

IMAGINE MAILING LIST

COLLABORATORS

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<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>
WRITTEN BY		April 16, 2022
<i>SIGNATURE</i>		

REVISION HISTORY

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Chapter 1

IMAGINE MAILING LIST

1.1 IMAGINE MAILING LIST NUMBER V61

This GUIDE File was generated by an
IMAGINE MAILING LIST PROCESSOR
Written By Joop van de Wege
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@ @

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+-----oOO-(-)-OOo-----+
|
| This is the Imagine Mailing List (imagine@email.sp.paramax.com) Archive #61 |
| covering messages from Apr 01 1995 to Apr 30 1995. |
|
| If you have any questions or problems with this file, E-mail Joop vd Wege |
| at Joop.vandeWege@medew.ento.wau.nl |
| To join the IML, send email to: imagine-request@email.eag.unisysgsg.com |
| and in the subject line type in: subscribe |
|
| Thanks goes to: Neil Miller for the Imagine Mailing List Processor |
| Nik Vukovljak for the archives |
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textures on one obj
Click-->

114

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MSG- 116 Subject: Re: Re: Re: How do I get 2 textures on 1 ↔
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117
MSG- 117 Subject: Steel, Aluminum, and other metals
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119
MSG- 119 Subject: Re: Essence (Apex) (was Re: How do I get 2 ↔
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123
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MSG- 125 Subject: Re: New Imagine Textures
Click-->
126
MSG- 126 Subject: Re: DXF to Imagine
Click-->
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MSG- 127 Subject: Re: aminet in australia?
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128
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129
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Click-->
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MSG- 135 Subject: Re: Wine
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141
MSG- 141 Subject: Re: New Imagine Textures
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142
MSG- 142 Subject: Re: PC/Amiga graphics
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143
MSG- 143 Subject: Re[2]: aminet in australia?
Click-->
144
MSG- 144 Subject: New Imagine Textures
Click-->
145
MSG- 145 Subject: PC 2 Amiga file transfers
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146
MSG- 146 Subject: Wine in a glass
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147
MSG- 147 Subject: Re: PC 2 Amiga file transfers
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148
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149
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150
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152
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153
MSG- 153 Subject: Re: PC 2 Amiga file transfers
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MSG- 161 Subject: Re: DXF to Imagine
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162
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163
MSG- 163 Subject: Re: PC 2 Amiga file transfers
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164
MSG- 164 Subject: Re: Wine
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166
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MSG- 167 Subject: Re: Imagine FAQ is on the Web
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168
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169
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170

MSG- 170 Subject: Re: PC/Amiga graphics
Click-->

171
MSG- 171 -----=> Sorry NO Subject!
Click-->

172
MSG- 172 Subject: Re: PC/Amiga graphics
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173
MSG- 173 Subject: Milan Textures
Click-->

174
MSG- 174 Subject: Re: Imagine for Windows
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175
MSG- 175 Subject: Imagine 3.3 requests
Click-->

176
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177
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178
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179
MSG- 179 Subject: States
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180
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181
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182
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183
MSG- 183 Subject: Re: Imagine Textures
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184
MSG- 184 Subject: New Imagine Textures
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185
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186
MSG- 186 Subject: Please stop th silly platform discussion!
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187
MSG- 187 Subject: Imagine
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188
MSG- 188 Subject: Re: Wine
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189

MSG- 189 Subject: Re: TextureStudio on aminet!!
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190
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191
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192
MSG- 192 Subject: Re: Milan Textures
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193
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199
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200
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201
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202
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203
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209
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210
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211
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220
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223
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229
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60
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96
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107
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108
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109
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118
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154
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156
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157
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158
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159
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160
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161
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163
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164
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165
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MSG- 2 Subject: Re: PC Anim Players?
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168
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184
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on 1 object)
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MSG- 218 Subject: Re: Wine
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260
MSG- 234 Subject: Re: Wine
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MSG- 135 Subject: Re: Wine
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MSG- 181 Subject: Re: Wine
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265
MSG- 249 Subject: Re: Wine
Click-->

266
MSG- 188 Subject: Re: Wine

1.4 MSG-1 Subject: Re: PC Anim Players?

Subject: Re: PC Anim Players?
Date: Sat, 01 Apr 1995 08:55:53
From: Falko@aol.com

>I believe the flickers you're getting are related to your graphics card.
>I have an ATI card and I get the same flicker. I'm still not sure
>because ATI is supposedly still working on the problem but my hunch
>is that the video card can't handle fast movement of large portions
>of color (such as in animations). If anyone knows better, please
>say so.

Shane,

I have a ATI Graphics Wonder VLB 2mb (Mach 32) and I do not have a screen flicker problem. I'm using DTA, DSV, and BuildSV for my Imagine animations. I would imagine (err..., no pun, really) that it makes a big difference whether the card is isa/eisa or vlb/pci. Isa/eisa cards are fairly slow with dos graphics (yes eisa is really not that much faster under dos than isa), while vlb/pci cards are very fast under dos. There are some exceptions to this. Matrox, Diamond Viper, any card based on Weitek P9000 are EXTREMELY slow under dos, much slower, in fact, than a standard 16bit isa vga card.

Falko

=====

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1.5 MSG-2 Subject: Re: PC Anim Players?

Subject: Re: PC Anim Players?
Date: Sat, 01 Apr 1995 09:14:38
From: Falko@aol.com

> Hi, thanks the great info, I'll look into that right away.
>However I do wonder what UNIVESA is? What does it do and what is it for?

Hiya Dave

UNIVESA is a shareware version of the VESA.COM that comes with many cards or the vesa support that is built into many new video cards. Vesa is a standard by which dos programs can setup and us extended video resolutions without having to know what specific video card is in use. Vesa provides a standard set of video modes across all video cards. UNIVESA is an exceptional version of vesa. It is written with 32bit code, knows how to talk to most video cards sold today, and provides full support for vesa version 1.2 standards which include animation specific routines like double buffering and page flipping. It's so good that I registered it within days of downloading it

Falko

=====

Thread 1

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1.6 MSG-3 Subject: Re: RE: PC Anim Players?

Subject: Re: RE: PC Anim Players?
Date: Sat, 01 Apr 1995 13:34:11
From: fred aderhold <fredster@cyberport.net>

>
>Fred,
>
> Beg small difference here, AAPLAYHI is terrible. DTA/DSV is where it's

Hmmm... I've tried DSV, and it just didn't work for me. It seemed to play my fli's very slow, (yes, I know there are command line options to adjust the playback rate) and I think it even locked me up once. Is your main beef with AAPLAYHI that it only plays 8 bit anims? I don't mind that. If your careful when you make your animations, and do your best to avoid color banding, 8 bit animation are ok (I'm taking on a strictly computer to computer, non-professional situation, not something going to tape or anything). Besides, if you make a 24 bit animation, only those people who use DSV can view it. Wouldn't you sacrifice a little quality to ensure more people can

see your stuff? Personal preference, of course... :)

I agree, DTA is a great program, and very powerfull. Lately though, I've been using Video for DOS to make anims. It runs a lot faster than DTA, does a great job reducing colors(and color banding). It can also make AVI's.

>at. These utilities CAN do 8/15/16/24 bit animations. The formats are
>FLI(320x200x8), FLC(up to 1280x1024x8), FLH(up to 1280x1024x15/16), and
>FLT(up to 1280x1024x24). Now understand that the highest res/col
combination
>depends on good vesa support, speed of card under dos, speed of cpu, speed
of
>hard disk, and how much ram.

Absolutely! It's also entirely possible that I haven't given DSV a fair shake because of my video set up (Cirrus Logic on-board VLB, w/1mb VRAM). Eventually, I'll upgrade to something better, and then you can bet I'll try it again.

RD7
GD bdDSgdb...
P

Fred Aderhold
E-mail: fredster@cyberport.net (fred aderhold)
Time: 21:44:55

Relax, it's all 1's and 0's...

=====
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1.7 MSG-4 Subject: Re: 320x240 and 24-bit anims...

Subject: Re: 320x240 and 24-bit anims...
Date: Sat, 01 Apr 1995 19:43:59
From: voc0137@comune.bologna.it

>Hi ! ,
>
>On the 28th of march voc0137@comune.bologna.it wrote :
>> ..I use DTA 2.2 beta to assemble my animations from 24/16- bit TGAs
>into 320x240 resolution, but when I playback them using DFV I get playback
>in a small window on a 640x480 screen. Why, and what can I do about it ?
>
>In my opinion, : basically the Pc screen will view a graphic image in the
>following resolutions: 320x200 640x480 800x600 and 1074x768(I think:-))
>
>Now since a 320x240 image/anim will not fit in a 320x200 window , the pc

automatically uses the 640x480 window to view your image/anim.
>Basically , if you want full screen anims, you need to produce images in one of
>the standard resolutions above. Thats why anims are created in 320x200 (flc)
>and 640x480 (Flc) resolutions.

