

Identify 3 ways you can modify a generator.

You can modify a generator's properties (found in the Properties tab of the Inspector), like position, scale, and rotation; you can add effects (behaviors, filters, and masks); and you can modify the parameters in the Generators tab (changing values, keyframing, and applying parameter behaviors).

How can you replace a group in a project with a rendered version of that group?

Select the group choose File > Export Selection, and choose "Import into project" from the After Export pop-up menu.

Where can you find hundreds of preset particle emitters?

In the Library, in the Particle Emitters category.

Identify 3 types of objects that can be used as a source for a particle emitter.

You can create particles from an image file, a QuickTime movie clip, a shape, a generator, text, or a group.

In the Emitter tab, which checkbox must be selected to add the Box and Sphere options to the Shape pop-up menu?

The 3D checkbox needs to be selected to add these 3D shapes to the Shape pop-up menu