

News Alert: For Release August 10, 2015

LightWave 3D Group Releases LightWave 2015 Update 3 During SIGGRAPH Week

SIGGRAPH WEEK 2015 - Burbank, CA – August 10, 2015 – The LightWave 3D® Group, a division of NewTek, Inc., announced today the release of LightWave 2015 Update 3 during SIGGRAPH Week 2015.

Expanding the robust feature set of LightWave 2015, this new update offers numerous fixes and improvements, system updates for Python and support for NVIDIA Optimus technology.

Pipeline updates in the LightWave 2015 Update 3 include improved GoZ and After Effects support; workflow enhancements to the VPR, viewport, and restore options. Interchange enhancements include support for AE CC2015, improved FBX rigging import from Maya, additional support for UV interchange with Unity and other game engines, improved Subd mesh interchange for Alembic, and additional GoZ interchange support for ZBrush 4R7. Hefty scripting improvements have also been made to the LScript Scene Object Agent, with 22 new data members and supporting environment constants, as well as updated Python control over LightWave Custom Object access.

New customers of LightWave 2015 will automatically receive the Update 3 version at purchase. Registered LightWave users can get the LightWave 2015 Update 3 by logging into their account on the LightWave 3D website. Visit www.lightwave3d.com for more details.

About LightWave 2015

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) constraint types. 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) that can be used 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.

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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, [Twitter](#), [YouTube](#), [Flickr](#) or connect on [Facebook](#).

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