Nope, that can't be it, beacause I also tried to make a 320x200 FLI file of
the same material, with the same result. And anyway the PC-VGA standard
resolutions are 320x200,640x400 and 320x240,640x480, so it really should be
able to show it to me...

=====

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1.8 MSG-5 Subject: Re: Fill edge

Subject: Re: Fill edge
Date: Sat, 01 Apr 1995 21:49:08
From: IanSmith@moose.erie.net (Ian M. Smith)

On 01-Apr-95, Michael North wrote:

> A few very simple things have become a treat: the parent button
> actually works in the file requesters!

Strange.. doesn't work for me. I can go out to the very last
directory, and then have to delete it by hand to get back to root.

> I'm afraid my first try with fill to edge was kind of a bust, though.
> I'm worried I'm trying to do something it wasn't designed to do.
> Is it possible to use it to simply fill an outline with faces?
> [Snip]

It confused me at first too. I assume you are selecting the entire
outline at once when trying to fill it. That won't work. Edge Fill
will add faces between TWO lines, not one. The trick with the Edge
Fill command is to realise what this very helpfull function can do by
itself, and what it needs help with. Basicly, it will take two lines,
and place faces between them. Period.

The first important point is that the shape and positions of the line
don't matter. It simply connects the two lines. The above isn't
exactly true, as it does do some checking, but not more than deciding
which ends to start at as far as I can see.

The second that you have to remember is that any face MUST touch both
lines. This is easier explained with an example.

Say you want to autoface the letter O. You can select the inner edge
and the outer edge and it works fine, fillign in the space between
with faces. Now consider the letter P. It is very similar to an O,
and should work.. but it doesn't. The problem is the bottom 'leg' of
the P. If you crate a P outline, and manually add faces you can see

that the leg has two faces that only touch the outer edge. The easy solution is to just use the Edge Fill command twice, and not try and fill the whole object at once. Complex objects may take a few Edge Fill commands.. but would you rather do each face by hand? :-)

So as a rule of thumb, if there is anything between the two lines you want to fill, you are going to have to take that into account and make multiple passes. I hope I was some help.

--

Ian M. Smith <IanSmith@moose.erie.net> -- PGP Fingerprint (Email for Key) --
581F3521 6F9D8061 0AA214C8 BE51978D

=====

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1.9 MSG-6 Subject: Brush map problem in 2.0

Subject: Brush map problem in 2.0

Date: Sat, 01 Apr 1995 22:56:59

From: Charles Blaquiere <blaqui@io.org>

> From: amadaeus@ccwf.cc.utexas.edu

>

> I've got a flat plane object and a brush I want to map onto it. The
> local origin of the plane is aligned in such a way that its x and y
> axes are in the plane, and its z axis is perpendicular. For some reason,
> this alignment seems to throw off imagine's routine for automatically
> matching up the brush; i.e., the series of clicks: "brush 1" in
> attributes, "ok" in file requester for brush, and "ok" in brush
> attributes--doesn't produce the desired result. I suspect some
> editing of the brush axes will be required. Any suggestions?

A flat-mapped brush is mapped along its X and Z axes. When the brush is first brought into Imagine's world, its axes are, I believe, aligned according to the world axes. The situation you describe, a flat horizontal plane, would create a brushmap that would map on the frontmost edge of the plane, creating streaks parallel to the Y axis of the object.

You need to rotate the brushmap -90 degrees in local X, so that its X and Z axes are parallel to the object, i.e. both the object and brushmap X/Z axes will show up in the Top view as rectangles.

=====

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1.10 MSG-7 Subject: Snapshot item in Detail

Subject: Snapshot item in Detail
Date: Sun, 02 Apr 1995 00:13:13
From: Charles Blaquiere <blaq@io.org>

> From: Steve J. Lombardi <stlombo@eos.acm.rpi.edu>
>
> 8. THIS ONE IS BIG!! in the detail editor I would like to be able to
> 'snapshot' the axis of an object. another function would then
> 'restore' the
> axis to the snapshotted state. REASON: when making states it is often
> usefull to alter an axis' location or size to make use of modelling
> features like twist and shear that are axis dependant. currently after
> altering an object (and it's axis) you must reset its position, sizing,
> and orientation manually before updating a new State. Of course if
> you don't, well, it'll get ugly later! PLEASE IMPULSE! IF YOU ARE OUT
> THERE
> READING THIS- This is definitely my single biggest request for an
> enhancement in imagine! Yes, I am begging! PLEASE!
>
> 10. did I mention axis snapshot/restore in hte detail editor? just
> kidding. No, actually I'm not! This would be a really cool feature
> that would not take more than 30 or 40 minutes to add.

Ahh, I see what the original poster wanted. This means my first (hasty) reply is full of it. Let's try again.

Copy your object. Select all points (Amiga-3, Amiga-A) and delete (Amiga-D). You are left with a lone axis, with all the settings you want to come back to.

Paste your original object into the workspace. Move its axis, transform/mangle it at will. When you are ready to bring back the original axis:

Enter Pick Groups or Pick Objects mode (Amiga-1 or Amiga-2). Pick the lone axis, then (using Shift to multi-select) pick your transformed object. Join them (Amiga-J). Presto! all object data from your object is glued onto the lone axis, forming a single object.

Isn't Imagine a powerful modeller?

=====

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1.11 MSG-8 Subject: Lip syncing anims

Subject: Lip syncing anims

Date: Sun, 02 Apr 1995 08:51:00
 From: w.graham6@genie.geis.com

Assuming you have an animation player/creator that can do anims with an enforced frame rate, and play back sound files, the best way I've found in approaching this is to work from the sound file onwards. In other words, edit your sound file to how you want it, then create the anim to fit. It helps if your sound sample editing software has a way of keeping time of the sample, so that you can see where certain sounds occur over time. I've used a stopwatch for this also. This enables you to decide where and how to set up your keyframes. I use Magic Lantern, a DSS8+ sound sampler, and A-Sound Elite sample editing software, with excellent results. (This is for the Amiga).

=====

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1.12 MSG-9 Subject: Re: Where's ISL?

Subject: Re: Where's ISL?
 Date: Sun, 02 Apr 1995 10:16:49
 From: grieggs@netcom.com (John Grieggs)

>
 > Could someone refresh my memory, where's ISL(Amiga version)?
 >
 Both versions are in:

ftp.netcom.com:pub/gr/grieggs/ISL

ISL3_0B9.ZIP is the PC version, ISL3_0b9.LHA is the Amiga version.

> Thanks.
 >
 > -----
 > | Commodore failure. Press mouse button to continue |
Guru Meditation \$35000000 Task : \$00000CBM
 > Vermin - roadkill on the information superhighway
 >
 _john

=====

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1.13 MSG-10 Subject: ACTION EDITOR REPLACEMENT!

Subject: ACTION EDITOR REPLACEMENT!
Date: Sun, 02 Apr 1995 19:00:05
From: Steve J. Lombardi <stlombo@eos.acm.rpi.edu>

I was over at a friends house the other day. He showed me a very nice replacement for the action editor that he has written. It loads and saves imagines staging file. it is similar in appearance to Impulses action editor but it is greatly enhanced including draggable, sizeable bars, ability to merge stages or sections of stages, layers and quick draw control... It's pretty nice, adheres to amiga standards (ASL, screen DBetc...), and has some pretty unique features. Only problem is that he is keeping it to himself as he doesn't think the time that it would taketo polish it up for release as shareware is worthwhile as he doesn't think there is demand for such thing.

Sooo- I told him I felt that quite a few folks would be interested in such a program and that I would ask around. So how about it- send me an email message if you think he should release this utility. Please don't clutter the list with your replys- send teh direct to stlombo@acm.rpi.edu If there's enough interest I'll try do convince him to release it.

--
steve lombardi
stlombo@acm.rpi.edu

=====

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1.14 MSG-11 Subject: METABALLS (was MPEG & 4.0

Subject: METABALLS (was MPEG & 4.0
Date: Mon, 03 Apr 1995 12:43:51
From: craigh@fa.disney.com

>
> On Apr 2, 2:47pm, imagine-relay@email.sp.paramax.com wrote:
> >
> > -> Metaballs is as close as I can tell a simple way of modeling complex
> > -> organic objects.
>
> > Hmmmm. Sort of like Forms Editor? :)
>

No, nothing like it.

