



Formation au logiciel : Lightwave 3D Contenu technique détaillé de la formation

Moyens pédagogiques : Méthodes démonstratives sous forme de présentation, simulations et exercices pratiques. Chaque point abordé durant la formation fait l'objet de manipulations et d'exercices d'applications. Méthode TTL (teach to learn). Bilan de compétence. Test. Sessions de TPs de réalisations liés aux projets professionnels des stagiaires assistés par le (s) formateur (s). En fin de stage : Aperçu des dernières nouveautés logicielles et évolutions technologiques dans les domaines concernés. Ressources pédagogiques disponibles : plus de 100 000 tutoriaux vidéo accessibles. Salles informatisées équipées en licences logicielles pour l'éducation / connexion web haut débit / accessoires audiovisuels. Sessions en studio d'enregistrement et tournages vidéo en plateau et en extérieur (pour les formations audiovisuelles).

Liste des points techniques étudiés :

Introduction
LightWave Defined (02:43)
New in LightWave 9 (02:58)
System Requirements (03:35)
Mac and PC Commands (01:07)
Properties
Content Structure (03:42)
Display Options (05:43)
The Hub
The Hub (03:24)
Modeler
Modeler Interface (03:49)
Navigate 3D Space (02:52)
Viewports and Controls (05:13)
Modeling Modes (02:55)
Points Mode (03:33)
Polygon Mode (02:53)
Edges Mode (02:06)
Symmetry mode (04:23)
General Options (03:13)
The Grid (02:43)
Menu Tabs / Groups (03:12)
Tools: Create and Modify
The Create Group (03:17)
Primitives (03:32)
The Modify Group (01:26)
Move Tools (04:26)
Rotate Tools (03:06)
Transform Tools (05:39)
Tools: Multiply And Construct
The Multiply Group (02:10)
Extend Tools (04:47)
Duplicate Tools (04:23)
Subdivide Tools (03:44)
The Reduce Tools (02:57)
Combine Tools (03:15)
Convert Tools (03:08)
Catmull-Clark Subdivision (03:43)
Speed Booleans (02:26)
Tools: Detail and Map
The Detail Group (02:46)
Layer Tools (02:40)
Polygon Tools (04:30)
Point Tools (05:03)
Curves and Other Tools (04:46)
The Map Group (02:00)
Creating a Model
Modeling Explained (03:09)
Polygon Modeling (04:31)
Point Modeling (05:09)
Surface Normals (02:45)
Splines (04:06)
Subpatch Mode (03:01)
Primitive Shapes (03:12)
Create a Box (04:01)
Create a Ball (03:21)
Create a Cone (03:12)
Load and Close Objects (01:56)
Numeric Values (04:52)
Rotational Pivot (03:14)
Name Objects and Parts
Naming Objects (01:58)
Naming Surfaces (04:54)
Parts (02:57)
Layers
The Camera in Layout (02:12)
Camera Properties (04:08)
Add and Delete Cameras (02:58)
Target the Camera (02:11)
Advanced Camera Tools (02:43)
Animation
Animation Concepts (02:37)
Animate With Autokey (02:42)
Animation Controls (02:06)
TimeWarp (02:48)
Parent in Layout (03:46)
Translate and Rotate (01:53)
Position and Rotation (03:38)
Layout Orientation (03:25)
Create and Save Previews (03:48)
Animate the Camera (04:03)
Save a File (03:49)
Lighting
Lighting Scenes (03:03)
Light Types (04:03)
Add and Delete Lights (02:57)
Types: Distant and Spot (03:13)
Types: Point and Linear (03:42)
Types: Area and Ambient (05:20)
Light Properties (03:39)
Shadows (04:17)
Lens Flares (04:33)
The Surface Editor
Surfacing Explained (02:20)
The Basic Tab (04:32)
Surface Properties pt 1 (03:32)
Surface Properties pt 2 (03:20)
Surface Properties pt 3 (04:35)
Smoothing / Double Sided (02:36)
Advanced Tab (02:55)
Environment Tab (03:36)
Shaders Tab (04:35)
Maps and Textures
Image Maps (04:32)
UV Maps (03:55)
Stress Maps (04:02)
Bump Map (03:38)
Texture Editor (04:02)
Procedural Textures (05:44)
Gradients (03:15)
The Node Editor (04:44)
Schematic View
Use Schematic View (02:14)
Parent and Unparent (03:19)
Schematic Tools (02:27)
Rendering
Rendering Explained (02:23)
Render Setup (04:18)
Shadow Maps (02:10)
Render Animation Setup (04:05)
Test Renders (03:13)
Mac and Windows Movies (02:24)
Render for Print (03:03)
Viper
Viper Overview (02:33)
Enabling / Disabling Viper (01:37)
Using Viper (03:25)
Customize LightWave
Customize Viewports (03:15)

Work With Layers (04:14)
Views and Parenting (03:26)
Text
Create Text (01:38)
Choose Fonts (03:03)
Extruding (02:29)
Import EPS Text Paths (04:48)
Modify Text (03:29)
Layout
The Layout Interface (03:09)
Layout Views (03:46)
Viser (03:35)
Tabs / Groups and Menus (02:40)
The Items Menu (03:37)
The Modify Tab (02:57)
The Setup tab (04:13)
The Utilities Tab (01:29)
The Render Tab (04:07)
The View Tab (02:07)
The Modeler Button (03:10)
Scenes
Load Scenes and Objects (02:59)
Save All Objects (02:16)
Incremental Saving (02:09)
Backdrops (02:42)
Keyframes
Understand Keyframes (03:06)
The Timeline (02:21)
Work With Keyframes (03:27)
The Camera

Customize Menus (03:23)
Shortcut Keys
Shortcuts for Modeler (02:47)
Shortcuts for Layout (02:20)
Project: Nessie Model
Model Nessie pt 1 (06:16)
Model Nessie pt 2 (06:12)
Model Nessie pt 3 (05:04)
Project: Morph Animation
Create Morph Targets (04:38)
Morph Mixer (02:47)
Animate With Morph Mixer (05:52)
The LightWave Community
Forums and Websites (03:32)
3D resources (04:01)