

LightWave 8 Layout Panels

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Tool

Accuracy (Caustics)
Adaptive Sampling
Affect Caustics
Affect Diffuse
Affect OpenGL
Affect Specular
Alert Level
Align to Path Look-ahead
Alpha Channel
Alpha Files
Alternate Aspect Overlay
Ambient Color
Ambient Intensity
Anaglyph Stereo: Simulate
Anaglyph Stereo: Compose
Animated Dither
Animation File
Antialiasing
Aperture Height
Aura 2.5 Export
Auto Frame Advance
Auto Key Create
Backdrop Color
Background Image
Bank Controller
Bank Limits
Bank Stiffness
BlackandWhite
Bloom
Blur Length
Bone Active
Bone Weight Map
Bounding Box Threshold
Cache Caustics
Cache Radiosity
Cache Shadow Map
Camera Mask

Placement

Global Illumination
Camera Properties
Light Properties > Basic
Light Properties > Basic
Light Properties > Basic
Light Properties > Basic
General Options
Motion Options > IK and Modifiers
Object Properties > Render
Render Options > Output Files
Display Options > Camera View
Global Illumination
Global Illumination
Effects > Processing: Add Image Filter
Effects > Processing: Add Image Filter
Effects > Processing
Render Options > Output Files
Camera Properties
Camera Properties
Effects > Processing: Add Image Filter
Render Options
General Options
Effects > Backdrop
Effects > Compositing
Motion Options > Controllers and Limits
Motion Options > Controllers and Limits
Motion Options > Controllers and Limits
Effects > Processing: Add Image Filter
Effects > Processing: Add Image Filter
Camera Properties > Motion Effects
Bone Properties
Bone Properties
Display Options
Global Illumination
Global Illumination
Light Properties > Shadows
Object Properties > Geometry: Add Custom Object

Tool

Camera Trigger
Camera View Background
Cast Shadow
Chroma Depth
Clear All Bones
Clear All Lights
Clip Map
Cloth
Collision
Color Channel
Color Format
Color Picker
Color Saturation
Content Directory
Corona
CruiseControl
Curve Conform
CurveConstraint
Cyclist
Data Overlay
Default Unit
Deform: Bend
Deform: Pole
Deform: Shear
Deform: Taper
Deform: Twist
Deform: Vortex
DeluxeRLA
Depth Buffer AA
Depth of Field
Depth-Of-Field Blur
Depth-Of-Field Display
Diffuse Channel
Digital Confusion
Displacement Map
Display Metaball Resolution
Display SubPatch Level
Distance Dissolve
Dither Intensity
Drag Descendants

Placement

Motion Options > IK and Modifiers: Add Modifier
Display Options > Camera View
Object Properties > Render
Effects > Processing: Add Image Filter
Bone Properties
Light Properties
Object Properties > Render
Object Properties > Dynamics: Add Dynamic
Object Properties > Dynamics: Add Dynamic
Display Options > OpenGL Multi-Texturing
General Options
General Options
Effects > Processing
General Options
Effects > Processing: Add Image Filter
Motion Options > IK and Modifiers: Add Modifier
Object Properties > Deform: Add Displacement
Motion Options > IK and Modifiers: Add Modifier
Motion Options > IK and Modifiers: Add Modifier
Render Options > Rendering
General Options
Object Properties > Deform: Add Displacement
Object Properties > Deform: Add Displacement
Object Properties > Deform: Add Displacement
Object Properties > Deform: Add Displacement
Object Properties > Deform: Add Displacement
Object Properties > Deform: Add Displacement
Object Properties > Deform: Add Displacement
Effects > Processing: Add Image Filter
Render Options > Rendering
Camera Properties > Stereo and DOF
Effects > Processing: Add Image Filter
Object Properties > Geometry: Add Custom Object
Display Options > OpenGL Multi-Texturing
Effects > Processing: Add Image Filter
Object Properties > Deform
Object Properties > Geometry
Object Properties > Geometry
Object Properties > Render
Effects > Processing
Display Options > Schematic View