MetaBalls, are not objects. They are mathematical representations of surfaces that can be converted into a polygonal representation. The surfaces have

attraction and repulsion attributes that are defined by the user.

One analogy is water droplets. If you take two droplets, each will look like a sphere. When you get the droplets close to each other the surfaces will begin attracting each other and the surfaces will begin to blend smoothly into one another in a sort of dumbbell shape. As the droplets get closer together they slowly begin to form one droplet.

MetaBalls mimic this behavior, and you can use the spheres to make organic looking blobs that meld perfectly together. One good use is to add flesh or muscles to a body.

It's an okay modelling tool, but becomes much more impressive when animated. A dynamic particle system fountain with the particles defined as MetaBalls comes a very impressive water animation with the water droplets deforming as they hit and interact.

Hopes this clears it up.
Craig

--

```

##### Craig Hoffman
#~ ~### craigh@fa.disney.com
@ @ #?)
< /| Walt Disney Feature Animation
'-' /
|_ /
    
```

=====

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1.15 MSG-12 Subject: CD Textures

Subject: CD Textures
Date: Mon, 03 Apr 1995 13:48:00
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

Those of you Imagine users with a CD-ROM might want to check out a CD called Graphic Textures (InPrint Art Library) by a company called Allegro New-Media. I picked it up at a local Computer Show. It has 101 textures ranging from Marble, wood planks, jelly beans to camouflage and green grass....all in .TIF 24-bit format that Imagine imports beautifully. It even has 256 color grayscales of the same pics for bump mapping! As an added bonus, it comes with a color poster showing all the images and filenames. Best \$12 I ever spent!

```

/_____ \
/===== \
    
```

```

=| Mike van der Sommen || Email: |
=| GraFX Haus BBS || mike.vandersommen@caddy.uu.silcom.com |
=| Santa Barbara, Ca. || _____ |
=| ..where the 4 Horsemen of the Apocalypse play golf... |
=| 14.4k v.32bis 24 hours - 805-683-1388 |
\_____ /

```

~ InterNet - GraFX Haus BBS - Santa Barbara, Ca - (805) 683-1388

=====

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1.16 MSG-13 Subject: RE: Lip Synching (Humanoid)

Subject: RE: Lip Synching (Humanoid)

Date: Mon, 03 Apr 1995 18:15:30

From: Broctune@aol.com

The Humanoid animation designer is an add-on to imagine for the PC or Amiga. All it really is, is a lot of objects and a detailed instruction book. The objects are used in the cycle editor. For instance to make a run you load whatever person you want. Load the included poses for the run at the specified frame, and make a cycle animation. This is true for making the phoenetical speech, there are different head objects that have each of the phonemes, you assign these to the head in the cycle editor too. It is easy because the objects are already set up to the cycle editor. And you really don't have to be too familiar with this to make good anims. Once you are comfortable with it you can make complex anims like fight scenes. You can download an anim I did with it on AOL called Cloudjumper. Just file search BROCTUNE to find it.

=====

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1.17 MSG-14 Subject: Re: Piano

Subject: Re: Piano

Date: Mon, 03 Apr 1995 21:38:07

From: Dave Rhodes <dave@darhodes.demon.co.uk>

Hi imagine@email.sp.paramax.com

In <9504021649.AA002tk@rance.demon.co.uk> Paul Rance <paul@rance.demon.co.uk> wrote:

>

> Does anyone know where I can find a PD Grand Piano object.

>

Paul -

If you can handle the conversion from Lightwave format, there is a Grand (well

I think it's O.K.!) piano on the sampler of the Mostly Lightwave LIGHT-ROM CD-Rom,

Which I found in Aminet/biz/demo the other day.

(It's called LIGHT-ROM.lha BTW) It's also over 1Mb big!

I had hoped that there might be some Imagine objects on this, as I believe there

are on the full commercial product, but alas not, although it does show some thumbnails

of lots of objects which have been rendered, but it doesn't seem to tell you what formats they are available in. The actual piano body would probably be quite easy to

do yourself - but the keys themselves might be fiddly. (no - they'd be ivory)

<readers voice>

I fancy doing a piano anim myself, just think of the possibilities, the shiny

black finish (lots of reflections), the moving keys, the candelabra, the ..er ..er ..invisible man playing it.. He stars in a lot of my stuff.(I just can't do humans!)

Good Luck

Dave

--

~=====

Dave Rhodes - dave@darhodes.demon.co.uk (Personal)-
- YORKSHIRE - ENGLAND -

=====

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1.18 MSG-15 Subject: Re: CD Textures

Subject: Re: CD Textures

Date: Tue, 04 Apr 1995 13:06:00

From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

-> From: kkalnasy@bvulads.loral.com (Kent Kalnasy)

->

-> * Those of you Imagine users with a CD-ROM might want to check out
-> * a CD called Graphic Textures (InPrint Art Library) by a company ca
-> * Allegro New-Media.

->

-> Do you have an address or phone number for the company, or perhaps

-> a retail outlet where I could get a copy? Thanks.

Sure do:

Allegro New Media
387 Passaic Ave
Fairfield, NJ. 07004

201-808-1992

```

/_____/
/=====\
|=| Mike van der Sommen || Email: |
|=| GraFX Haus BBS      || mike.vandersommen@caddy.uu.silcom.com |
|=| Santa Barbara, Ca.  || _____ |
|=|   "..where the 4 Horsemen of the Apocalypse play golf..." |
|=|           14.4k v.32bis 24 hours - 805-683-1388 |
\_____/\

```

~ InterNet - GraFX Haus BBS - Santa Barbara, Ca - (805) 683-1388

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1.19 MSG-16 Subject: Re: New Numbering System

Subject: Re: New Numbering System

Date: Wed, 05 Apr 1995 12:48:02
From: Douglas Rudd <rudd@plk.af.mil>

>
> AARRGGHH!!!! Is it just my copy or has Imagine 3.2 changed the format
> for numbering the pics we create. Instead of pic.0001 I'm now getting
> pic0001 (without the period). Now, this might not seem like such a big
> deal, but my VLAB Motion card no longer recognizes the pics as a sequence
> which means renaming each pic "by hand".
>
> Is there some "flag" I can set somewhere in Imagine to go back to the old
> numbering format? If not, does anyone have the name of a good "renaming
> utility". (I realize I could probably do this with Amiga DOS and
> wildcards, but I would be more likely to delete a whole days work of
> rendering work :)).
>
> Thanks in advance for any suggestions.
>
>
> Steve Langguth
>
> Get a copy of MultiRename off the aminet. It works miracles for just this
> kind of fiasco. I don't remember off hand which site, try wustl, or which
> directory. You can email the author at dan@chaos.mcs.mu.edu. Good luck.

Doug Rudd

rudd@plk.af.mil

The Amiga Guide to the Galaxy refers to Commodore's management as
"A bunch of mindless jerks who will be the first to be lined up
against the wall and shot when the revolution comes."

They will get my Amiga from me when they pry it from my cold, dead hands.

=====

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1.20 MSG-17 Subject: ADVERT: Avalon 3D site CDROM just \$30

Subject: ADVERT: Avalon 3D site CDROM just \$30

Date: Wed, 05 Apr 1995 12:56:58

From: syndesis@beta.inc.net (Syndesis Corporation)

We're having a sale on the Syndesis Avalon CDROM, an archive of the Internet's most popular 3D repository, avalon.chinalake.navy.mil. Save yourself hours of downloading from the Internet!

Syndesis Avalon contains more than 1,200 3D models in more than twenty file formats, including 3D Studio, Wavefront, AutoCAD DXF and Imagine, plus texture maps, conversion utilities, FAQs, file format specifications and 3D source code.

Syndesis Avalon is an ISO-9660 disc readable on any CDROM-equipped computer. It is also Rock Ridge compatible, meaning the full Unix filenames reappear on most Unix, Linux and Amiga systems with suitable drivers. This disc was pressed in August 1994.

It includes a manual with a listing of all files on the disc, showing the ISO-9660 filenames and original Unix file names.

If you need Unix utilities for decompressing and de-archiving these files, we'll include a free floppy of tools - specify PC, Mac or Amiga.

Until now, it sold for \$49.95 plus shipping...

