

LIGHTWAVE 3D IS THE MOST ADVANCED 3D PLATFORM IN THE WORLD BUT IS UNKNOWN TO THE GENERAL PUBLIC SINCE IT HAS ALWAYS – SINCE THE BEGINNING OF CGI – BEEN A SUPER-HIGH-END, INDUSTRY-ONLY SOFTWARE PLATFORM. (See the list of Movies, Games and TV Shows using Lightwave given below):

Movies that LightWave was used in [edit]

A more comprehensive list can be found at the LightWave website.^[16] Some notable highlights are:

- *Jurassic Park* (1993 Visual Effects Academy Award) - *Jurassic Park III* (2001)
- *Titanic* (1997 Visual Effects Academy Award)
- *Pan's Labyrinth*^[17] (2006)
- *Avatar* (2010 Visual Effects and Art Direction Academy Awards)^{[18][19]}
- *300*^[20] (2007)
- *Iron Man*^[21] (2008)
- *Elysium* (film) (2013)
- *The Girl with the Dragon Tattoo* (2011 film)
- *Jumper* (2008)
- *Hancock* (film) (2008)
- *His Dark Materials: The Golden Compass* (2007)
- *Ghost Rider* (2007)
- *Pirates of the Caribbean: The Curse of the Black Pearl* (2003) - *Pirates of the Caribbean: At World's End* (2007)
- *Superman Returns* (2006)
- *Poseidon* (2006)
- *X-Men* (2000)
- *X-Men 3: The Last Stand* (2006)
- *Harry Potter and the Prisoner of Azkaban* (2004)
- *I, Robot* (2004)
- *Van Helsing* (2004)
- *Hellboy* (2004)
- *The Aviator* (2004)
- *Charlie and the Chocolate Factory* (2005)
- *Deep Impact* (film) (1998)
- *Fantastic Four* (2005)
- *The Matrix Reloaded* (2003) - *The Matrix Revolutions* (2003)
- *Men in Black* (1997)
- *Pitch Black* (film) (2000)
- *The One* (2001)
- *Terminator 3: Rise of the Machines* (2003)
- *The Lord of the Rings: The Return of the King* (2003)
- *Star Wars: Episode II – Attack of the Clones* (2002) - *Star Wars: The Force Awakens* (2015)
- *The League of Extraordinary Gentlemen* (2003)
- *Spider-Man* (2002) - *Spider-Man 2* (2004) - *The Amazing Spider-Man*
- *The Day After Tomorrow* (2004)
- *Alice in Wonderland* (2010)
- *Armageddon* (1998)
- *The Fifth Element* (1997)
- *A.I. Artificial Intelligence* (2001)
- *Serenity* (2005)
- *The Hunger Games* (2012)
- *The Adventures of Tintin* (2011)
- *The Dark Knight* (2008)
- *Race to Witch Mountain* (2009)
- *Eagle Eye* (2008)
- *Mr. & Mrs. Smith* (2005)
- *Angels & Demons* (2009)
- *Die Another Day* (2002)
- *The Ruins* (2008)
- *Scooby-Doo* (2002)
- *Nim's Island* (2008)
- *Panic Room* (2002)
- *Tropic Thunder* (2008)
- *Black Hawk Down* (2001)
- *The Last Samurai* (2003)
- *After Earth* (2013)
- *Skyfall* (2012)
- *Repo Men* (2010)
- *The Pianist* (2002)
- *Blade* (1998)
- *Mortal Kombat* (1995)
- *Sin City* (2005)

TV films and independent movies that Lightwave was used in [edit]

- *Battlestar Galactica: Blood & Chrome* (2012)
- *Cargo* (2009 film)
- *Dante 01* (2008)
- *Iron Sky* (2012)^[22]
- *Sharknado* (2013)
- *Sharknado 2: The Second One* (2014)
- *Space Station 76* (2014)

Video games designed with LightWave [edit]

- *Ace Combat 5: The Unsung War*
- *Baldur's Gate: Dark Alliance II*
- *Baldur's Gate II: Shadows of Amn*
- *Black* (video game)
- *Blood Omen 2*
- *Broken Sword: The Sleeping Dragon*
- *Brute Force* (video game)
- *Burnout 3: Takedown*
- *Burnout Legends*
- *Burnout Revenge*
- *Civilization III*
- *Cold War* (video game)
- *Dark Sector*
- *Deus Ex*
- *Deus Ex: Invisible War*
- *Diablo* (video game)
- *Doom 3*
- *Driver: Parallel Lines*
- *Duke Nukem 3D*
- *Escape from Monkey Island*
- *Fallout* (video game)
- *Fallout 2*
- *Ground Control II: Operation Exodus*
- *Halo: Combat Evolved*
- *Heroes of Might and Magic III*
- *Homeworld*
- *Ico*
- *Icwind Dale*
- *Independence War 2: Edge of Chaos*
- *Killzone 2*
- *Kiss: Psycho Circus: The Nightmare Child*
- *MechWarrior 4: Vengeance*
- *Ms. Pac-Man Maze Madness*
- *Might and Magic VI: The Mandate of Heaven*
- *Ninja Gaiden II*
- *Omikron: The Nomad Soul*
- *Planescape: Torment*
- *Powerdrome*
- *Quake 4*
- *Resident Evil Code: Veronica*
- *Ridge Racer* (2004 video game)
- *Ridge Racer 6*
- *RollerCoaster Tycoon*
- *Serious Sam*
- *Serious Sam II*
- *Shadow of the Colossus*
- *Spyro: A Hero's Tail*
- *Star Trek: Klingon Academy*
- *Star Trek: Voyager – Elite Force*
- *The Chronicles of Riddick: Escape from Butcher Bay*
- *The Last Guardian*
- *Ultima Online*
- *Unreal Championship*
- *Unreal Tournament*
- *V-Rally 2*
- *Virtual Pool 3*

The information and data displayed in this profile are created and managed by S&P Global Market Intelligence, a division of S&P Global. Bloomberg.com

ROB POWERS & LIGHTWAVE : " AVATAR"

creator and supervisor of the Virtual Art Department (VAD) for James Cameron's "Avatar," he was a key member of the primary team that conceived and pioneered a whole new approach for directors to shoot a movie within an immersive virtual nonlinear filmmaking workspace. He and his team used NewTek LightWave 3D as the main tool for developing the environmental assets used for the Virtual Production workflow. Prior to joining NewTek, he served with James Cameron, serving as Animation Technical Director and Virtual Art Department Supervisor for "Avatar" and as CG Supervisor for "Aliens of the Deep." He also served with Steven Spielberg and Peter Jackson, serving as Virtual Art Department Supervisor for "Tintin." He served on Disney's "Honey I Shrunk the Kids" and Jet Li's "The One," and was the lead animator of the famous 3D dancing baby on "Ally McBeal." He graduated from the University of Southern California Cinema Production program and attended the Academy of Motion Pictures, American Film Institute.