Tool

Dynamic Update
Edge Color
Edge Z Scale
Effector
Effector
Effector
Emboss
EmbossBW
Emitter
Enable Bump
Enable Caustics
Enable Glow
Enable Lens Flares
Enable Radiosity
Enable Shadow Maps
Enable VIPER
Enable Volumetric Light
Exclude Caustics
Exclude Light
Exclude Object
Exclude Radiosity
Exposer
Exposure Time (Camera)
Expression
Expression
Extended RLA Export
Extended RPF Export
Extra First Frame Delay
Extra Ray Trace Optimization
Eye Separation
Fader Alpha Mode
Falloff Type
Faster Bones
Faster Highlights
Field Rendering
Field Stereo
File Dialog
Fit Spotlight Cone
Fixed Near Clip Distance
Flare2Alpha

Placement

Display Options
Object Properties > Edges
Object Properties > Edges
Object Properties > Geometry: Add Custom Object
Object Properties > Deform: Add Displacement
Motion Options > IK and Modifiers: Add Modifier
Effects > Processing: Add Image Filter
Effects > Processing: Add Image Filter
Object Properties > Dynamics: Add Dynamic
Object Properties > Deform
Global Illumination
Effects > Processing
Global Illumination
Global Illumination
Global Illumination
Render Options
Global Illumination
Object Properties > Lights
Object Properties > Lights
Light Properties > Objects
Object Properties > Lights
Effects > Processing: Add Image Filter
Camera Properties > Motion Effects
Object Properties > Deform: Add Displacement
Motion Options > IK and Modifiers: Add Modifier
Effects > Processing: Add Image Filter
Effects > Processing: Add Image Filter
Render Options > Device Control
Render Options > Rendering
Camera Properties > Stereo and DOF
Render Options > Output Files
Bone Properties
Bone Properties
Display Options
Camera Properties > Motion Effects
Effects > Processing: Add Image Filter
General Options
Light Properties > Shadows
Display Options
Effects > Processing: Add Image Filter

Tool

Focal Distance (DOF)
Focal Length (Camera)
Fog Color
Fog Level (for object)
Fog Type
Follower
Foreground Alpha
Foreground Dissolve
Foreground Fader Alpha
Foreground Image
Foreground Key
FOV (Camera)
Fractional Frames
Frame 0 Time Code
Frame End Beep
Frame Rate Meter
Frame Record Command
Frame Record Delay
Frame Slider Label
Frames Per Foot
Frames Per Second
Full Precision Blur
Full Precision Gamma
Full-Time IK
FX_CLink
FX_HardLink
FX_Link
FX_MetaLink
FX_MetaLink_Morph
FX_Motion
Gamma
Global Illumination
Global Lens Flare Intensity
Global Light Intensity
Glow Radius
(Glow) Intensity
Goal Object
Goal Strength
Gradient Backdrop
Gravity

Placement

Camera Properties > Stereo and DOF
Camera Properties
Effects > Volumetrics
Object Properties > Render
Effects > Volumetrics
Motion Options > IK and Modifiers: Add Modifier
Effects > Compositing
Effects > Compositing
Effects > Compositing
Effects > Compositing
Effects > Compositing
Camera Properties
General Options
General Options
Render Options
Object Properties > Geometry: Add Custom Object
Render Options > Device Control
Render Options > Device Control
General Options
General Options
General Options
Effects > Processing: Add Image Filter
Effects > Processing: Add Image Filter
Motion Options > IK and Modifiers
Motion Options > IK and Modifiers: Add Modifier
Object Properties > Deform: Add Displacement
Motion Options > IK and Modifiers: Add Modifier
Object Properties > Deform: Add Displacement
Object Properties > Deform: Add Displacement
Motion Options > IK and Modifiers: Add Modifier
Effects > Processing: Add Image Filter
Light Properties
Global Illumination
Global Illumination
Effects > Processing
Effects > Processing
Motion Options > IK and Modifiers
Motion Options > IK and Modifiers
Effects > Backdrop
Object Properties > Dynamics: Add Dynamic

