Inside LightWave 7 0-7357-1134-8 Dan Ablan

Copyright© 2001 by New Riders Publishing

Warning and Disclaimer: Every effort has been made to make this book as complete and accurate as possible, but no warranty or fitness is implied. The information is provided on an as-is basis. The authors and New Riders Publishing shall have neither liability nor responsibility to any person or entity with respect to any loss or damages arising from the information contained in this book or from the use of the discs or programs that may accompany it.

Misprint	Correction
Page XXXIV Adobe Final Cut Pro	Apple Final Cut Pro
Page 325 Step 13 Axis X	Axis Z
Page 325 Step 15 Switch to Polygon Edit mode, and with Right view enlarged, select the Knife tool by clicking on its name under the Subdivide heading under the Construct tab, or by pressing the k key	Switch to Polygon Edit mode, and with Right view enlarged, select the Knife tool by clicking on its name under the Subdivide heading under the Construct tab, or by pressing the Shift + k key
Page 346 12. Depth 300m	12. Depth 300mm
Page 355 Step 38 Using the mirror tool (Modify tab) in the Black view and the following settings, mirror this support structure:	Using the mirror tool (Multiply tab) in the Black view and the following settings, mirror this support structure:
Page 401 The chapter on realistic lighting references the Cornell Radiosity paper from 1984.	LightWave uses more recent algorithms specifically irradiance caching for indirect illumination:
	Greg. Ward, Francis M. Rubinstein and Robert D. Clear "A Ray Tracing Solution for Diffuse Interreflection" Proc. SIGGRAPH'88
	and photon mapping for caustics: Henrik Wann Jensen "Realistic Image Synthesis using Photon Mapping" AK Peters, 2001

This errata sheet is intended to provide updated technical information. Spelling and grammar misprints are updated during the reprint process, but are not listed on this errata sheet.