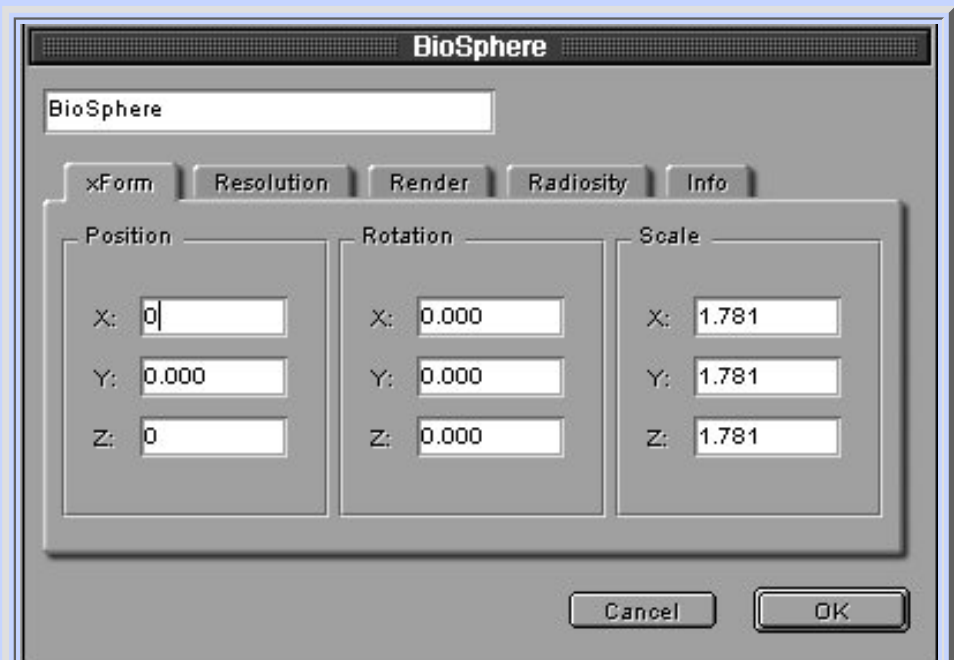


and select properties from the pop up menu,

On the biosphere's properties menu's xform tab put 0's in the XYZ position options. **(pic. 14)**

Now the biosphere should be in the center of the workspace window. **(pic. 15)**

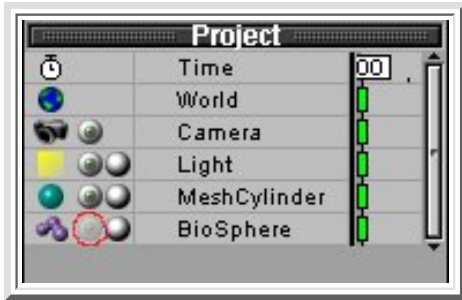
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Plasma Tube 2

Ok were done with the biosphere for the time being so we'll hide it so it won't obstruct the view or accidentally get selected.

On the project list in composer click on the little eye symbol next to the biosphere's name. **(pic. 16)**



The symbol will turned grayed out and the biosphere will be hidden in the workspace window.

Now go to the camera view (it's best and easiest to create new objects in the perspective camera view) and select the mesh primitive cylinder tool. **(pic. 17)**



Click and drag in the workspace window to create the cylinder.

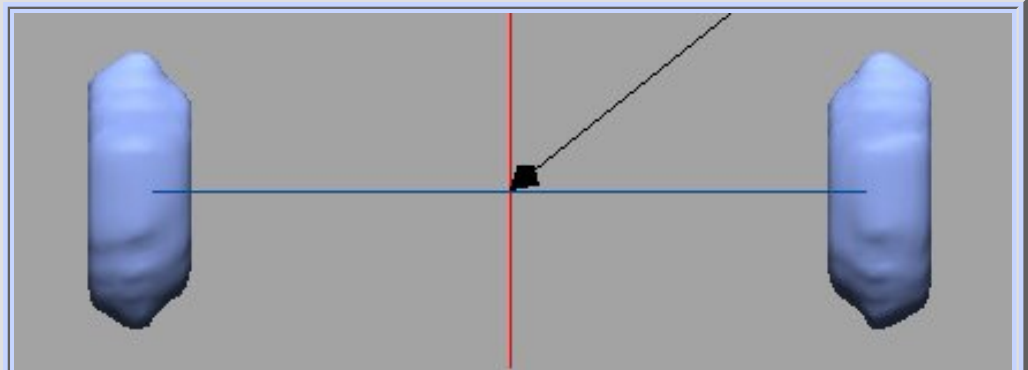
Then right click on the mesh cylinder's name on the project list and select properties off the pop up menu. **(pic. 18)**