Tool

Gravity
Grid Antialiasing
Grid Square Size
Grid Type
Ground Fog
Halftone
Hard
HDR Exposure
Heading Controller
Heading Limits
Heading Stiffness
Height (Camera)
Hide Toolbar
High Clip Color (Foreground)
HyperVoxels
HyperVoxelsDrawing
HyperVoxelsParticles
IK_Booster
Image World
Indirect Bounces (Radiosity)
Inertia
Input Device
Intensity (Caustics)
Intensity (Glow)
Intensity (Radiosity)
Intensity Falloff (Light)
Item Comment Display
Item Shape
Joint Comp for Parent
Joint Compensation
JointMorph
JointMorphPlus
Jolt
Keep Goal Within Reach
Label (Data Overlay)
Lazy_Points
LeadTheFollower
Left Button Item Select
Lens F-Stop (DOF)
Lens Flare

Placement

Motion Options > IK and Modifiers: Add Modifier
Display Options
Display Options
Display Options
Effects > Volumetrics: Add Volumetric
Effects > Processing: Add Pixel Filter
Object Properties > Dynamics: Add Dynamic
Effects > Processing: Add Image Filter
Motion Options > Controllers and Limits
Motion Options > Controllers and Limits
Motion Options > Controllers and Limits
Camera Properties
General Options
Effects > Compositing
Effects > Volumetrics: Add Volumetric
Object Properties > Geometry: Add Custom Object
Object Properties > Deform: Add Displacement
Object Properties > Geometry: Add Custom Object
Effects > Backdrop: Add Environment
Global Illumination
Object Properties > Deform: Add Displacement
General Options
Global Illumination
Effects > Processing
Global Illumination
Light Properties
Object Properties > Geometry: Add Custom Object
Object Properties > Geometry: Add Custom Object
Bone Properties
Bone Properties
Object Properties > Deform: Add Displacement
Object Properties > Deform: Add Displacement
Motion Options > IK and Modifiers: Add Modifier
Motion Options > IK and Modifiers
Render Options > Rendering
Object Properties > Deform: Add Displacement
Motion Options > IK and Modifiers: Add Modifier
General Options
Camera Properties > Stereo and DOF
Light Properties > Basic

Tool

Lens Flare Options
Level-Of-Detail Mesh Refinement
Level-Of-Detail Object Replacement
Light Color
Light Intensity
Light Type
Limit Dynamic Range
Limited Range (Bone)
Limited Region
Linear/Area Light Quality
Link Direction
Link Style
Low Clip Color (Foreground)
LScript/RT
LScript
LScript
LScript
LScript
LScript
LScript/RT
LScript/RT
LScript/RT
LScript/RT
Luminosity Channel
LW_HVRealFlow_Import
LW_HyperVoxels
LW_HyperVoxels_Doubler
LW_HyperVoxel_Particles
Master
Match Goal Orientation
Math Filter
MathFilter
MathMorph
MathMotion
Matte Object
Max Amount (Fog)
Max Distance (Dissolve)
Max Distance (Fog)
Max OpenGL Lights
MD_MetaPlug

