

# **README.NOW**

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<b>COLLABORATORS</b>
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	<i>TITLE :</i> README.NOW	
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# Chapter 1

## README.NOW

### 1.1 Dear Amiga Format,

From: Stephen Hailey  
Scotland  
Age: 16  
Date: 12th May 1999

Background - You may skip this part

I was just joyfully reading through Amiga Format 123 when I noticed something shocking (gasp), "we're suffering from a lack of Readers' contributions" is the phrase in question. How could such a terrible thing happen? Do the Amiga users out there not care?

As you can imagine I got to work immediatly to help the Amiga Format cause. Within 3 days I got round to digging out some class(ic) animations I had done on PPaint over the past 5 years or so (this isn't as many as you may expect). So now Amiga Format can have the honour of putting my animations on their CD (I also think the "Cover Disc" pages should be dedicated to me for saving the reader submissions section (well near enough saving it)). Believe me when I say other magazines will be amazingly jealous when they see Amiga Format with these superb masterpieces (obviously the graphics are not totally top notch, nor is the animation come to that, oh and I better mention there is no sound, oh and when I say the pictures are not top notch I kind of mean they are, erm, crap). The animations' main strength lies in the clever, witty and believable storylines (not so much in the first few animations).

Anyway you can just say a large thankyou to the saviour of Amiga Format (reader submissions) Stephen Hailey and then find out what these great anims are about.

Animations - At least glance at each part

Practise: This is my very first PPaint animation, aww it brings back memories of the good ole days..., anyway it is called "Its a Kind of Magic" (15 seconds long max). I just made this to figure out how to use the animation feature of PPaint, the manual is pretty crap (in my opinion).

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- 1996\_A: This was my first real animation, and what an "on the edge of your seat" plot! It is called "Juice" (lasts 15s approx).
- 1992: This one was also done in 1996 though I drew all the pictures in 1992 when I thought up the plot and made it directly to video by moving brushes while recording. I have put it into an anim file specially for my quest to save AF (read top bit). This is the first so far with a plot. Bear in mind I was 9 when I made it. It is called "The Bombing" (lasts about 1 minute).
- 1996\_B: This one is honestly not that bad. It has a simple plot which is given away by the name "Air Chase". This one is well worth a watch at about 3 mins long, but the best is yet to come.
- 1997\_A: This one is probably not a good a "Air Chase", but you can't say it it is complete crap (I hope). It is called "The "Big Match Live" (Red team against Blue team, no real teams). This is just a little shorter than "Air Chase".
- 1997\_B: This is equal to or better than "Air Chase". It has a good plot which is yet again given away by its title, "The Fight". You will enjoy (I hope) this mindless violence (though please don't get influenced by it and come after me for the quality of my anims). This one is a respectable few minutes long.
- Latest: This is in all seriousness the best of my animations and the last (so far...). This one honestly has average (in my opinion) graphics, a real plot, and storyline, and lasts around 5 minutes. It is my own James Bond film called "Operation Bye-Bye". If for some strange reason you only watch one of my animations make it this one you watch.

Finally - Don't read this if you didn't read the top

This is not the last you will hear of me, I plan to save Amiga Format from the brink again, with my top secret Reader Game which should be finished in the near future.

Now Go Watch Those Animations!

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