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"Inside LightWave 3D 5.5" offers complete coverage of LightWave's capabilities by building on the program's documentation. In addition, it covers all the new features of version 5.5 and explains the most popular plug-ins available. The CD-ROM features exercise files, sample animations, and models and demos. Une méthode d'apprentissage efficace de l'un des plus grands logiciels d'animation de synthèse. Grâce au Macmillan Lightwave 3D 54 vous maîtriserez rapidement ce logiciel convivial et puissant, utilisé pour réaliser les effets spéciaux des films Le Cinquième Élément, Men in Black et Titanic, ou des jeux vidéo à succès Diablo et Duke Nukem. Vous serez en mesure de créer des mondes virtuels en trois dimensions. Conçu comme un véritable cours de formation à l'infographie 3D, cet ouvrage aborde les concepts de base, explique les fonctions spécialisées et présente les principaux plug-in de Lightwave 3D 5.6. L'apprentissage théorique est systématiquement mis en pratique grâce à des exercices courts et explicatifs. 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. "The 3D Garage.com Cinema 4D Signature Courseware teaches you all you need to know to get started using this amazing software for modeling, animation, and rendering. In over 10 hours of video training, you'll learn the basics and then move on to learn parametric and polygonal modeling, the robust, high-end material system, animation, rendering, effects, and more. This all-in-one training course is project-driven which means you're not sitting through hours of demos, but rather, high resolution videos that don't just show you the software, they teach you. Learn from 3D veteran Dan Ablan who has taught thousands of 3D artists on products such as LightWave and modo, through his numerous books and videos"--Resource description page (viewed Jan. 11, 2011). "The opening chapters of this manual give you an overview of LightWave 3D, and cover the functions that are common to both the animation and modeling aspects of LightWave. Following that, there are chapters that cover how to move your objects, how to set lighting and render options, and other information on how to create your animations. The final set of chapters go over how to build your 3-D objects, apply surface textures, add lighting to your scene and more." - page 1.1. 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! This is for professional animators who want to bring the level of their work into the realm of feature-film quality animation. The CD contains models and setups that enable immediate animation. Includes companion DVD with trial versions of LightWave v9.2! Essential LightWave v9 offers an unparalleled guide to LightWave 3D. Written to help users quickly take control of the software, this book is filled with easy-to-understand explanations, time-saving tips and tricks, and detailed tutorials on nearly every aspect of the software, including the new features in LightWave v9.2! Key features: learn to model, light, surface animate, and render within the first seven chapters!; master the LightWave v9 Node Editor for advanced surfacing, texturing, and deformations; learn to model with polygons, Catmull-Clark/Subpatch SubDs, and splines; uncover the secrets of distortion-free UV mapping and high-quality texturing; learn to seamlessly composite 3D objects with real-world images; create professional-quality character animation using FK, IK, and IK Booster; enhance your animations with expressions, particle effects, and dynamics; set up a render farm to rip through complex rendering tasks. "For computers using Windows 2000 / XP / Macintosh"--Back cover. 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. Within LightWave 3D develops the certification supplying the only extensive expert source available on LightWave. Building on

the success of the well-known Within sequence for design experts, Within LightWave 3D is stuffed with tips, techniques, expert information, and step-by-step guides that show customers how to achieve expert, high-end results. Within LightWave 3D is written by a team of expert writer coming from different background moments in the film/TV, video gaming, and advertising sectors. These writers use the example-based strategy of the Within sequence to expose their tricks for creating world-class moments and animated design. Within LightWave 3D offers complete coverage of LightWave's ability, all of the new features of and the most favored plug-ins available. Based on the principle that people learn by doing, this hands-on tutorial follows a detailed method of instruction for this animation program. Readers are given step-by-step instructions that teach how to build a medieval castle, the Mercury Space Capsule, and more. 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. Companion CD includes new plug-ins to enhance character setup and animation, available only in this book! Quality rigging and animation preparation is vital for creating characters that can truly act and make an audience believe they are live, emotive beings. LightWave 3D [8] Cartoon Character Creation - Volume 2: Rigging & Animation includes both general theory and comprehensive tutorials for every aspect of rigging and animating 3D characters. Learn how, why, and when to use the most efficient techniques so you can have fun animating your own fantastic 3D characters. Learn all about rigging characters, including weight mapping, bone creation, IK, and deformations; discover advanced rigging techniques, including expressions, FK/IK blending,

quadruped rigging, and more; find out how to use the animation controls and animate using inverse kinematics; explore the intricacies of facial animation, including morphs, facial expressions, lip sync, and advanced morph controls; learn how to use dynamics for secondary body motion and clothing. 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. The fastest way to get up and running with LightWave 3D 7.5, this volume shows users modeling, texturing, lighting, animation, special effects, and more. Light Wave is among the most powerful, complete, and reliable 3D tools in existence. Light Wave has become the visual effects software of choice in the film, television and broadcast industries. The hottest collection of cool tips and hidden secrets for the LightWave 8 user who needs results FAST! LightWave 8 Killer Tips is packed with nothing but sidebar tips that the pros use every day! When it comes to LightWave, time is money. LightWave 8 Killer Tips is all about speed--showing users how to get more work done faster, while actually increasing quality. This book is designed to teach you all those hidden productivity tips, inside shortcuts, and little-known tricks with the latest version to get twice the work done in half the time. Build on the premise that "Speed Kills," you will get faster at LightWave and have more time to be creative. In an ever-tightening and competitive marketplace, this kind of book is sorely needed.

Computer Graphics & Graphics Applications This book and CD-ROM form the perfect complement to any LightWave 3D animator's toolkit. The book brings together the best tips, tricks, techniques, and tutorials from "LightWave Pro" magazine. Extensively illustrated with 600 b&w photos. The CD-ROM contains more than 600 MB of 3D objects. Written so LightWave artists can create their own tools without being programmers or having to understand mathematical theory, this title is dedicated to the LightWave 3D scripting language.

Computer Graphics & Graphics Applications Character design, modeling, and texturing are the fundamental building blocks of character animation. LightWave 3D [8] Cartoon Character Creation Volume 1: Modeling & Texturing includes both general theory and

comprehensive tutorials for every aspect of modeling and texturing 3D characters. Learn how, why, and when to use the most efficient techniques so you can have fun creating your own fantastic 3D characters. Book jacket.

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