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LightWave 11.6 Supports Full Stereoscopic 3D Review with NVIDIA 3D Vision and 3D Vision Pro

Provides a powerful new way for artists and studios to review and share 3D content on the desktop or multi-projector wall displays

SIGGRAPH 2013 – Anaheim, CA – July 23, 2013 – The LightWave 3D® Group, a division of NewTek, Inc., today announced LightWave 11.6 3D software now supports NVIDIA® 3D Vision®, NVIDIA 3D Vision Pro and HDMI stereo devices with NVIDIA Quadro® professional graphics cards. LightWave 11.6 is the newest update to NewTek’s award-winning LightWave 3D modeling, animation and rendering software for the creation of everything from architectural visualizations to explosive visual effects for television and film.

With NVIDIA’s 3D visualization support, artists and designers working with LightWave 11.6 software in Windows 7 or Windows 8 operating systems can use NVIDIA Quadro graphics to visualize high-quality, advanced stereoscopic 3D environments across multiple devices, including enabled desktop monitors and multi-projector wall displays.

NVIDIA 3D Vision uses infrared light to control the toggling of the glasses, while NVIDIA 3D Vision Pro uses 2.4GHz radio communication to support longer range viewing (of up to 100 ft). NVIDIA 3D Vision Pro also offers bi-directional communication to verify that glasses are operating correctly. Additionally, it creates an explicit connection between the glasses and hub to eliminate interference in multi-user environments, such as studios or screening rooms.

“By supporting a variety of stereoscopic solutions for NVIDIA Quadro graphics cards, we offer a solid way for artists and studios to streamline the review process with industry-leading technology,” said Rob Powers, president, LightWave 3D Group.

“By offering support for NVIDIA 3D Vision technology with NVIDIA Quadro graphics, LightWave is providing artists with powerful options for sharing stereo 3D content with teams, clients and studio executives,” said Andrew Page, product manager, Advanced Technologies, NVIDIA.

About LightWave 11.6

LightWave 3D software offers modeling, rigging, animation, effects, dynamics, and near limitless render nodes in an award-winning integrated LightWave render engine—providing studios and artists with everything they need to create an affordable and powerful end-to-end pipeline.

LightWave 11.6 introduces new animation tools such as Spline Control, Raycast Motion and Compound Node. With Spline Control, nulls or other objects act as nodes in a spline to control or deform objects such as tentacles, tails, whips or even elevators. Raycast Motion utilizes Raycasting technology to make an object aware of its surroundings and the Compound Node allows you to simplify complex networks down to a single node. Other new features include the addition of NVIDIA CgFX shader support, an improved Color Picker, a faster Viewport Preview Renderer (VPR), and more.

LightWave has been used in the creation of CG and visual effects for leading feature films and television shows, including “Defiance,” “Skyfall,” “The Hunger Games,” “The Amazing Spider-Man,” “The Adventures of Tintin,” “Avatar,” “The Walking Dead,” “Battlestar Galactica: Blood & Chrome,” “Fringe,” “CSI: Crime Scene Investigation,” and more.

Pricing and Availability

LightWave 11.6 is priced at \$1495 (USD) and is expected to ship Q4 2013. Registered LightWave 11 customers can upgrade to LightWave 11.6 free of charge; upgrade pricing from LightWave 10 or earlier versions is \$695 (USD). Educational pricing is also available. Visit www.lightwave3d.com/buy to purchase or locate an authorized LightWave reseller.

Download a free 30-day full-feature trial of LightWave at www.lightwave3d.com/try.

For more information about LightWave 11.6 or the LightWave 3D Group, please visit: www.lightwave3d.com, [Twitter](#), [YouTube](#) or connect with us on [Facebook](#).

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 with us on [Facebook](#).

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