

MODELING *in* LIGHTWAVE

- ◆ Covers LightWave internal modeling techniques for version 6.5 and 7.0
- ◆ Includes a variety of hands-on tutorials and projects
- ◆ Explains how to incorporate a variety of plug-ins and handshake with popular 3D applications



Graphics Series

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The CD that accompanies this book is full of all sorts of goodies for your use and exploration. The contents include the following LightWave material:

ANIMS FOLDER

Here you'll find a collection of LightWave animation examples, all in QuickTime format. You can download QuickTime from www.apple.com if you don't have it.

COLOR PLATES FOLDER

All of the color plates in the gallery are included in this folder in TIF format.

MODELS FOLDER

This folder contains 3D models that you can import into LightWave.

PROJECT FOLDER

Here you'll find all of the LightWave projects alluded to in this book.

SCENES FOLDER

Various LightWave scene files are located here.

TEXTURES FOLDER

This folder includes ten textures created with the help of U&I Software's ArtMatic on a Mac. The files are in TIF format, so they will work on either a Mac or PC.

The CD also includes a wealth of demos for you to explore. They are included in the Software folder in separate Mac and Win folders. This handshaking software can expand your LightWave creativity.

Included is:

ACIDPRO 3 DEMO (WIN):

AcidPro can be used to create music tracks for your LightWave projects.

AMAPI (MAC AND WIN)

This is a full working version with no constraints. A demo of Amapi version 6.1 is also included, allowing you to distinguish the new features of the higher version in case you want to upgrade from version 4.15. Use Amapi as an alternate modeling system to create LightWave models, or as a 3D conversion system to export other modeling formats into models that can be exported to LightWave.

BODYPAIN 3D DEMO (MAC AND WIN)

Use this demo of Maxon Software's BodyPaint to paint in 3D in real time on your LightWave models, creating textures not possible to arrive at using other methods.

ILLUSION DEMO (WIN)

Impulse's Illusion is the best and easiest way to create post-production pyrotechnic effects on a LightWave image or animation.

POSER AND POSERPROPAC DEMO (MAC AND WIN)

Demo versions of Poser 4, Poser ProPak, and the LightWave plugin are included here for both Mac and Windows users. Use Poser to create articulated poseable models for your LightWave scenes.

XFROG DEMO (WIN)

Use this demo of Xfrog, from Greenworks, to create all manner of flora that can be exported as a WaveFront file for use in LightWave.