

User-created Tutorials

If you have a technique you'd like to describe for the benefit of other LightWave users, get in [touch](#) and we can host it for you.



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- [Exporting skinned characters from 3ds Max to LightWave](#) — by Tony Prohl
- [Fundamentals of Subpatch Modeling](#) — by Richard Culver
- [Environment Light tutorial](#) — by Andrew 'Tobian' Comb
- [Move, Rotate and Scale Parts in LightWave 2018](#) — by Joe Lertola
- [How to do edge renders in LightWave 3D, a brief tutorial](#) — by Nick Stevens