On the mesh cylinder's properties menu rename it to endcap, then on the xform tab put 0's in the XYZ Positions and 90 in the Rotation Z **(pic. 19)**

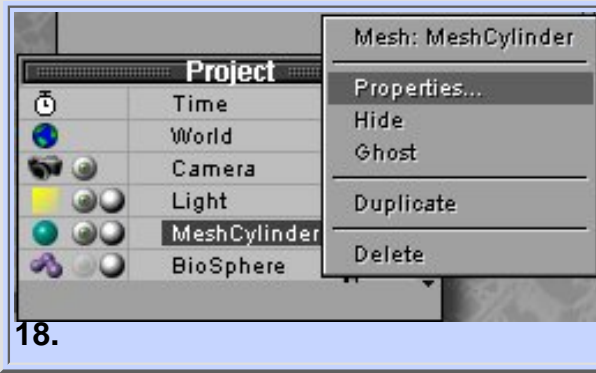
Click ok and the cylinder's name will become endcap and it will be positioned in the middle of the window and rotated over on it's side. **(pic. 20)**

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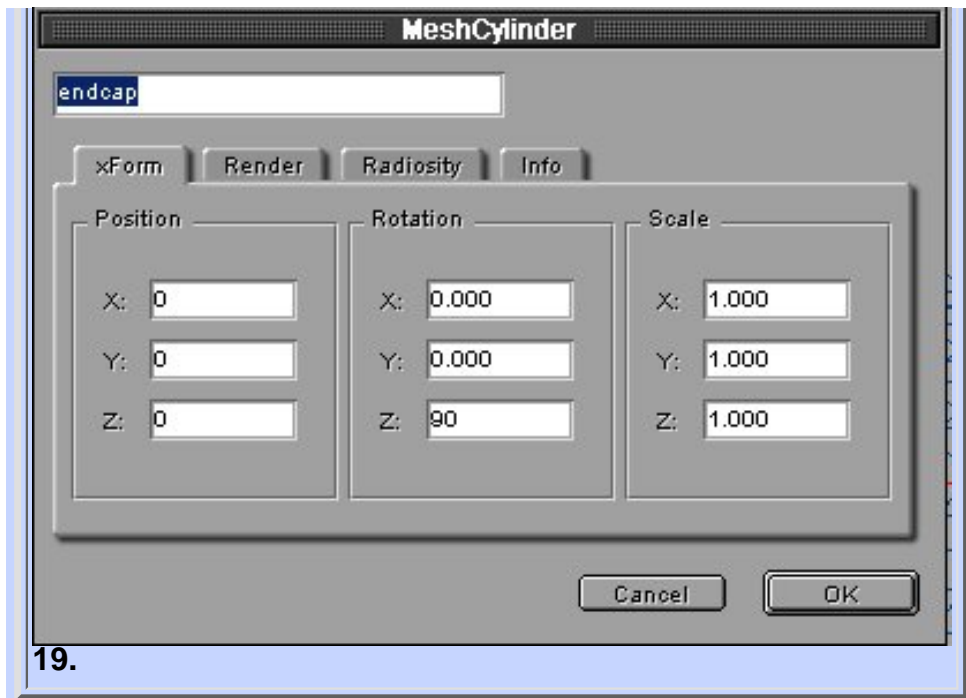
14.



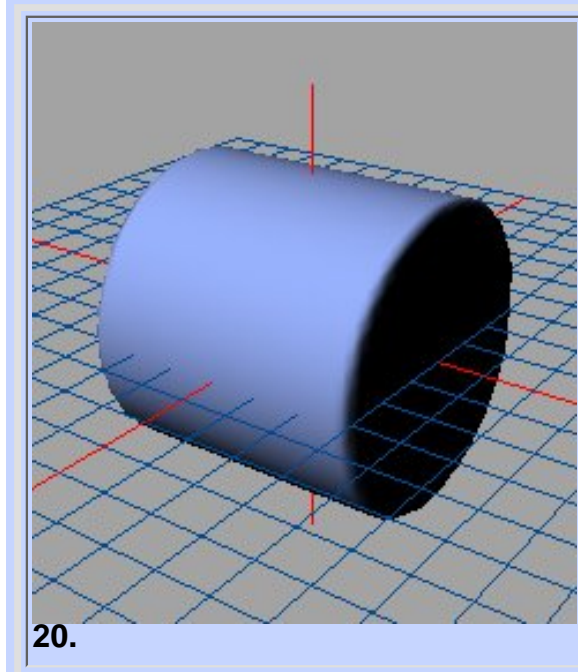
15.



18.



19.



20.