But until April 30, 1995, you can get it for just US \$30, with free shipping included to anywhere in the world.

Just ask for the "Internet Avalon Special" when you call or fax. Express shipping available at extra cost. UPS COD available in USA. VISA and Mastercard accepted.

Syndesis Corporation
235 South Main Street
Jefferson, WI 53549
(414) 674-5200

(414) 674-6363 FAX
syndesis@beta.inc.net

=====

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1.21 MSG-18 Subject: Re: Caustics/upgrades

Subject: Re: Caustics/upgrades
Date: Wed, 05 Apr 1995 13:09:01
From: Krzysztof Wojdon <vander@ii.uni.wroc.pl>

On Tue, 4 Apr 1995, Mike McCool wrote:

>
> On Tue, 4 Apr 1995 craigh@fa.disney.com wrote:
>
> > On Apr 4, 6:28pm, imagine-relay@email.sp.paramax.com wrote:
> > >
> > >
> > > Flipping from one Imagine to Paint Shop (with one mouseclick) while
> > > generating a
> > > new animation with DTA in another windows would be about the greatest
> > > thing so far.
> > >
> > >
> > I guess us Amigans are spoiled...
>
> Exactly my reaction, when I read that post. And you can bet that what
> amigoids have had and taken for granted nearly ten years now, the ibeamers
> will claim to have INVENTED only just recently. IBM's doing it now, in all
> their euro-cutesy ads. (I better hush, before this post starts to combust).
>

I agree with you, but sad thing is that when PC's are inventing such old things to their machines AMIGA stands in the same position, and I'm afraid if nothing changes in AMIGA market it won't be better forever.

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1.22 MSG-19 Subject: Contest...*Updated Rules*

Subject: Contest...*Updated Rules*

Date: Thu, 06 Apr 1995 11:14:41

From: 3DCool@worldfusion.com

Imagine Mailing List Subscribers:

Attached is a copy of the modified and final version of the "3-D Coolness '95" animation contest rules. Thank you to all who responded. You were a tremendous help.

Please note that a phone number will be available beginning Monday, April 10 for those who have questions about the contest. An entry form and information sheet will also be included for subscribers of 3D Artist Magazine in the next issue. If you know of a location on the net or otherwise which would like to know about the contest, then please let me know.

Thank you,
Serafina
Contest Coordinator

World Fusion Software
presents...

"3-D COOLNESS '95"

The animation contest where the animation is judged on...
well, basically...its coolness!

1st Place...\$2000 (US)
2nd.....\$1000
3rd.....\$500
4th.....\$250
5th.....\$125
6th-10th places receive a World Fusion Software polo shirt.

(3) 12 issue subscriptions to 3D Artist will also be awarded.
Top 10 will also receive award certificates.
An unspecified number of certificates will be awarded to finalists for merit.

***No entry fee.
***Enter as many times as you want.
***Use almost any software or hardware.

Judging will be based on:

- 1) Overall Coolness,
- 2) Creativity,
- 3) Originality,
- 4) Detail,
- 5) Quality.

All finalists' animations must abide by the following rules:

- 1) Must be looping animation;
 - 2) Length: 10 - 60 seconds, 15 frames per second, (150-900 frames);
 - 3) Must be raytraced or rendered with an equivalent quality to raytracing;
-

- 4) 24-bit color;
- 5) 640 x 480 resolution.

Deadline:

Entries must be received by Friday, June 30, 1995.
Winners will be notified by Thursday, August 31, 1995.

2 Ways to Enter:

You may enter preliminary judging (you will be notified if you are a finalist at which time you submit your final animation), or you may submit your entry as a finalist (if you follow all the rules set forth by this contest).

1) Preliminary Judging: The formats which will be accepted for preliminary judging are: video, diskettes (DOS formatted), QIC40, QIC80 tape, uploaded FTP entries, DAT tape (using CP backup), .FLC, .AVI, .FLI and Quicktime for Windows will all be accepted. Please do not submit MPEG format.

2) Final Judging (for prizes): All finalists will be notified. Final entries *MUST* follow the animation rules listed above and be submitted on 3.5" high density DOS format diskettes, QIC40, QIC80, uploaded FTP entries, or DAT tape (using CP backup)...file names should be as follows:
named pic001.tif, pic002.tif, etc...
Acceptable Formats: .BMP, .TGA, or .TIF (.TIF preferred)
Animation can be compressed using PkZIP 2.04g or self-extracting program.

You may enter as many times as you want, however each entry must be submitted separately.

Along with your animation, include artist(s) name; company name (if applicable); address; telephone; email; title of animation; tools, platforms, and hardware used; where you heard about the contest; a one sentence description of your animation; and any information you think is important. You must include the sentence:

"I have read the 3-D Coolness '95 rules and conditions of entry and agree to abide by those rules set forth by World Fusion Software."
Please sign and date it.

Send to: 3-D Coolness '95
5942 Edinger, Suite #113-718
Huntington Beach, CA 92649

3-D Coolness Information Hotline (714) 894-4094

A 24 hour FTP site will be available for uploading submissions beginning in late April at: <ftp.worldfusion.com>.

Please email any questions to 3DCool@worldfusion.com.

Publication of Entries:

By entering the 3-D Coolness '95, each contestant(s) warrants that he or she is the original author of the work submitted and non-exclusively licenses World Fusion Software to duplicate, modify, sell, and distribute the animation. Credit will be given to the original artist(s). This contest is void where

prohibited.

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1.23 MSG-20 Subject: RE: SPACE PICTURES

Subject: RE: SPACE PICTURES

Date: Fri, 07 Apr 1995 07:22:59

From: Kevin Bonifield <kevinb@spacecom.com>

On Thu, 6 Apr 1995 21:41:27 -0600 (MDT) Hesham Amiri wrote:

>

>I was just wondrous if anybody could tell me where to find
>good quality space pictures, like galaxies and nebulas, that
>sort of stuff?!

>TIA,

>Hesham Amiri

>

There are a lot of government-related archive sites on the Internet, many with public-domain images. NASA and JPL are good resources for these. The following WWW URL gives a list of astronomy-related sites with pix. You will need to verify the legalities for usage of the images with each individual site. This list is several web-screens long, BTW.

http://www.w3.org/hypertext/DataSources/bySubject/astro/astroweb/yp_pictures.html

If anyone is World-Wide-Web challenged I would be happy to try a list of ftp sites...but the web is a lot more fun :-)

//Kevin

=====

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1.24 MSG-21 Subject: Re: Where's ISL?

Subject: Re: Where's ISL?

Date: Fri, 07 Apr 1995 07:53:55

From: grieggs@PrimeNet.Com (John T. Grieggs)

On Thu, 6 Apr 95 14:27:52 +1000 you wrote:

>Hello Mike, in <9504020658.AA010vr@tbag.tscs.com> on Apr 2 you wrote:

>

>> Could someone refresh my memory, where's ISL (Amiga version)?

>

>Aminet gfx/3d/ISL_2_0.lha

>

Ack! No, no, that's an ancient one! Try this one:

Aminet gfx/3d/ISL3_0B6.lha

or better still

ftp.netcom.com /pub/gr/grieggs/ISL/ISL3_0b9.LHA

The netcom site is where my account is, so its always most current. Aminet gets updated once in a while, Fish even less frequently (because he likes to get a physical disk).

If you're really still using 2.0, upgrade! :-)

>-- Bob

>

> : Robert (Bob) Byrne : rbyrne@3dform.edex.edu.au :

> : Amiga A3000/25 : Ballina, NSW Australia :

>

=====

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1.25 MSG-22 Subject: Re: SPACE PICTURES

Subject: Re: SPACE PICTURES

Date: Fri, 07 Apr 1995 11:20:25

From: kxsl56@psu.edu (Kaspar Stromme)

At 9:41 PM 4/6/95 -0600, Hesham Amiri wrote:

>Hi all,

>I was just wondrous if anybody could tell me where to find
>good quality space pictures, like galaxies and nebulas, that
>sort of stuff?!

>TIA,

>Hesham Amiri

nic.funet.fi has a big collection of astronomy (and other) pictures. Log on as pictures instead of anonymous to access these. They are in pub/pictures I believe. There's an index too, very helpful.

..k

=====

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1.26 MSG-23 Subject: Re: Swimming Pool

Subject: Re: Swimming Pool
Date: Sun, 09 Apr 1995 01:08:25
From: jgoldman@acs.bu.edu

>
> Does anyone know how to the water in a swimming pool, Is there a way using
> bump maps or something? And if so can you animate it to make it look like its
> moving.

