#lightwave 10 tutorial planned
3D animatie (Lightwave)
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First I have to say sorry for writing in English as this is a Dutch blogsite, but most reads I get are from outside the Netherlands. Besides.. what dutch(wo)men doesn't read English ;)

From Designburo.nl I'm planning to write a Lightwave tutorial in an area that we use many times, namely the creation of a detailed logo.

The targetgroup is novice/beginners, but does not go into detail like explaining the modeller and layout GUI and should be interesting for more advanced lightwave users.

Read on for a full description and a way for you to gimme input!

The tutorial will be videobased and would have the following aspects: Pre-planning   Traditional modeling   Subpatch modeling   Texturing [Also: get the most out of the LW presets]   Lighting   Scenesetup   Animation setup   Composition (adding video)   Creating end product using Sony Vegas Pro to intergrate the Lightwave animation into a video for presentation.   Every tool used will be explained properly.Please let me know what you think.I have plans to release this through Liberty3D, but I want this to be a very interesting tutorial for all to watch, so again, please comment on this post with your idea's and input.To comment click on "Commenta(a)r(en)" then on "reactie posten"..Thanks!