Placement

Light Properties > Basic
Object Properties > Geometry: Add Custom Object
Object Properties > Geometry: Object Replacement
Light Properties
Light Properties
Light Properties
Effects > Processing
Bone Properties
Camera Properties
Light Properties > Basic
Display Options > Schematic View
Display Options > Schematic View
Effects > Compositing
Object Properties > Deform: Add Displacement
Object Properties > Geometry: Add Custom Object
Object Properties > Geometry: Object Replacement
Object Properties > Deform: Add Displacement
Effects > Processing: Add Image Filter
Motion Options > IK and Modifiers: Add Modifier
Object Properties > Geometry: Add Custom Object
Object Properties > Geometry: Object Replacement
Effects > Processing: Add Image Filter
Motion Options > IK and Modifiers: Add Modifier
Display Options > OpenGL Multi-Texturing
Object Properties > Deform: Add Displacement
Effects > Processing: Add Pixel Filter
Effects > Processing: Add Pixel Filter
Object Properties > Deform: Add Displacement
Motion Options > IK and Modifiers: Add Modifier
Motion Options > IK and Modifiers
Effects > Processing: Add Image Filter
Effects > Processing: Add Pixel Filter
Object Properties > Deform: Add Displacement
Motion Options > IK and Modifiers: Add Modifier
Object Properties > Render
Effects > Volumetrics
Object Properties > Render
Effects > Volumetrics
Display Options
Object Properties > Deform: Add Displacement

Tool

MD_MetaPlug_Morph
MD_Plug
MD_Scan
Metaform Shaper(FASTER)
Metaform_Target(FASTER)
Min Amount (Fog)
Min Distance (Fog)
Minimum Evaluation Spacing (Radiosity)
MM_MotionDriver
Morph Mixer
Morph Surfaces
Morph Target
Morph_Gizmo_Render
Motion Baker
Motion Blur
MotionCapturePreview
Mroph Amount
Multi Target/Single Envelope
Multiply Strength by Rest Length
Multithreading
Muscle Flexing
Negative
NightVision
Nominal Distance
Normal Displacement
NTSC_Legalize
Object Dissolve
Object List
Object Replacement
Object Sequencer
Open GL Textures
Open GLPixel Blending
OpenGL Fog
OpenGL Lens Flares
OpenGL Mipmap
OpenGL Multi-Texturing
OpenGL Reflections
OpenGL Transparency
Oscillator
Other Edges

Placement

Object Properties > Deform: Add Displacement
Object Properties > Deform: Add Displacement
Object Properties > Deform: Add Displacement
Object Properties > Deform: Add Displacement
Object Properties > Deform: Add Displacement
Effects > Volumetrics
Effects > Volumetrics
Global Illumination
Motion Options > IK and Modifiers: Add Modifier
Object Properties > Deform: Add Displacement
Object Properties > Deform
Object Properties > Deform
Object Properties > Deform: Add Displacement
Motion Options > IK and Modifiers: Add Modifier
Camera Properties > Motion Effects
Object Properties > Geometry: Add Custom Object
Object Properties > Deform
Object Properties > Deform
Bone Properties
Render Options > Rendering
Bone Properties
Effects > Processing: Add Image Filter
Effects > Processing: Add Image Filter
Object Properties > Edges
Object Properties > Deform: Add Displacement
Effects > Processing: Add Image Filter
Object Properties > Render
Object Properties > Geometry: Object Replacement
Object Properties > Geometry
Object Properties > Geometry: Object Replacement
Display Options
Display Options
Display Options > Camera View
Display Options > Camera View
Display Options
Display Options
Display Options
Display Options
Motion Options > IK and Modifiers: Add Modifier
Object Properties > Edges

Tool

Output Filename Format
Overlay Color
PAL_Legalize
Parent in Place
Parent Item
Parental Muscle Flexing
Parenter
Particle Blur
Particle/Line Thickness
Photoshop PSD Export
Pitch Controller
Pitch Limits
Pitch Stiffness
Pixel Aspect Ratio (Camera)
Play at Exact Rate
Points: (Current Object)
Polygon Size
Polygons: (Current Object)
Projection Image
Protractor
QuaternionBooster
Range Finder
Range Type (Render)
Range/Nominal Distance (Light)
Ray Recursion Limit
Ray Trace Reflection
Ray Trace Refraction
Ray Trace Shadows
Ray Trace Transparency
Rays per Evaluation (Radiosity)
Receive Shadow
Render Buffer Export
Render Buffer View
Render Display
Render First Frame
Render Frame Step
Render Last Frame
Render Metaball Resolution
Render Mode
Render SubPatch Level