You can get neat results by simply using a Fractal Noise texture as an altitude/bump map. Apply the texture to a flat plane. To create a gently undulating effect animate the fractal noise. All the reflections and refractions will look fairly realistic considering it's a flat plane.

You'll have to experiment with attributes to keep the effect from looking much like molten metal...

Jeff-->

=====

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1.27 MSG-24 Subject: Re: Swimming Pool

Subject: Re: Swimming Pool
Date: Mon, 10 Apr 1995 11:28:24
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello Broctune, in <950408170344_76466516@aol.com> on Apr 8 you wrote:

> Does anyone know how to the water in a swimming pool, Is there a way using
> bump maps or something? And if so can you animate it to make it look like its
> moving.

Essence Vol 2 has a water texture called WaterDropRef which simulates the ripples in a walled rectangular area and the reflections off the walls. It can be animated.

-- Bob

: Robert (Bob) Byrne : rbyrne@3dform.edex.edu.au :

: Amiga A3000/25 : Ballina, NSW Australia :

=====

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1.28 MSG-25 Subject: Re: DARE TO IMAGIN

Subject: Re: DARE TO IMAGIN

Date: Mon, 10 Apr 1995 23:48:36

From: Shane Davison <davis0@cs.uregina.ca>

Anders Lattermann wrote:

> Any FTP site where it can be found?

The electronic version of "Dare to Imagine" can be found on Aminet. One way to access Aminet is at wuarchive.wustl.edu in /pub/aminet. I'm not sure the exact directory but it is probably in .../gfx/3d as iml-d2im.lha. Thanks to Jorgen Pehrson for uploading it there.

--

Shane Davison
davis0@cs.uregina.ca

"Sometimes the messenger is handsomely rewarded and sometimes the messenger is shot but in these modern times, it's usually a milder combination of the two." - anonymous

=====

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1.29 MSG-26 Subject: Re: SOFT SHADOWS IN IMAGINE ???

Subject: Re: SOFT SHADOWS IN IMAGINE ???

Date: Tue, 11 Apr 1995 11:36:23

From: Mike McCool <mikemcoo@efn.org>

> I've been trying to create shadows with soft edges but it doesn't work. Does

There's a great tute, down on aminet/gfx, probably 3d. It's called what it is, so it should be easy to find. It's very explicit, so I hope you're over 18. :)

=====

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1.30 MSG-27 Subject: (P)review of Real3Dv3

Subject: (P)review of Real3Dv3
Date: Thu, 13 Apr 1995 00:52:46
From: oxleyd@logica.co.uk (David Oxley)

Hello all,

Last night I popped down to West Wickham where Andy Jones was waiting to give me a comprehensive run-through of Real3D's new features. He has a 66MHz 486 hooked up to a Wacom tablet and runs Real in 1024x768x32K colours. I run Real 2.49 on an Amiga 2000/68040/PicassoII. It was difficult to make speed comparisons, but Andy's 486 definitely zipped along.

Below is a list of what he showed me. My memory is a little patchy so I might have forgotten a few things. Apologies for that. Apologies also for the length of this post.

As for the release date, mid to end April is looking very likely. Obviously nasty little hidden bugs and last minute feature additions could affect this.

The upgrade price will be about 170 UKP which works out at about US\$250, but I would approach Adam Godfrey in the States for correct pricing information west of the pond.

The points below are in no particular order, except the order in which they came out of my brain *:-)

+ Shrink-wrap method

Imagine an ostrich swallowing a football(!) The ostrich's neck is a mesh, and the ball is attached to a path so that it moves down, inside the neck. The shrink-wrap method deforms the mesh locally as the ball passes down the neck, and then reverts it to its original shape after the ball has moved on. Incredible! And because the neck is a mesh, you can attach a spline map so that the material bulges and deforms as the ball stretches the mesh. Andy also showed me an example of a woman's skirt being deformed by her legs as she walked along, and a mole burrowing around under a carpet, creating a bulge as the mole moved.

You can specify the shrink wrap type for the method using any of the shrink wrap types available in v2.4x (parallel, cylindrical, spherical, normal).

+ Surface method

Imagine rolling an egg along a surface. You add offsets around your object (egg) to determine where the object will come into contact with the surface, and the surface method ensures that as the object moves along the

surface; it doesn't penetrate the surface.

+ Supersampling rendering option

As Andy says, with supersampling on, you never need antialiasing above 2! Supersampling renders the image at a selectably higher resolution and then reduces it to the proper image size. It obviously takes longer to render, because it's rendering more pixels and then scaling down. But it does an excellent job of reducing the classic Moire' (I don't think e-acute would come out very well if I typed it ;-) pattern problem produced by a distant chequer-board pattern.

It also cleans up edges better than antialiasing. Andy's suggestion would be to use it for your final rendering.

+ Keyframer

You access the keyframer from the Animate>Edit menu (I think), and it is non-modal, meaning you can keep it open all the time. You can position/orient/size your object(s) and create a key frame. Then reposition your object and *click* create another key frame. The keys are displayed as tick marks along a time line of the animation, with the current frame denoted by an extra long tick mark. You can move keys simply by dragging them. You can insert and delete as you would expect, and all the FKNO tags are updated automatically for you.

You can also use the keyframer when you haven't actually defined your own key frames! For example, if you draw a b-spline path using ten segments, the keyframer automatically distributes key frames at the knot points. You are then free to edit key frames to control the motion of objects along the path independently of the knot positions.

Allied to the keyframer is the envelope control...

+ Envelopes

Unfortunately, the version Andy was using would crash if you tried to access envelopes, which was a shame. Andy was expecting to download the latest version today (Wednesday) in which envelopes should be working.

+ Viewtool window

This tool simplifies object creation. It is a long, thin window with a few buttons. Clicking on one of the buttons brings up a pop-up (on the Windows version; the Amiga version is possibly a scrolling list) containing most, if not all, the primitives. You can enter a specific angle for rotation of an object much more easily than using the clunky measuring window. You can also draw a line whose length represents the depth of an object such as a cube, or you can enter the depth numerically. I seem to recall people clamouring for this capability.

+ Skeletons with constraints

A constraint is a limit imposed on the joint of a skeleton to restrict its freedom of movement. An example is the big knuckle on your index finger. You can point with your finger, or curl it up, but the rotation using this joint is restricted to about 100 degrees in one plane. You can't bend the

top part of your finger in other planes (without breaking it).

When you're defining a skeleton, you see a second line which defines the freedom of movement that you intend to give to this joint. You can also set the constraints using sliders from the Modify Skeleton window.

Moving a skeleton using IK no longer pushes parts of the skeleton out of the input plane if joints were moved close to each other, as it used to do.

+ Hierarchical skeletons

You can now create a skeleton within a skeleton, and moving the child skeleton will cause the parent to move if necessary. You can also determine which skeleton should take precedence and have its endpoint tracked to the path when using IK methods. I see no reason why you couldn't have deeply nested hierarchies of skeletons, although it might get a bit confusing.

+ Skeletons deform meshes directly

In v2.4x, if you wanted to put a skeleton inside a mesh arm and have the skeleton bend the mesh as though the arm were waving, you had to create groups for each of the sets of points along the mesh, and then create your skeleton using those groups. This is gone in v3. Real creates the groups for you.

+ RPL

We didn't delve into RPL much, except that Andy showed me a tool written in RPL which allowed easy and comprehensive control over creation of randomly exploding particles. The gist of it was that there are additions to RPL to make it easier and quicker to do this sort of thing.

+ Auto-update of Camera View

If you have a window set to camera view, the window will update any time you alter the camera or objects. In previous versions, you had to force it to update the window. There are still a couple of bugs in the way this now works, but Andy expects to get a fixed version very shortly.

+ Glows

This is an excellent effect, which as its name suggests adds a haze around your object. Andy showed me it in action around a clip mapped sequence of brushes used as a flame on a burning torch. The glow added extra realism to the torch. What's more, glows are applied to the clip mapped area, so as the flame danced, so did the glow. I think I'm right in saying that glows will be improved before release, so that they take into consideration colours of objects around them.

+ Lens flares

Andy showed me a preliminary version of the lens flare effect. The requester has many options to let you define the lengths and numbers of main and minor streaks. Andy is expecting a more comprehensive version from Realsoft shortly. One aspect of lens flares that he was able to tell me about is that they will flicker slightly over the frames of an

animation, so as to reduce the CGI (computer-generated image) -look.

