# Inside Lightwave X



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出版者:Macmillan Computer Pub

出版时间:2004-6

装帧:Pap

isbn:9780735713680

The most complete, extensive, and accessible guide for LightWave 8. Inside Lightwave 8 is chock full of step-by-step tutorials on every topic LightWave users need to know. It is also clear, well-organized and easy to use--essential for a comprehensive book when you need to find answers to their questions quickly. Dan Ablan, award-winning

animator and LightWave author, offers Inside LightWave X to get you up-to-speed and enhances productivity with NewTek's LightWave 3D software. No other LightWave book is more comprehensive, packed with clear step-by-step tutorials and helpful tips. Coverage includes plug-ins, Motion Designer, SubPatch modeling, Graph Editor, expressions for complex animation control, Motion Mixer, compositing techniques, inverse kinematics to control complex characters, modeling and surfacing methods for architectural animation, skeletons and bones for precise animation control, logo creation, camera and lighting techniques, particle animation, and using motion-capture files.

作者介绍:

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