

**FOR IMMEDIATE RELEASE**

## **LightWave 3D Group Offers Free 90-Day LightWave 2015 Full Feature Trial Software During SIGGRAPH Week 2015**

*Artists and animators can now fully test the robust features of LightWave 2015 for 90 days without any limitations. Additionally, the LightWave 3D Group kicks off a new series of free Quick Start LightWave 2015 videos to familiarize artists with its many features.*

**SIGGRAPH WEEK 2015 - Burbank, CA – August 10, 2015** – The LightWave 3D® Group, a division of NewTek, Inc., wants to get LightWave 2015 in the hands of all 3D artists. During SIGGRAPH Week 2015, artists can download a no-cost full feature 90-day trial version of LightWave 2015 3D software to explore the software’s flexibility and performance in the pipeline. To fully unlock all the features of the 90-day free LightWave 2015 trial, users must register the software when downloading at the LightWave 3D website [www.lightwave3d.com](http://www.lightwave3d.com). The extended 90-day download is only available August 10-17, 2015.

In conjunction with the release of the extended free LightWave 2015 trial, the LightWave 3D Group is introducing a new series of Quick Start LightWave 2015 videos to help familiarize users with the powerful features and user interface of LightWave 2015. The Getting Started videos will be updated on an ongoing basis and available in the Quick Start Learning section of the LightWave website at [www.lightwave3d.com/learn](http://www.lightwave3d.com/learn).

### **The LightWave Advantage**

Created by artists for artists, LightWave 3D is intuitive, award-winning software that offers an end-to-end production pipeline for artists and designers to model, animate, capture, retarget, render, and input and output to 3D, including 3D printing.

With the various features of LightWave 2015, artists can take control of dynamic simulations with new Bullet constraint types such as Point-to-Point, Hinge, Slider, Cone Twist, Spring and six degrees of freedom (DOF). Use Importance Sampling to greatly improve the quality of scenes lit by GI and HDR images or background lighting. Match plates, simply place, or sync objects in photographs with the Match Perspective tool. Take advantage of the Genoma 2 Character Rigging System, a rapid modular rigging system that at its base level is a complete rigging development kit (RDK) to quickly rig characters for animation without the need to set up complex rigs from scratch. It also supports the use of Math Expressions and Scripts and includes new and improved human, feline, and arthropod preset rigs.

LightWave 2015 includes Edge Rendering, Patch Border Rendering, Edge Buffering, 64-bit QuickTime Support, as well as new enhancements to the Viewport Preview Renderer (VPR). It also introduces many

new features and improvements such as Interactive Dynamic Parenting, Textured Falloffs in Modeler, Fiber FX, GoZ Multi-tool and Unity 5 support, and more. It also supports the latest interchange formats such as Alembic 1.5 and FBX 2015.

For more information about LightWave 3D software or the LightWave 3D Group, please visit [www.lightwave3d.com](http://www.lightwave3d.com).

Follow us on social media at [Twitter](#), [Facebook](#), [LinkedIn](#), [Google+](#) or [Pinterest](#). For the latest LightWave video tutorials and artists/studio profiles visit the Official LightWave 3D page on [YouTube](#) and [Vimeo](#).

### **About NewTek**

NewTek is transforming the way people create network-style television content and share it with the world. From sporting events, Web-based talk shows, live entertainment, classrooms, and corporate communications—to virtually any venue where people want to capture and publish live video, we give our customers the power to grow their audiences, brands and businesses, faster than ever before.

NewTek is privately owned and based in San Antonio, Texas. For more information on NewTek please visit: [www.newtek.com](http://www.newtek.com), [Twitter](#), [YouTube](#), [Flickr](#) or connect on [Facebook](#).

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