+ Auto-box rendering

This feature allows you to render large, complicated projects with very little RAM. With auto-box enabled, the rendering is broken down into a series of boxes. It's like someone putting up a very large poster on a hoarding (bill board). They paste up small sections of the advert and eventually get the whole picture.

One thing I didn't ask Andy about using auto-box is how does Real cope if part of the currently-rendering box contains, say, the reflection of some object in another part of the picture. Would it be able to cast rays to that object and still use very little RAM?

+ Antialias attribute on materials

This attribute causes parts of the object that are far away from the camera to blend into the background colour (I think :-). It's a little bit like depth-cueing I suppose.

+ Object fade

You can fade objects in and out of the scene. This is independent of the material fading you can achieve using scope, transparency and effect. I seem to recall that this attribute is morphable.

+ Polygon corner smoothing

Imagine you have created a very square-looking letter 'C' out of the polyhedron tool. You can select certain corners and smooth them. What happens is that the sharp corners of the C are subdivided so that they become more rounded. The amount of smoothing and number of subdivisions is user-definable.

+ Seamless tiled materials

There's a material option to prevent the seam you could get with tiled procedural materials. Andy didn't actually show it in operation (we were a bit pressed for time).

+ Methods in menu

The Animate menu now contains most if not all of the creation methods in much the same way as the current version contains entries like Animate>Create>Path.

+ Bounding boxes

You can choose to have objects displayed as bounding boxes for increase in redraw speed. This makes sense, for example, when you have hundreds of particles and you simply want to get an idea of how they will behave. Bounding box is 'intelligent' in that it will create a bounding box for an entire level rather than for each of the components of that level. You can, if you want, have it draw bounding boxes for the components.

+ Saveable settings

Render, fractal tree and fractal landscape settings are all now saveable! This is invaluable if you have, say, a good set of render parameters that you want to use in another project. You can also delete settings if you need to.

+ Redo

features introduced in Version 3. (Whether or not the software will be bundled with the book is still a matter of negotiation.)

The previous edition of the book included a section that featured two Imagine artists. I'd like to include other artists in the new edition. If you would like to contribute a project to the book, or a series of short tips and techniques (e.g. a special effect), please send me a private email message.

I would appreciate it if you would post this message elsewhere, as I am very interested in making this book the best introduction to Imagine, as well as a source of tips, techniques, and utilities for experienced users.

The book will include a CD-ROM. If you would like to contribute stills or animations, let me know by private email.

Any suggestions about what you would like to see in an Imagine Book/CD?

Thanks.

Philip Shaddock

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1.31 MSG-28 Subject: Re: Mode promoting

Subject: Re: Mode promoting
Date: Fri, 14 Apr 1995 13:01:37
From: "Anime a day..." <b7655@hopi.dtcc.edu>

On Fri, 14 Apr 1995 craigh@fa.disney.com wrote:

> On Apr 14, 3:05am, imagine-relay@email.sp.paramax.com wrote:
> >
>
> >
> > Hello all.. Ian pointed me in a great direction with New Mode.. a
> > wonderful program.. 896x612 with my monitor is the only way to go.. thanks!!
> >
>


```

=| Mike van der Sommen || Email: |
=| GraFX Haus BBS      || mike.vandersommen@caddy.uu.silcom.com |
=| Santa Barbara, Ca. || _____ |
=|   "..where the 4 Horsemen of the Apocalypse play golf..." |
=|           14.4k v.32bis 24 hours - 805-683-1388 |
=|_____ |

```

~ InterNet - GraFX Haus BBS - Santa Barbara, Ca - (805) 683-1388

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1.33 MSG-30 Subject: Re: Mode promoting

Subject: Re: Mode promoting

Date: Fri, 14 Apr 1995 13:56:39

From: "Anime a day..." <b7655@hopi.dtcc.edu>

On Fri, 14 Apr 1995, Anime a day... wrote:

> On Fri, 14 Apr 1995 craigh@fa.disney.com wrote:

>

> > On Apr 14, 3:05am, imagine-relay@email.sp.paramax.com wrote:

> > >

> >

> > >

> > > Hello all.. Ian pointed me in a great direction with New Mode.. a

> > > wonderful program.. 896x612 with my monitor is the only way to go..

thanks!!

> > >

> >

> > How about sharing this with all of us?

> >

>

> Well, I haven't read everything yet, and I found a problem. When

> Imagine goes into its quickreader mode, or when you are trying to show

> pics (and probably anims too) in the program main screen, it locks up. I

There is one switch you can set that gives you good results with Imagines 'other' screens.. the -screen data- box in the options requester. After setting this, NewMode allowed me to view pics in Imagine at 896x612 by setting that new screen mode to accept ham8. And still allow me to use a 16 color screen for speed on the work area screens. Also Quickrender works well if you set the preset to the same resolution, I was only getting a small staticy picture if left at a 300x200 ham quickrender, so I chose scanline, no HAM, but kept AA and the high res of 896x612.. I guess this is good for now since using -set view- for the quickrender speeds it up for decent results...

back to Imagining.. any questions I can help...

Bill

=====

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1.34 MSG-31 Subject: Re: SWIMMING POOL

Subject: Re: SWIMMING POOL
Date: Sun, 16 Apr 1995 07:33:20
From: cjo@esrange.ssc.se

Peter Borchers wrote;

>>Does anyone know how to the water in a swimming pool.
>>Is there a way using bump maps or something?

>I made a plane
>I used the following attributes on the plane -
>Color: R=100 G=100 B=240
>Reflect: R=0 G=0 B=0
>Filter: R=255 G=255 B=255
>Specular: R=255 G=255 B=255
>Dither: 255
>Hardness: 255
>Roughness: 0
>Shine: 0
>Index of refraction: 1.33

>I also used the EssenceII texture called RandomRipple, which gives
>the water the windblown rippled effect. I haven't tried animating
>the water yet, but try playing with the Time setting of this
>texture.

I haven't got the Essence textures :-(
Instead I have used the "crumpled" texture to make water surfaces ripple.
Likewise, I haven't tried animating it yet, but it ought to work if you make
a couple of states and different heights and sizes in the texture.
Anyways, I have gotten very good results in my stills.

Conny Joensson	Swedish Space Corp. Esmange
Kiruna	Satellite operations - Telecom Div.
Sweden	cjo@esrange.ssc.se

=====

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1.35 MSG-32 Subject: Re: Bright object with shadows?

Subject: Re: Bright object with shadows?
Date: Sun, 16 Apr 1995 21:48:21
From: rbyrne@3dform.edex.edu.au (Robert Byrne) (Robert Byrne)

Hello Jim, in <Pine.BSI.3.91.950415210851.26442A-100000@en.com>
on Apr 15 you wrote:

> Does anyone have any idea how to make an object bright and yet still have
> shadows from other objects cast on it? I have version 3.2 for the PC.
> Thanks in advance.

Bright objects don't have shading and are not affected by lights. This
simulates real life like LED's on a panel, they're not affected by shadows.

-- Bob

: Robert (Bob) Byrne : rbyrne@3dform.edex.edu.au :
: Amiga A3000/25 : Ballina, NSW Australia :

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1.36 MSG-33 Subject: Re: Bright object with shadows possible?

Subject: Re: Bright object with shadows possible?
Date: Sun, 16 Apr 1995 21:54:26
From: Jim Shinosky <tracker@en.com>

On Sun, 16 Apr 1995, davenagy wrote:

>
> > Does anyone have any idea how to make an object bright and yet still have
> > shadows from other objects cast on it? I have version 3.2 for the PC.
> > Thanks in advance.
>
> I think that's a contradiction in terms. "Bright" means that the object is
> not shadowed in any way. Perhaps you could get an object that's somewhat
> brighter than usual by "surrounding" it with a slightly bigger, transparent,
> bright, version of itself. That might be what you're looking for.
>
> Or... You could give the object a solid-white "reflection map" and make the
> object just slightly reflective. Note: I haven't tried any of this...
>
> Or... Maybe you just want the object to give OFF light, which is a whole
> different ballgame. There, you just set the object to be a lightsource. Of
> course, the light is emitted from the object's axis, so if the object casts
> shadows, the light won't "get out". You can make the object a "fog object"
> with a VERY short "fog length" to solve that problem, but I'm unsure if fog

> objects can be shadowed. I THINK they can...
>
> I hope I haven't confused you too much. :)
>
> Dave Nagy
>

Well you see, what I'm trying to do is something that I read in DV(Digital Video) magazine in an article about combining computer graphics and real world scenarios in a special way so as to have the shadows appear in the real-world background. In the field study they did the author placed a CG saxophone in a real field. Compositing was done with CoSa AfterEffects(although Premiere works too, which I have). In order to get shadows he needed to trace the scene a second time with everything that isn't a shadow being white. Using Strata StudioPro, he placed a in the scene to correspond with the field. He says he set the plane up to be white, with Diffuse, Ambient, And Specular reflection set to their highest settings. The sax was also colored white so it would not show up in the shadow matte. From what I saw in the pictures the plane turned out solid white with no shading except for the shadows cast on it by the saxophone. I'm trying to produce the same effect only with a 3D landscape. The problem is that all of the contours of the landscape show up shaded as well as the shadow of my object whereas I just want my object's shadow traced onto the contours of the landscape.