Placement

Render Options > Output Files
Display Options
Effects > Processing: Add Image Filter
General Options
Motion Options
Bone Properties
Motion Options > IK and Modifiers: Add Modifier
Camera Properties > Motion Effects
Object Properties > Edges
Effects > Processing: Add Image Filter
Motion Options > Controllers and Limits
Motion Options > Controllers and Limits
Motion Options > Controllers and Limits
Camera Properties
General Options
Object Properties
Object Properties > Edges
Object Properties
Light Properties > Basic
Object Properties > Geometry: Add Custom Object
Motion Options > IK and Modifiers: Add Modifier
Object Properties > Geometry: Add Custom Object
Render Options
Light Properties
Render Options > Rendering
Render Options > Rendering
Render Options > Rendering
Render Options > Rendering
Render Options > Rendering
Global Illumination
Object Properties > Render
Effects > Processing: Add Image Filter
Effects > Processing: Add Image Filter
Render Options
Render Options
Render Options
Render Options
Object Properties > Geometry
Render Options > Rendering
Object Properties > Geometry

Tool

Report
Resolution (Camera)
Resolution Multiplier (Camera)
Rest Length
Rest Position
Rest Rotation
RGB Files
Ruler
SasLite
SasLite
Save Alpha
Save Animation
Save as Default (Viewport Layout)
Save RGB
Segment Memory Limit
Self Shadow
Sepia
Serial Port Name
Serial Port Recording
Serpent
Setup Command 1 (Serial Port Rec)
Setup Command 2 (Serial Port Rec)
SetupMode
Shading Noise Reduction
Shadow Color
Shadow Fuzziness
Shadow Map Angle
Shadow Map Size
Shadow Type
Sharp Creases
Show Field Chart
Show Fog Circles
Show Goal Links
Show Handles
Show IK Chains
Show Motion Paths
Show Plug-In Links
Show Rendering in Progress
Show Safe Areas
Show SubPatch Cages

Placement

Motion Options > IK and Modifiers: Add Modifier
Camera Properties
Camera Properties
Bone Properties
Bone Properties
Bone Properties
Render Options > Output Files
Object Properties > Geometry: Add Custom Object
Object Properties > Deform: Add Displacement
Effects > Processing: Add Pixel Filter
Render Options > Output Files
Render Options > Output Files
Display Options
Render Options > Output Files
Camera Properties
Object Properties > Render
Effects > Processing: Add Image Filter
Render Options > Device Control
Render Options > Device Control
Object Properties > Deform: Add Displacement
Render Options > Device Control
Render Options > Device Control
Object Properties > Geometry: Add Custom Object
Global Illumination
Light Properties > Shadows
Light Properties > Shadows
Light Properties > Shadows
Light Properties > Shadows
Light Properties > Shadows
Object Properties > Edges
Display Options > Camera View
Display Options
Display Options > Schematic View
Display Options
Display Options
Display Options > Schematic View
Render Options
Display Options > Camera View
Display Options

Tool

Show Target Lines
Show Text Editor Layer
ShowCurve
Shrink Edges With Distance
Shutter Angle (Camera)
Silhouette Edges
SimpleOrientAffectors
SimpleOrientConstraints
SimplePointAffectors
SimplePointConstraints
SimpleScaleAffectors
SimpleScaleConstraints
Skow Keys in Slider
SkyTracer
SkyTracer
SkyTracer2
Slave_x
Slave_y
Slave_Z
Sliders
Sock Monkey
SockMonkey
Soft
Soft Filter
Soften Reflections
Softness (Caustics)
Speedometer
SplineControl
Spotlight Cone Angle
Spotlight Soft Edge Angle
Spriteedger
Stereoscopic Rendering
Streamer
Streamer Doubler
Streamy_Particles
Strength (Bone Wt.)
Subdivision Order
Sun Spot
SuperJitter
Surface Borders

