



## Inside LightWave 3D 5.5

*By Dan Ablan, David Hopkins*

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### **Inside LightWave 3D 5.5** By Dan Ablan, David Hopkins

Inside LightWave 3D 5.5 builds on the documentation providing the only comprehensive professional resource available on LightWave. Building on the success of the popular Inside series for graphics professionals, Inside LightWave 3D 5.5 is full of tips, tricks, insider information, and step-by-step tutorials that show users how to achieve professional, high-end results. Inside LightWave 3D 5.5 is written by a team of expert authors coming from diverse backgrounds in the film/TV, video game, and advertising industries. These authors make full use of the example-based approach of the Inside series to reveal their secrets for creating world-class scenes and animations. Inside LightWave 3D 5.5 offers complete coverage of LightWave's capability, all of the new features of version 5.5, and the most popular plug-ins available.

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## **Inside LightWave 3D 5.5** By Dan Ablan, David Hopkins Bibliography

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## **Editorial Review**

### **Amazon.com Review**

This book targets users who are intent on mastering the art of creating 3-D graphics and animations in this versatile, cross-platform program. There's a good combination of explanation of features and specific task instructions; for the latter, you use the project files on the included CD-ROM. The book starts off with advice on interface configuration and takes you all the way to sophisticated effects and animations. The authors explain the concepts of lighting, color, and motion and help you plan your project according to its purpose and intended audience. Next you learn about modeler, layout, and animation techniques such as physical, computer, and scanned models and polygons, layers, MetaNURBS, scenes, keyframing, virtual cameras, lenses, angles, and plug-ins. Part 2 teaches you to build 3-D scenes using the LightWave modeler. Part 3 has you create animation scenes and familiarizes you with Bones and Character animations and facial animation. The last part of the book focuses on rendering and postproduction processes. You learn compositing and output techniques, add video and sound effects, use the Super Cel Shader plug-in for cel animation, and learn the basics of Lscript. An appendix describes various Objects and Tools plug-ins. Besides project files, the CD-ROM also has demonstration versions of freeware and shareware plug-ins and sample models, tiles, and textures. --*Kathleen Caster*

### **From the Publisher**

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The only comprehensive LightWave book available, master all aspects of 3D object creation and animation.

Presented using the popular Inside format, a favorite in the graphics industry.

Written by a team of expert authors who each reveal the secrets of their specialties.

Master LightWave through tutorials on the most popular areas in 3D: movie/television production and special effects, video game design and animation, commercial animation and visualization, and character animation!

### **From the Back Cover**

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## **Users Review**

### **From reader reviews:**

#### **Jack Evans:**

Now a day folks who Living in the era exactly where everything reachable by talk with the internet and the resources included can be true or not involve people to be aware of each info they get. How many people to be smart in receiving any information nowadays? Of course the solution is reading a book. Reading through a book can help persons out of this uncertainty Information mainly this Inside LightWave 3D 5.5 book because this book offers you rich details and knowledge. Of course the data in this book hundred % guarantees there is no doubt in it you may already know.

#### **James Jean:**

In this era globalization it is important to someone to receive information. The information will make someone to understand the condition of the world. The health of the world makes the information much easier to share. You can find a lot of sources to get information example: internet, newspapers, book, and soon. You can observe that now, a lot of publisher in which print many kinds of book. The particular book that recommended to you is Inside LightWave 3D 5.5 this guide consist a lot of the information from the condition of this world now. This book was represented just how can the world has grown up. The vocabulary styles that writer use for explain it is easy to understand. The actual writer made some study when he makes this book. That is why this book ideal all of you.

#### **Tony Reed:**

As we know that book is vital thing to add our know-how for everything. By a e-book we can know everything we want. A book is a set of written, printed, illustrated as well as blank sheet. Every year had been exactly added. This guide Inside LightWave 3D 5.5 was filled concerning science. Spend your spare time to add your knowledge about your scientific disciplines competence. Some people has diverse feel when they reading a new book. If you know how big advantage of a book, you can really feel enjoy to read a book. In the modern era like right now, many ways to get book that you wanted.

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