

**AmyNews**

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**REVISION HISTORY**

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# Chapter 1

## AmyNews

### 1.1 AmyNews Workshop 2

Welcome to AmyNews Workshop 2.

Released with AmyNews 20, 95/7/9.

Imagine 3.x Beginners Introduction.

Many people find it very hard to render their very first pictures using Imagine. Imagine's manual is not of much help to beginners although the new manual is highly improved. This guide is dedicated to the new Imagine users. It's a simple step by step guided tour in rendering an image using Imagine.

Introduction~~~ - Introduction to Workshop 2.

Instructions~~~ - AmyNews Workshop 2.

History/Future~ - Previous workshops and planned future.

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### 1.2 Introduction

In Workshop 2 we will introduce beginners to Imagine.

To make best use of this Workshop it's best to have both Imagine and this Guide open at the same time so you won't have to remember all instructions.

Please note that the workshop is intended for beginners

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and might not be of much use to experienced users.

A configuration file for Imagine 3.x is included with the workshop. If you have assigned IMAGINE: to your Imagine directory you can press the button on the bottom of this page, otherwise you will have to copy it by yourself. The filename is "Imagine.config".

This button will rename your old config to "Imagine.config1" and copy the included configuration file to IMAGINE:

```
INSTALL~IMAGINE~CONFIGURATION
```

## 1.3 Instructions

As mentioned before, this time I have chosen to make an introduction to Imagine.

First I'd like to tell you why I chose Imagine for this workshop, because as you know there are many alternatives available for the Amiga Platform.

Imagine has two advantages over most other raytracing programs.

It's fairly easy to learn and you don't need an Amiga 4000 with 16 megs of RAM.

For this workshop you will need an Amiga with at least 4Mb of RAM. 6Mb is recommended.

To make this workshop easier to understand, I've decided to include my configuration file for Imagine. This way, there won't be any trouble finding buttons etc.

This workshop consists of 4 chapters, each with its own subject.

I assume that you have figured out how to make Projects in Imagine. Please make a new Project with a Rendering Subproject.

Chapter~1~ - Detail Editor.

Chapter~2~ - Attributes.

Chapter~3~ - The Scene and Action Editor.

Chapter~4~ - Rendering.

## 1.4 History/Future

These are the previous AmyNews Workshops:

AmyNews Workshop 1. (95/7/9)

PhotoGenics Compose function Tutorial.

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These are ideas for the next issue:

Improvement of low quality pictures using Photogenics and Imagine  
Introduction to Colonization.

## 1.5 Chapter 1

Chapter 1 - The Detail Editor.

Detail Editor is where you design your own objects.  
(Forms Editor is for the same purpose, but is used  
in another way.)

Many of the buttons on the bottom of the screen are  
also available in the menus. You can make new buttons  
in Preferences.

Objects in Detail Editor are built of one or more  
'primitives'. These are the basic forms.  
Press the 'Prim' button to pop up a requester with a  
choice of 6 different primitives.

Feel free to try out all 6 forms, but for now, choose  
'Sphere'.

The requester changes and you can now choose the  
dimensions of the sphere. You can also change the  
amount of 'Sections' in it. The more sections you  
have, the more detailed the object will be.  
Set the values to 50, 25, 20.

You can now see a sphere in all of the four views.  
The three views, Top, Right and Front have no need  
to be explained. The four views can be (un)zoomed  
by pressing the blue bar beside them.  
In the view 'Persp' you can see the sphere in black.  
With the buttons A, Z and P you can change (A)ngle,  
(Z)oom and (P)erspective.  
In the Display menu there is four choices which make  
the display of the 'Persp' view different.  
These are Wireframe, Solid, Shaded and Newmode.  
Try them all out.

Press the button 'ZI' (Zoom In) two times to  
get the sphere to fill the whole view.  
Now, press the 'Front' bar. You should now see the  
sphere from its side.  
Press the button 'Mag' and 'MS' beside it. In this  
requester, set the values to 100, 0, 0.  
Use the type 'Bell'.  
Now make the object active and choose 'Drag Points'  
from the Mode menu.  
Press and hold on the dot in the top of the sphere.  
Now pull the mouse down as you hold the mousebutton

down. Release it in the middle.

Choose 'Pick Groups' from the Mode menu and look at the object in the 'Persp' view. If you use the Solid option, you will see the object a little bit better.

