

Lightwave Manual Tutorials

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Steelworker keeping legacy of Sparrows Point alive with VR simulation

A few years ago, I wrote a few columns titled Making A Thing. These columns were a tutorial of sorts for several different 3D modeling programs. This column wasn't meant to be a complete ...

Creating A PCB In Everything- Introduction

Training TTE Laboratories is concerned not only with your pipettes, but with your pipetting team. Since it is well documented that the vast majority of ...

Laboratory Quality Controls

We're used to the relationship between the commercial software companies from whom we've bought whichever of the programs we use on our computers, and ourselves as end users. We pay them money ...

Will Your CAD Software Company Own Your Files, Too?

Sumitomo Electric Lightwave Co., 78 Alexander Dr., Research Triangle Park, NC 27709; www.sumitomoelectric.com. Flowvent software is aimed at the building services industry. The software helps ...

Product News

"The logistics industry is historically burdened by manual processes, and it is our mission to change that. By partnering with FYX Fleet, we're able to continue delivering efficiencies that help ...

Lightwave 3D 7.5

You hold in your hands the best-selling guide to NewTek's LightWave 3D animation software, completely updated for LightWave v9 by award-winning animator and trainer Dan Ablan. Rather than rehash the documentation like other books, this down-to-earth, easy-to-follow guide offers an invaluable set of project tutorials that teach you the ins and outs of LightWave and show you the techniques you need to master this powerful 3D software. Inside LightWave v9's accompanying DVD features hours of high- quality video training tutorials that will help you take the projects in the book to new heights. No other book has taught more LightWave 3D users than Inside LightWave. Featured tutorials cover: Insights into the new LightWave v9 workflow Powerful new surfacing with the Node Editor Character modeling Bones and rigging for character animation Particle animation Hard body and soft body dynamics Rendering concepts with the new Global Render options Advanced camera tools Accompanying DVD-ROM offers hours of unique training videos created just for this book, exclusively from 3DGarage.com (requires QuickTime); a demo of LightWave v9 for Mac OS and Windows; all of the projects from the book; royalty-free textures and reference images; and full-color screenshots from the book!

One of the most powerful, complete, and reliable 3D tools in existence, LightWave has become the visual effects software of choice in film, television, and broadcast industries.

Companion CD included with 30-day demo of LightWave v9! The process of creating accurate and pleasing lighting in CG environments demands both an understanding of the fundamentals of light and knowledge of the available tools. LightWave v9 Lighting addresses these issues in a practical guide that shows you how to achieve your lighting goals using the latest version of LightWave 3D. With this book discover the tools and features of LightWave v9 that can improve your lighting; understand lighting concepts including color, shadow, intent, and style; explore a number of tutorials that demonstrate specific lighting setups; learn how to enhance your lighting with volumetrics, lens flares, projection images, and radiosity; find out how the proper lighting can turn a good shot into a great shot.

LightWave 3D 7.5 Lighting is the only book on the market from a professional artist that explains the theory and application of lighting with LightWave 3D 7.5. The book discusses everything users need to know about the qualities of light, modern lighting techniques, LightWave's impressive toolset, and lighting design issues.

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Provides information and techniques on computer animation using LightWave 3D to create cartoon characters.

Provides information and techniques on computer animation using LightWave 3D to create cartoon characters.

This best-selling guide to NewTek's LightWave 3D animation software has now been completely updated for LightWave v10 by award-winning animator and trainer Dan Ablan. This down-to-earth, easy-to-follow guide offers an invaluable set of real-world project tutorials that teach you the ins and outs of LightWave and show you the techniques you need to master this powerful 3D software. Inside LightWave 3D v10's accompanying DVD features hours of high quality video training tutorials that will help you go further with each chapter. No other book has taught more LightWave 3D users than Inside LightWave. Featured tutorials cover: In-depth tour of the new LightWave v10 interface Powerful surfacing with the Node Editor Bones and rigging for character animation Particle animation Hard body and soft body dynamics Rendering concepts Advanced camera tools All of Peachpit's eBooks contain the same content as the print edition. You will find a link in the last few pages of your eBook that directs you to the media files. Helpful tips: If you are able to search the book, search for "Where are the lesson files?" Go to the very last page of the book and scroll backwards. You will need a web-enabled device or computer in order to access the media files that accompany this ebook. Entering the URL supplied into a computer with web access will allow you to get to the files. Depending on your device, it is possible that your display settings will cut off part of the URL. To make sure this is not the case, try reducing your font size and turning your device to a landscape view. This should cause the full URL to appear.

Gain mastery of the next generation modeling and animation software with this revised edition, chocked full of hands-on, real-world examples, insider tips, and inspirational graphics that go beyond the basics to help users create professional-level scenes and animations. The CD guides users through the features and provides dozens of sample files and demo versions of plug-ins.

Creating a 3D Animated CGI Short presents an insightful behind-the-scenes tour of the entire production process for 3D artists, animators, and independent filmmakers who are interested in creating their own CGI shorts as well as for those who are simply fans and enthusiasts of CGI films in general. This book presents detailed examples of every step of the production process; from initial concept through character design, set design, modeling, texturing, lighting, camera animation, character animation, lip sync, rendering, post-production, compositing, and all the way to film festival submissions and online web distribution. It truly has something for everyone interested in CGI films. Using readily available off-the-shelf hardware and software such as modo, LightWave 3D, FPrime, HD Instance, Peak, Shake, iMovie, iDVD, GarageBand and more, Creating a 3D Animated CGI Short shows how to produce a complete 3D animated CGI Short, including how to fund the production by taking on paid freelance projects along the way. Where other filmmaking books typically describe industry standard methodologies that are most effective for larger productions, this book shows how to drastically simplify and condense those processes and focus only on the essential elements that will enable a single artist or filmmaker to complete a CGI short on their own.

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