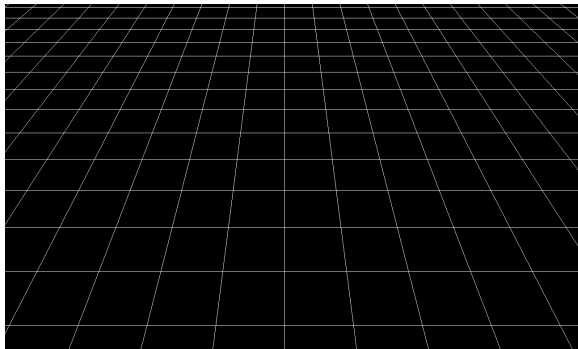


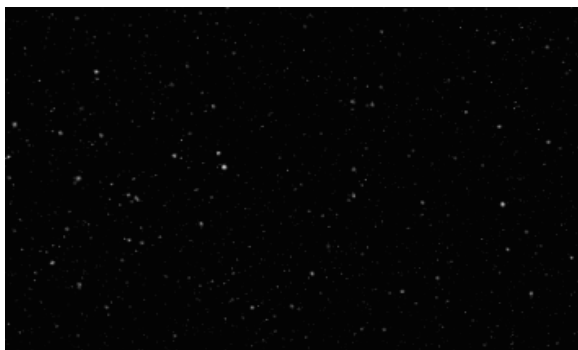
New 3D World Block



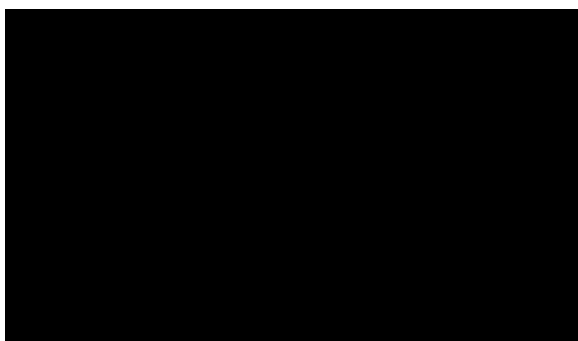
The “Grid” option from the menu list will create a new scene like the one in the image to the left. The width of the grid is determined by value enter into the box after, “Width:” and the height of the grid is determined by the value entered in the box after, “Height”.



The “Grass” option from the menu list will create a new scene like the one in the image to the left. The width of the grass scene is determined by value enter into the box after, “Width:” and the height of the grass scene is determined by the value entered in the box after, “Height”.



The “Space” option from the menu list will create a new scene like the one in the image to the left. The height and width of this scene is also determined by the “Width” and “Height” parameters of the block. A light will need to be added to this scene for objects to be clearly visible.



The “Blank” option from the menu list will return an empty scene for the user. This scene does not contain a light so one will have to be added in for objects to be visible.