Now press the 'Prim' Button again and make another sphere.

This time set the values to 15, 20, 10.

To select this sphere use 'Pick Select' from the Pick/Select menu. Move it so that your screen will look like the 'Chapter1.iff' picture.

Now select both objects (hold 'Shift' down) and use 'Group' from the States menu. This is required to save the objects in one file.

Now select the group and save it in your Project.

The object you have just made is an example to be used in the next Chapters.

Remember that if you want to make complex objects you will need a lot of patience and imagination.

SHOW CHAPTER 1 Screenshot

GO TO CHAPTER 2

## 1.6 Chapter 2

Chapter 2 - Attributes.

The attributes of an Object is also set in Detail editor (Stage also if 3.x).

Load the example object that we made in Chapter 1. Select it (the whole group) and choose 'Attributes' from the Functions menu.

In this requester you can change how the objects surface will look like.

Some of the options can be set with the RGB bars, some with the 'Value' bar.

Brushes are iff-pictures mapped around the object. Textures doesn't take as much memory as brushes and they are faster.

Set Color to 200,200,255.

Set Specular to 255,255,255.

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Set Hardness to 255.

Use the texture BumpNoiz with the default values.

Now we have set the attributes for the big object in your group. Now select the little ball and choose Attributes.

This object will be of metal and the easiest way to do this is to use the texture Metals.

In the first box(metals texture) set the value to 5 (Silver). And in the first box on the right side set the value to 1 (Smooth).

Set Specular to 255,255,255.

Now our objects are ready for rendering.

If you like, you could do a 'Quickrender'. This is a fast rendering without having to set the lights etc. To do this use the 'Prev' view to position the objects and choose 'Quickrender' from the project menu.

Remember that quick render is in 'Scanline' mode and no reflections or shadows will be rendered. This can be changed in preferences though.

The included preferences use a very small display for quick render. This can also be changed.

GO TO CHAPTER 3

## 1.7 Chapter 3

Chapter 3 - The Stage and Action Editor.

To be able to use the stage editor, you must have a project open.

The Stage editor looks just like the Detail editor. the difference is the functions.

Activate the CView button. This makes the Prev view show the camera perspective.

Load the objects we made in Chapter 1 with 'Load' from Object menu.

Now choose 'Light Source' from Add in Object menu. This 'Lamp' is handled just like any other object and it's very important to position it right.

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In some cases you will need two or more lightsources to make the scene look good. Not in this case though.

Everything we need for this scene is now ready. Now we only have to position the lightsource and the camera. Refer to the screenshot picture in this chapter.

The camera has to be tracked to our object. To do this, activate the camera and choose 'Camera (Re)track' from Object menu. The name of our object is 'SPHERE'.

Now choose 'Save Changes' from Project menu.

Change to the Action editor.

In the Action editor you edit the same things as in Stage editor, but in another way. The objects is not shown in 3D as in Stage editor. You edit the positions, size, etc. by changing numbers. This is ideal for animations.

Some things is only available from the Action editor like 'Globals' and 'F/X'. Globals is an entry in Action editor that is used to change the backround and global fog and much more.

If you want you can use a 'Global Brush'. This is an IFF picture that is reflected on every object in the scene. Be careful not to use a picture that doesn't fit with the scene. You choose the global brush in 'Globals'.

Now bring up the settings for the lightsource by pressing the red Actor dot on frame 1.

Press the button 'Cast Shadows'.

The scene should now be ready for rendering, described in Chapter 4.

SHOW CHAPTER 3 SCEENSHOT

GO TO CHAPTER 4

## 1.8 Chapter 4

Chapter 4 - Rendering

All renderings except 'Quick Render' is made from the Project editor.

You must have a Rendering sub-project open to render.

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Press the 'Modify' button.

Here you can change the render mode, screen size and save format.

If you have enough memory use 'Trace' rendermode. If not use 'Scanline' mode, this will disable shadows and reflections though.

Press the preset button and use the predefined Lowres resolution. Use the saveformat ILBM-24 if you have AGA and ILBM-12 if you have ECS,OCS.

The number(s) in the middle of the screen are frames in your project. To render a picture you must select the number. In this project there should be only '1'.

Press 'Generate' button to render the picture.

You can show the picture by pressing the 'Show' button.

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