Layouts accessed from Window Menu

1) 4 Windows Layout:

The classic layout but add the materials pallete. No tool palette as
 those are accessed from the top of the project window.

2) Long Project Window Layout:

Useful for those projects with tons of objects. Can toggle between the
top, front, side views on the lower rt window. No tool palette as it is
not needed. The shaders palette is better accessed from a popup window
as needed.
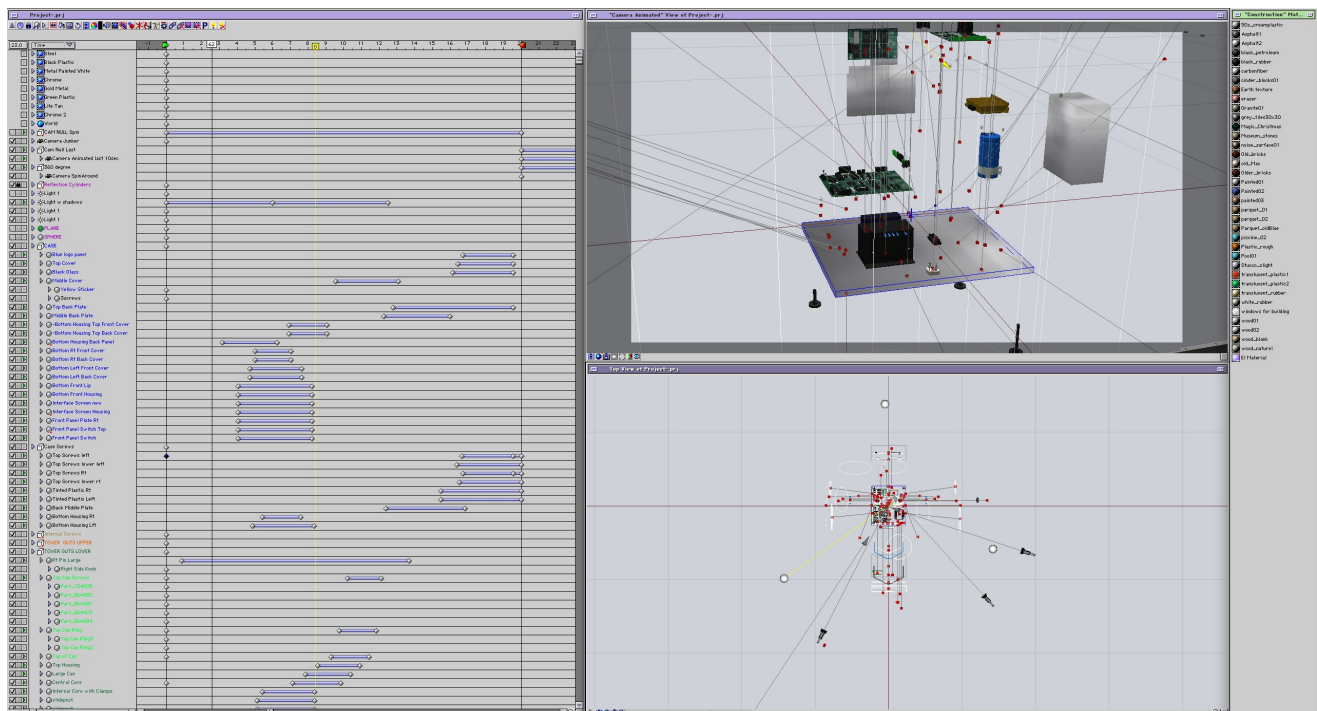
3) Wide Project Window Layout:

Useful for those projects more intricate movements. Can toggle between the top, front, side views on the upper left window.
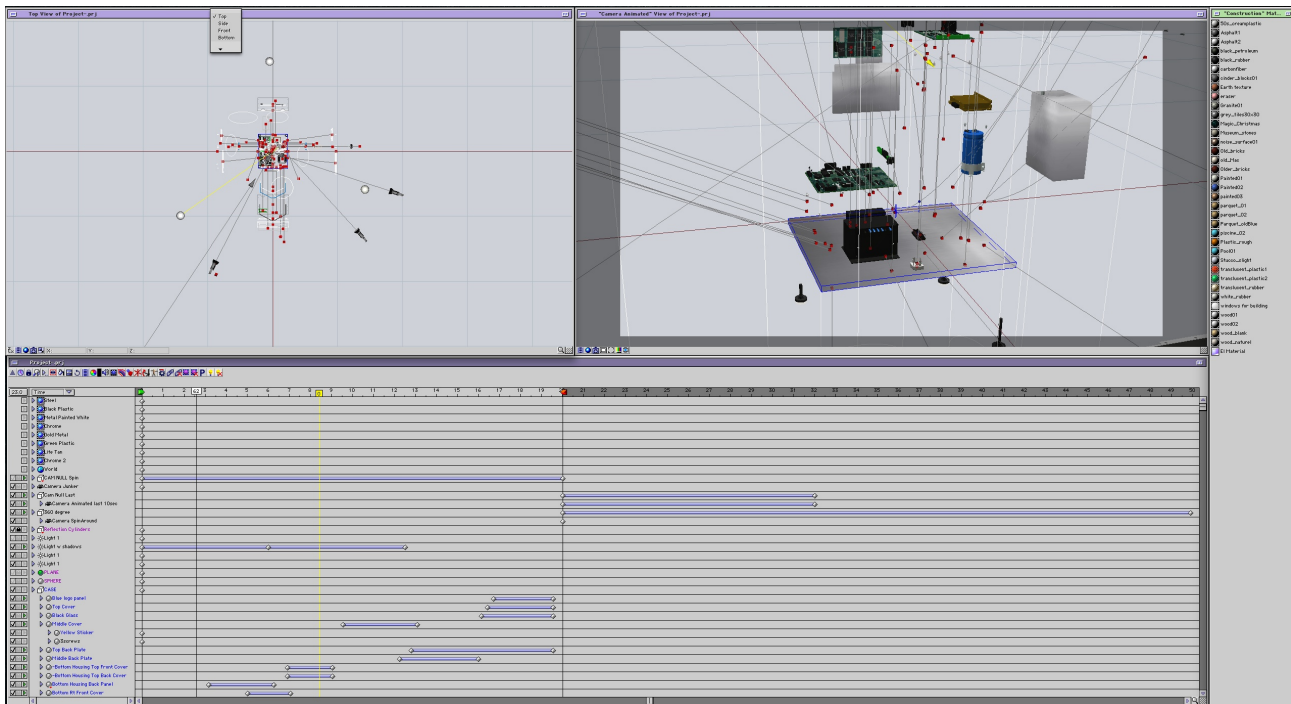
3) Function Curve Layout:

Can access the project window and function curve at the same time. Slightly larger Camera window.