It sounds as if Strata Studiopro may have more control over these types of things. But if there is a way in Imagine I'd like to hear about it!

Sorry for the length, but I thought it best to explain exactly what I was looking for. I know that "Bright" and "Shadowed" is something of a contradiction but that is what I'm looking for. Thanks again.

Jim Shinosky

=====

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1.37 MSG-34 Subject: Re: How do I get 2 textures on 1 object

Subject: Re: How do I get 2 textures on 1 object
Date: Mon, 17 Apr 1995 11:49:35
From: zmievski@herbie.unl.edu (Andrey Zmievskiy)

> To my knowledge this is only possible with textures like Mntntop which
> use the z-axis to define the length of the transition. Many kind of
> smooth transitions can be made with these textures, but nothing like
> changing a dinoskin into leather or something like that. The ability to
> apply several textures into an object with smooth transitions is
> something that I (and many others I suppose) am expecting in the future
> versions.

On IBM platform, there are special textures written by Steve Blackmon which allow you to do just that - blend one texture into another.

Andrey

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1.38 MSG-35 Subject: Re: How do I get 2 textures on 1 object

Subject: Re: How do I get 2 textures on 1 object
Date: Mon, 17 Apr 1995 12:21:18
From: Martin Keitel <mk-tel@sik.ppoy.fi>

On Mon, 10 Apr 1995, Steve McLaughlin wrote:

> What's an easy way to get 2 textures on an object with a nice transition
> between the 2? For example a sphere, I'd like to have one texture on
> top and another texture on the bottom half with a nice (not sharp)
> transition somewhere around the equator.
>

To my knowledge this is only possible with textures like Mntntop which use the z-axis to define the length of the transition. Many kind of smooth transitions can be made with these textures, but nothing like changing a dinoskin into leather or something like that. The ability to apply several textures into an object with smooth transitions is something that I (and many others I suppose) am expecting in the future versions.

Marty K

=====

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1.39 MSG-36 Subject: Re: SOFT SHADOWS IN IMAGINE ???

Subject: Re: SOFT SHADOWS IN IMAGINE ???
Date: Mon, 17 Apr 1995 12:41:45
From: Martin Keitel <mk-tel@sik.ppoy.fi>

On Tue, 11 Apr 1995 craigh@fa.disney.com wrote:

> On Apr 11, 12:25pm, imagine-relay@email.sp.paramax.com wrote:
>
> > I've been trying to create shadows with soft edges but it doesn't work. Does

> > anybody have any suggestions ? (I need it for my homework so it's kindof
 > > important !)
 > >-- End of excerpt from imagine-relay@email.sp.paramax.com
 >
 > The easiest way is to use a cluster of lights in the place of each light that
 > you have throwing shadows.

>
 There is a trick that might work at least for rather simple objects (like
 spheres). Add the fakely-texture on your object so that it affects the
 filter. Adjust the parameters so that the object is fully transparent in
 the edges (255,255,255) and just a little in the middle (or not at all,
 if you want a dark shadow). Remove all the other textures to speed up
 rendering. Render in ray trace and you get a soft shadow.

Oops! The object seems a little fuzzy. No problem. Now render the scene
 again so that there is only the object (or objects) that was changed.
 This time use the original object with it's prper textures. It will
 replace the fuzzy object, but the soft shadow will remain. It might be
 convinient to use layers in this...

Marty K

=====

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1.40 MSG-37 Subject: Re: Odd shadowing problem

Subject: Re: Odd shadowing problem

Date: Mon, 17 Apr 1995 12:50:00

From: Michael North

<IBTLMAN@MVS.OAC.UCLA.EDU>

> See if anyone can figure this one out. I created a cone
 > with just five points, wihtout closing the end, in Imagine
 > 2.0 for the PC. I placed an object in front of it's
 > non closed end, set up a light so that the object would
 > cast it's shadow into the open end of the cone. But to
 > my surprise it cast it's shadow on the cones non existent
 > closed end. What gives?
 >

That's interesting. I did a shaft of light a while ago, with your
 basic tube, unclosed at the ends. When I made it a fog object, the
 "ends" turned opaque and wouldn't go away until I added faces,
 closing the ends, upon which they became foggy like the rest. I
 wonder if this is the same phenomenon?

Michael

=====

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1.41 MSG-38 Subject: Re: Path alignment problem

Subject: Re: Path alignment problem
Date: Mon, 17 Apr 1995 12:55:49
From: Martin Keitel <mk-tel@sik.ppoy.fi>

On Tue, 11 Apr 1995, George Allanson wrote:

> problem happens with a simple articulated bird model that I am sending
> along a "u" shaped path when the bird gets to the bend in the path I want
> it to rool into the turn. I could leave the birds alightnment free
> of the path and do the rools all by hand but that will become a really big
> job as the flight path gets more complicated. When I align the Y axis to
> the path the rotate2 effect will work but when I go to rool the bird back
> to level it jumpes to the flat position and rools out ward, rather than
> rooling back to the flat position. I would be grateful if someone could
> tell me if I am missing somthing or should just practes doing alignments
> by hand. Thank you

>
I have also animated birds following paths. I recommend doing alignments
by hand so that you make an alignment bar at an appropriate interval. The
interval depends on the overall speed of the bird and on the complexity
of the path. Every 20th frame should be dense enough for most cases. Be
sure to use spline interpolation for alignment. This way you can control
the positions of the bird accurately and it's still not very laborous.

Marty K

=====

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1.42 MSG-39 Subject: Re: Scaling in Stage Editor

Subject: Re: Scaling in Stage Editor
Date: Mon, 17 Apr 1995 13:22:28
From: Martin Keitel <mk-tel@sik.ppoy.fi>

On Fri, 14 Apr 1995, Craig Andera wrote:

> I have found that when I scale an object in only one or two dimensions in
> the Stage Editor, the changes don't "take". That is, even though I use Size
> Bar and save everything, when I flip to the Action Editor and then back to
> the Stage, I find the objects in their original proportions.

>
Yep, I have noticed this too. It is most likely a bug of some sort, but
it doesn't bother me much because it is easy to overcome. Just use

transitions (Amiga-T) to scale an object in stage editor. Of course it is not as handy as scaling interactively but it does the job. Naturally you can also define the axis-related sizes in the action editor size bars.

Marty K

=====

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1.43 MSG-40 Subject: Re: Object axis centering

Subject: Re: Object axis centering
 Date: Tue, 18 Apr 1995 01:18:35
 From: Torgeir Holm <torgeirh@powertech.no>

>You know what would be a really neat/handy feature in a future Imagine
 >upgrade? Autocentering AXIS. If there was just some way to select and
 >object (withing a group too) and hit one key to autocenter that object's
 >axis to the object.

For simple objects, with no intersectinc faces, you can slice the object with itself, and the axis will be centered.

Torge!r

=====

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1.44 MSG-41 Subject: Re: SOFT SHADOWS IN IMAGINE ???

Subject: Re: SOFT SHADOWS IN IMAGINE ???
 Date: Tue, 18 Apr 1995 12:13:02
 From: Martin Keitel <mk-tel@sik.ppoy.fi>

On Mon, 17 Apr 1995, Martin Keitel wrote:

> > > I've been trying to create shadows with soft edges but it doesn't work.
 Does
 > > > anybody have any suggestions ? (I need it for my homework so it's kindof
 > > > important !)
 > >
 > There is a trick that might work at least for rather simple objects (like
 > spheres). Add the fakely-texture on your object so that it affects the
 > filter. Adjust the parameters so that the object is fully transparent in
 > the edges (255,255,255) and just a little in the middle (or not at all,

> if you want a dark shadow). Remove all the other textures to speed up
 > rendering. Render in ray trace and you get a soft shadow.
 > Oops! The object seems a little fuzzy. No problem. Now render the scene
 > again so that there is only the object (or objects) that was changed.
 > This time use the original object with it's prper textures. It will
 > replace the fuzzy object, but the soft shadow will remain. It might be
 > convinient to use layers in this...

