

LightWave 8 Shared Panels

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Tool	Placement
Additive Transparency	Surface Editor > Advanced
AH_CelShader	Surface Editor > Shader: Add Shader
Alpha Channel	Surface Editor > Advanced
Alpha Channel (Image)	Image Editor > Source
Alpha Value	Surface Editor > Advanced
Anaglyph Stereo: Compose	Image Editor > Processing: Add Filter
Anaglyph Stereo: Simulate	Image Editor > Processing: Add Filter
Animate Filters (Image)	Image Editor > Processing: Add Filter
Aura 2.5 Export	Image Editor > Processing: Add Filter
BESM	Surface Editor > Shader: Add Shader
Blackandwhite	Image Editor > Processing: Add Filter
Bloom	Image Editor > Processing: Add Filter
Blotch	Surface Editor > Shader: Add Shader
BRDF	Surface Editor > Shader: Add Shader
Brightness (Image)	Image Editor > Editing
Bump	Surface Editor > Basic
Bumprgb	Surface Editor > Shader: Add Shader
Checker	Surface Editor > Shader: Add Shader
Chroma Depth	Image Editor > Processing: Add Filter
Color	Surface Editor > Basic
Color Filter	Surface Editor > Advanced
Color Highlights	Surface Editor > Advanced
ColorCube	Surface Editor > Shader: Add Shader
Contast (Image)	Image Editor > Editing
Corona	Image Editor > Processing: Add Filter
DeluxeRLA	Image Editor > Processing: Add Filter
Depth-Of-Field Blur	Image Editor > Processing: Add Filter
Diffuse	Surface Editor > Basic
Diffuse Sharpness	Surface Editor > Advanced
Digital Confusion	Image Editor > Processing: Add Filter
Double Sided	Surface Editor > Basic
Edge_Transparency	Surface Editor > Shader: Add Shader
Emboss	Image Editor > Processing: Add Filter
EmbossBW	Image Editor > Processing: Add Filter
Exposer	Image Editor > Processing: Add Filter
Extended RLA Export	Image Editor > Processing: Add Filter
Extended RPF Export	Image Editor > Processing: Add Filter

Tool

Fast Fresnel
Field Stereo
First Frame (Image)
Flare2Alpha
Frame Rate (Image)
Full Precision Blur
Full Precision Gamma
Gamma
Gamma (Image)
Glossiness
Glow Intensity
gMIL
Halftone
Halftone
HDR Exposure
HSLColorCube
Hue (Image)
Image Seam Angle (Reflection)
Image Seam Angle (Refraction)
Image Type
Interference
Interlace
Invert (Image)
Last Frame (Image)
Line Size (Outlines)
LScript
LScript
LScript/RT
LScript/RT
Luminosity
LW_HyperVoxels
LW_HyperVoxels_Doubler
LW_Hypervoxels_Shader
LW_Rust
LW_Snow
LW_Water
MathFilter
MathFilter
Negative
NightVision

Placement

Surface Editor > Shader: Add Shader
Image Editor > Processing: Add Filter
Image Editor > Source
Image Editor > Processing: Add Filter
Image Editor > Source
Image Editor > Processing: Add Filter
Image Editor > Processing: Add Filter
Image Editor > Processing: Add Filter
Image Editor > Editing
Surface Editor > Basic
Surface Editor > Advanced
Surface Editor > Shader: Add Shader
Surface Editor > Shader: Add Shader
Image Editor > Processing: Add Filter
Image Editor > Processing: Add Filter
Surface Editor > Shader: Add Shader
Image Editor > Editing
Surface Editor > Environment
Surface Editor > Environment
Image Editor > Source
Surface Editor > Shader: Add Shader
Image Editor > Source
Image Editor > Editing
Image Editor > Source
Surface Editor > Advanced
Surface Editor > Shader: Add Shader
Image Editor > Processing: Add Filter
Surface Editor > Shader: Add Shader
Image Editor > Processing: Add Filter
Surface Editor > Basic
Image Editor > Processing: Add Filter
Image Editor > Processing: Add Filter
Surface Editor > Shader: Add Shader
Surface Editor > Shader: Add Shader
Surface Editor > Shader: Add Shader
Surface Editor > Shader: Add Shader
Image Editor > Processing: Add Filter
Image Editor > Processing: Add Filter
Image Editor > Processing: Add Filter
Image Editor > Processing: Add Filter

Tool

NormalColor
NTSC_Legalize
PAL_Legalize
Photoshop PSD Export
Post Behavior (Image)
Pulse
Real Fresnel
Reflection
Reflection Blurring
Reflection Map
Reflection Options
Refraction Blurring
Refraction index
Refraction Map
Refraction Options
Render Buffer Export
Render Buffer View
Render Outlines
SasLite
Saturation (Image)
Sepia
Sequence Digits (Image)
SkyTracer
Smooth Threshold
Smoothing
Soften Reflections
Special Buffers
Specularity
Spriteedger
Start Frame (Image)
Steamer
Steamer_Doubler
Steamy_Shader
Super Cel Shader
Surf Mixer
SurfaceBaker
Textured Filter
Thin Film
Translucency
Transprency

Placement

Surface Editor > Shader: Add Shader
Image Editor > Processing: Add Filter
Image Editor > Processing: Add Filter
Image Editor > Processing: Add Filter
Image Editor > Source
Surface Editor > Shader: Add Shader
Surface Editor > Shader: Add Shader
Surface Editor > Basic
Surface Editor > Environment
Surface Editor > Environment
Surface Editor > Environment
Surface Editor > Environment
Surface Editor > Basic
Surface Editor > Environment
Surface Editor > Environment
Image Editor > Processing: Add Filter
Image Editor > Processing: Add Filter
Surface Editor > Advanced
Image Editor > Processing: Add Filter
Image Editor > Editing
Image Editor > Processing: Add Filter
Image Editor > Source
Image Editor > Processing: Add Filter
Surface Editor > Basic
Surface Editor > Basic
Image Editor > Processing: Add Filter
Surface Editor > Advanced
Surface Editor > Basic
Image Editor > Processing: Add Filter
Image Editor > Source
Image Editor > Processing: Add Filter
Image Editor > Processing: Add Filter
Surface Editor > Shader: Add Shader
Surface Editor > Shader: Add Shader
Surface Editor > Shader: Add Shader
Surface Editor > Shader: Add Shader
Surface Editor > Shader: Add Shader
Image Editor > Processing: Add Filter
Surface Editor > Shader: Add Shader
Surface Editor > Basic
Surface Editor > Basic

Tool

Vector Blur
Vertex Color Map (Apply)
Vertex Coloring
Video Legalize
Video Tap
VidNoise
Vignette
Virtual Darkroom
WaterMark
WaveFilterImage
Weave
Z Shader
Zor

Placement

Image Editor > Processing: Add Filter
Surface Editor > Advanced
Surface Editor > Advanced
Image Editor > Processing: Add Filter
Image Editor > Processing: Add Filter
Image Editor > Processing: Add Filter
Image Editor > Processing: Add Filter
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Image Editor > Processing: Add Filter
Surface Editor > Shader: Add Shader
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