Placement

Display Options
Display Options
Object Properties > Geometry: Add Custom Object
Object Properties > Edges
Camera Properties > Motion Effects
Object Properties > Edges
Motion Options > IK and Modifiers: Add Modifier
Motion Options > IK and Modifiers: Add Modifier
Motion Options > IK and Modifiers: Add Modifier
Motion Options > IK and Modifiers: Add Modifier
Motion Options > IK and Modifiers: Add Modifier
General Options
Effects > Backdrop: Add Environment
Effects > Processing: Add Pixel Filter
Effects > Backdrop: Add Environment
Motion Options > IK and Modifiers: Add Modifier
Motion Options > IK and Modifiers: Add Modifier
Motion Options > IK and Modifiers: Add Modifier
Object Properties > Geometry: Add Custom Object
Object Properties > Deform: Add Displacement
Object Properties > Geometry: Add Custom Object
Object Properties > Dynamics: Add Dynamic
Camera Properties
Effects > Processing: Add Image Filter
Global Illumination
Object Properties > Geometry: Add Custom Object
Object Properties > Deform: Add Displacement
Light Properties > Basic
Light Properties > Basic
Effects > Processing: Add Image Filter
Camera Properties > Stereo and DOF
Effects > Processing: Add Pixel Filter
Effects > Processing: Add Pixel Filter
Object Properties > Deform: Add Displacement
Bone Properties
Object Properties > Geometry
Motion Options > IK and Modifiers: Add Modifier
Motion Options > IK and Modifiers: Add Modifier
Object Properties > Edges

Tool

Synchronize Image to Frame
Target Item
Textured Displacement
Textured Environment
Textured Filter
Textured Motion
Tolerance (Radiosity)
Toolbar Position
Trail
Transparency Channel
Type (Radiosity)
Unaffected by Fog
Unaffected by IK of Descendants
Undo Levels
Unit System
Unlimited Undo
Unparent
Unseen by Camera
Unseen by Rays
Unshared Edges
Use Backdrop Color (Fog)
Use Bones From Object
Use Mask
Use Morphed Positions
Use Weight Map Only
Vector Blur
Video Legalize
Video Tap
VidNoise
Viewport Layout
Vignette
Virtual Darkroom
Volumetric Antialiasing
Volumetric Light Options
Volumetric Lighting
VRML97 Custom Object
WaterMark
WaveFilterImage
Weight Normalization
Width (Camera)

Placement

Effects > Compositing
Motion Options
Object Properties > Deform: Add Displacement
Effects > Backdrop: Add Environment
Effects > Processing: Add Image Filter
Motion Options > IK and Modifiers: Add Modifier
Global Illumination
General Options
Object Properties > Deform: Add Displacement
Display Options > OpenGL Multi-Texturing
Global Illumination
Object Properties > Render
Motion Options > IK and Modifiers
General Options
General Options
General Options
Motion Options
Object Properties > Render
Object Properties > Render
Object Properties > Edges
Effects > Volumetrics
Bone Properties
Camera Properties > Mask Options
Bone Properties
Bone Properties
Effects > Processing: Add Image Filter
Effects > Processing: Add Image Filter
Effects > Processing: Add Image Filter
Effects > Processing: Add Image Filter
Display Options
Effects > Processing: Add Image Filter
Effects > Processing: Add Image Filter
Effects > Volumetrics
Light Properties > Basic
Light Properties > Basic
Object Properties > Geometry: Add Custom Object
Effects > Processing: Add Image Filter
Effects > Processing: Add Image Filter
Bone Properties
Camera Properties

Tool

Wind

Zoom Factor (Camera)

Placement

Object Properties > Dynamics: Add Dynamic

Camera Properties