

LightWave 2018



Congratulations on your LightWave purchase

NewTek LightWave 3D® is a *complete* 3D solution to model, render and animate. Used extensively in television and film production, video game development, print graphics and design, LightWave artists have won more Emmy® Awards for visual effects and animation than any other CG artists. Plus, LightWave is designed to be used by a single artist, a small team, or a major facility, with seamless integration into diverse pipelines.

LightWave™ 2018 gives you the workflow and functionality you've heard about, along with new, interactive tools for a real-time experience. You get the speed, flexibility and control you need to create quickly, easily and affordably.

LightWave 3D combines a state-of-the-art renderer with powerful, intuitive modeling, and animation tools. Tools that may cost extra in other professional 3D applications are part of the product package, including 999 free cross-platform render nodes, support for Windows and Mac OS X operating systems, free technical support and more. LightWave is enjoyed worldwide, as a complete 3D production solution for feature film and television visual effects, broadcast design, print graphics, visualization, game development, and Web. LightWave is responsible for more artists winning Emmy Awards than any other 3D application.

Major Studios and Post-Production Houses spend years assembling their custom pipelines, often at great expense and requiring large numbers of technical staff to maintain. Those complex pipelines are perfect for companies with hundreds of employees, but can be overkill for the majority of studios around the world with 40 employees or less.

LightWave fits seamlessly into large multi-software pipelines - with its powerful interchange tools including FBX, ZBrush GoZ, Collada, Unity Game Engine Support, and Autodesk Geometry Cache. Unlike other software packages, LightWave offers artists and studios a complete end-to-end solution right out of the box. Robust polygonal and subdivision surface modeling. Splendid PBR texturing tools, with powerful dedicated material shaders. Powerful animation and rigging tools. Eye-popping volumetric and dynamic effects systems. A production proven, award-winning Global Illumination render engine - built in. You decide what workflow or pipeline suits you best and LightWave puts all of the tools in your hands.

LightWave has been the choice of countless studios and artists for over 25 years. Chances are LightWave was used to create many of your favorite films, television programs, and games.

This wiki will help you learn the basics of 3D with LightWave - from installation and operation, to accessing and using the essential tools to model, animate and render. Once you've installed the software, please watch our tutorials, and the thousands more on sites like YouTube to learn the landscape. You should also join the online forums, where a passionate community of LightWave users from all over the world, help each other to elevate their craft. Our 3D team also provides valuable tips and tricks for you to increase your knowledge and expertise, so visit our website often for the latest information at: www.lightwave3d.com.

Welcome to the NewTek family.

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