

# ME 24-688 – Week 7

## Project 3 – Shots, Alternates, Behaviors

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### 1 Introduction to Alternatives, Shots and Behaviors

#### 1.1 Introduction to Alternatives

##### About Alternative Lineups

###### *Model Lineup*

Alternatives in a **model lineup** set what model geometry is visible in the scene. You could create alternatives to hide only some of the model geometry or change the appearance of the model and hide the geometry for one possible shape while displaying the geometry for another.



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### *Material Lineup*

Alternatives in a **material lineup** control what materials are assigned to specified model geometry.



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### *Positional Lineup*

Alternatives in a **positional lineup** set where specific model geometry should be displayed in the scene.

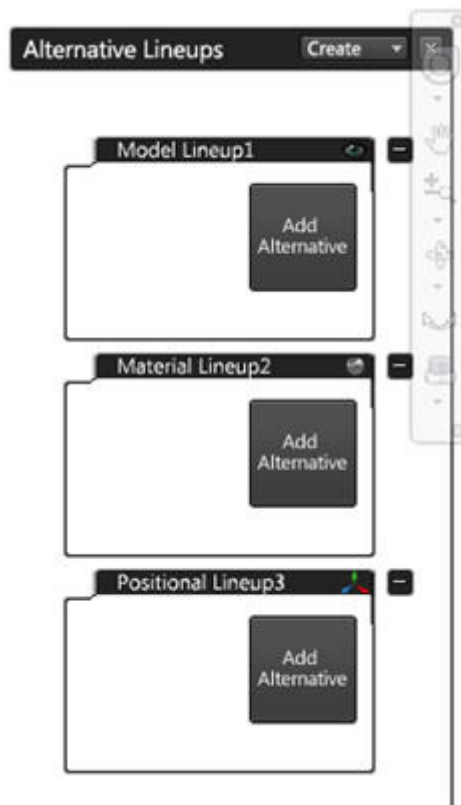


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To help you identify the type of alternative lineup that is in the **Alternative Lineups** list, each lineup includes an icon specific to that alternative lineup type. In the following illustration, an alternative lineup was created for each type and renamed to correspond with that alternative lineup type.



Within the same scene file, you can create multiple alternative lineups with multiple alternatives within each alternative lineup. You can activate alternatives from different alternative lineups in combination with each other. With this capability, the possible numbers of display iterations are compounded.

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