LIGHTWAVE V9 TEXTURING (Wordware Game and Graphics Library)

Angel Nieves

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LIGHTWAVE V9 TEXTURING (Wordware Game and Graphics Library) Angel Nieves
LightWave v9 Texturing takes you behind the fine art of surfacing your 3D objects using LightWave 3D.
Because many artists find texturing and prepping objects for texturing intimidating or confusing, this book
breaks down the process and makes it easier to understand by guiding you through LightWave's powerful
surfacing toolset and a number of helpful tutorials. LightWave v9 Texturing also demonstrates how easy it is
to create surfaces using LightWave's new, powerful node-based shading system. With this book go beyond
texturing theory to find out what makes a great realistic texture; learn how to build textures using both
LightWave's classic layer system and the new Node Editor; discover how to unwrap and edit UV maps; find
out how to create a variety of surfaces through a series of tutorials; enhance your surfaces with gradients,
image maps, and procedural textures.

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