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SlideShow (v1.0)

SlideShow is a BackSpace view that allows a **.anim** directory to be used as a slideshow directory. The following options are allowed:

· bounce button allows you to specify whether the images will bounce around the screen or stay stationary in the middle.

· seconds/side show a slide for whatever numbers of seconds you specify.

· .anim path tell SlideShow which **.anim** directory to use.   A **.anim** directory contains **.tiff** files in numerical order.   For example, **1.tiff**, **2.tiff, etc...**.

Important Files...

· SlideShow.anim contains a bunch of images that were modeled in nPOINT, Ltd.'s Frontface modeler. In fact, this BSView exists because nPOINT needed a slideshow-type app quickly and BackSpace was the only free and quick way to do it.

· Makefile type **make install** to install the entire BSView into your **~/Library/BackSpaceViews** directory.

· SlideShow.[hm] is where all the work is done.

Installation

To install, type **make install** in the **SlideShow** directory (where the **Makefile** resides.)

To unload, remove the **SlideShowView.BackModule** from the **BackSpaceViews** directory that you installed the view in initially.

Notes on the Images...

· Teapot/Coffee Cup is a box with the standard RenderMan teapot and a surface of revolution with a semi-torus attached to it. The item to notice is the environment mapping of the cup on the teapot.

· Yellow CSG has many torus' that are inside of a sphere. This demonstrates the *power* of modeling by   CSG and also how transparency can be used for a dramatic effect.

· Face/Column/Bush demonstrates environment mapping, shadow mapping and multiple lights of varying colors. The face, courtesy of Chuck Carter and imported into Frontface, has a shiny metal-type shader on it to demonstrate the effect of RenderMan's least used and powerful capabilities.

· Long Nose/Chin Face is here to show how patches can be modified slightly to come up with a radically different image.

· Altar shows off RenderMan's shading language. The fire, sky, bushes, and bricks are all done through a few custom shaders.

Thanks

Sam Streeper!

Bye

Please send bugs and / or comments to **kam@nPOINT.com**.

Email **info@nPOINT.com** to receive more information about Frontface and the images that are included in SlideShow.

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