

# LightWave 3D Resources

## Internet Resources

LightWave-specific forums, newsgroups and mailing lists are maintained on the Internet. Here you can find new users asking questions about using LightWave and experts answering them. Also, many topics related to computer animation are discussed in these groups, such as the performance of various graphics cards, CPU speeds, platforms, and many more. NewTek's own forum can be found at [and](#) there are many others out there.

LightWave 3D is on [Facebook](#), [Google+](#), [LinkedIn](#), [Twitter](#) and [YouTube](#).

## NewTek Web and FTP Sites

In addition to information about NewTek products, upgrades, and the latest releases of LightWave software, our websites ( [and](#) ) have tutorials, LightWave images and animations, technical support FAQs, tech support email links, and links to related sites. NewTek maintains an FTP site (  ) on the Internet. Here you can find objects, scene files, images, and other items of interest to LightWave users.

## Community

A unique attribute of LightWave 3D is the LightWave community. It is rare to find such a passionate group of professionals that are so talented and yet so willing to share their secrets, ideas, and creations. Make certain you also take a look into the available resources such as local users groups and training books and videos.

## Technical Support

The best source for help with installing or configuring software or hardware is the retailer from whom you purchased your NewTek product. While we have made every effort to keep your software and hardware trouble-free and easy to use, you may occasionally need help right from the source. If you have problems with NewTek-supplied hardware or LightWave doesn't seem to be functioning as it should, please contact technical support using the contact form:

[https://www.lightwave3d.com/contact/tech\\_support/](https://www.lightwave3d.com/contact/tech_support/)

Email support hours are between: 9am - 6pm US Central Time (-6hrs GMT), Monday - Friday.

In your communication, please include as much information as possible including:

- Your computer's operating system and version;
- The version of LightWave you are using;
- The amount of RAM in your computer;
- Which display card you are using and what version of drivers are installed;
- CPU and make and model of computer or motherboard;
- Your product serial number

Your product must be registered before you can receive support.

LightWave's Layout has been designed to provide the most efficient interface possible for your 3D animation work. By default, there is a single large viewport, but you can display multiple viewports if you desire. A viewport provides you with visual feedback about the virtual world you are creating. How well this corresponds to what the final output will look like is completely configurable by you. This can range from bounding box stand-ins to wireframe representations, all the way to textured and solid-shaded displays. How you view your creations will vary depending on their complexity, your machine's capabilities, and other factors.

- [For More Information and Updates](#)
- [LightWave History](#)