>
 Oh, I forgot to mention that when you render the scene again with only
 the shadow casting object, you must of course use the previous picture as
 backdrop image. Maybe you figured out this yourself. One more thing:
 Fakely-texture uses the angle between the object's surface and the
 viewpoint to determine the effect. So it really works fine for soft
 shadows only on round objects. Is there a texture that changes filter
 simply according to the distance from the object's axis? Ghost won't do,
 because it needs a fog object, and fog objects don't cast shadows.

Marty K

=====

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1.45 MSG-42 Subject: Re: NewMode is at..

Subject: Re: NewMode is at..
 Date: Tue, 18 Apr 1995 21:11:41
 From: Dave Rhodes <dave@darhodes.demon.co.uk>

Hi imagine@email.sp.paramax.com

>
 > You don't need to do any patches. What you need is a screen promoter
 > like NewMode (available on aminet). It will do what you want, but be
 >>>>Brutal hacking and sawing noises<<<<

...For anyone who's interested, it can be found at :-

aminet/util/cdity/NewMode_V35.lha

That's where I got it today... it sure saves all that hacking
 about in hex editors etc. (and wrecking the code when I do it!)
and it works!

regards
 Dave

--

~-----~
 Dave Rhodes - dave@darhodes.demon.co.uk - Yorkshire - England -

=====

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1.46 MSG-43 Subject: Re: Re: Re: How do I get 2 textures on 1 object

Subject: Re: Re: Re: How do I get 2 textures on 1 object
Date: Tue, 18 Apr 1995 22:52:21
From: sharky@aloha.com

On Tue, 18 Apr 1995, Michael North wrote:

> > Aloha!
> >
> > The detexture procedurals are at my home page under modeling notes under
> > Steven Blackmon. There is a sample image called blends.jpg that shows what
> > you can do with them. They are strictly PC textures I'm afraid (no flames
> > please, I know the majority of you folks are amigans). He had given me
> > permission to make them available there, but would this be appropriate for
> > Aminet? I would not want to offend amiga users by putting PC textures there.
> >
>
> Well, my Web browser was refused permission to access those files
> from your page, so I suppose I will e-mail Steve Blackmon and ask
> if he has any objection to my uploading them to aminet. Presumably
> there's no objection to a PC only texture set going up there?
> Would someone point me to the right directory for new uploads?
>
> Michael
>
Aloha!

My deepest apologies! It seems our admin (i'm the lowly webmaster) has moved our anonymous ftp services (which somehow are related to how netscape grabs this stuff) and permission is definately denied. Again my sincere apologies to those of you who tried.

My domain has not yet been registered, but you may do an anonymous ftp to my home server (I was trying to keep the stuff on a fast 384K link). Please remove you shoes (hawaiian style...and it saves the carpet) before entering :-)

pupule.aloha.com

check the directory /pub/imagine/blackmon, as I have moved a copy of the directory in question there. Excuse the desolation, I really feel bad about the unintended misinformation, but you should be able to grab it from there. I'll be putting more there in the future, but for now please bear with me.

An additional image that was an image in progress by GreG tsadilas that I had that really shows what can be done with these textures. It is called: demons.jpg.

Apologies to all who tried.

Aloha,
Sharky

sharky@aloha.com/CIS#70614,2011 ___ v Home Page : http://aloha.com/~sharky
 WebSurfer & Fun Guy,Funky ___/ \ >*< Hawaii Related Links and Etcetera's
 WWW Page Designs, ___/) | ^ 3D Modelling & Animation Art,Objects,
 Tech. Planning /_____/ } \ NOTE:Pages still under construction
 ~~~~~~ ( \_\_\_\_\_ALOHA! \_\_\_\_\_) ~~~~~~

=====

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**1.47 MSG-44 Subject: Re: Object axis centering**

Subject: Re: Object axis centering  
 Date: Wed, 19 Apr 1995 04:00:22  
 From: Torgeir Holm <torgeirh@powertech.no>

>-> From: Torgeir Holm <torgeirh@powertech.no>  
 >-> For simple objects, with no intersectinc faces, you can slice the obj  
 >-> itself, and the axis will be centered.  
 >Works great, though you weren't kidding about "simple objects". Thanks  
 >for the tip!

No problem :)

Another thing I discovered is that if a single object parts that are not  
 connected, slicing it with itself will create independent objects from these  
 parts, all grouped to a parent axis.

To try this really quick, add two primitives, move them apart, and join them.  
 Slice, and you should now have a group with a parent axis in the middle, and  
 two child objects.

One use for this feature, would be to apply an effect to an object in the  
 stage editor, like explode or even better: Shredder. Snapshot the object in  
 Stage, and load it into the detail editor. Slice it with itself, and all the  
 bits of shrapnel become independent objects. Great for adding extra detail to  
 movement of big parts etc.. Probably won't work well with Tetxuremaps  
 though...

Torge!r

=====

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## 1.48 MSG-45 Subject: How do I get 2 textures on 1 object

Subject: How do I get 2 textures on 1 object  
Date: Wed, 19 Apr 1995 14:42:08  
From: Steve@mg-plc.demon.co.uk (Steve Gardiner)

Michael wrote:

>  
>Well, my Web browser was refused permission to access those files  
>from your page, so I suppose I will e-mail Steve Blackmon and ask  
>if he has any objection to my uploading them to aminet. Presumably  
>there's no objection to a PC only texture set going up there?  
>Would someone point me to the right directory for new uploads?  
>  
>Michael  
>

IMHO, I don't think that PC textures should be loaded into Aminet; That's not what it's for ! Aminet is an archive for Amiga specific or related programs/data/archives etc., not for things that won't EVER WORK on the Amiga... Just my 2ecu's worth.

--

```
+-----+-----+-----+
| Steve Gardiner           | Paying my debt to society... |
| Steve@mg-plc.demon.co.uk | Working in Business Publishing !|
+-----+-----+-----+
```

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## 1.49 MSG-46 Subject: Re: 040 Imagine

Subject: Re: 040 Imagine  
Date: Thu, 20 Apr 1995 03:00:08  
From: rbyrne@3dform.edex.edu.au (Robert Byrne) (Robert Byrne)

Hello Jaeson, in <950419123417.AA119319416@email.psu.edu>  
on Apr 19 you wrote:

> I'm still running Imagine 3.0, haven't upgraded yet. I  
> think that for my 100\$ upgrade that I should be able to  
> get an 040 version of Imagine. I've got other prgs that  
> are 040 optimized and there's a noticable difference in  
> speed over the 020-030 versions.

I agree, but I only have an 030 (MMU) so I wonder if an 030 specific Imagine would have any advantage over the standard FP version. I'm beginning to notice a few PD programs that are 030 specific and won't run on an 020.

> Can someone send my Mike Halverson's email address? I  
> seemed to have misplaced it.

76004.1767@compuserve.com

-- Bob

: Robert (Bob) Byrne : rbyrne@3dform.edex.edu.au :  
: Amiga A3000/25 : Ballina, NSW Australia :

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## 1.50 MSG-47 Subject: RE: Setting up Imagine on PC

Subject: RE: Setting up Imagine on PC

Date: Thu, 20 Apr 1995 11:37:41  
From: Fred Aderhold <fredster@cyberport.net>

-----  
>I haven't looked through all the files yet, but it appears that  
>em386 is being used in some fashion. I've got a copy of GreG tsadilas'  
>config.sys (posted here some time ago) and he mentions using the  
>/noxms switch, as do some other folks. Where do I enter this (if this  
>sounds novice...umm, yep)? At present the machine boots to dos. Can  
>I enter a command something like emm386 /noxms, and the Imagine? Or  
>do I need to stick something into Autoexec, etc?

Adding the line "device=c:\dos\emm386.exe /noems" to the config.sys file in your root directory will get you there(or modify the existing line, 'cuz it's probably already there), but the important thing to remember is when you start Imagine, make sure you use the /noxms switch. That is, type "imagine /noxms" to run the program.

'Zat help?

-----  
Fred Aderhold  
fredster@cyberport.net

Relax...it's all just 1's and 0's.  
-----  
=====

---

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## 1.51 MSG-48 Subject: RE: Setting up Imagine on PC

Subject: RE: Setting up Imagine on PC  
Date: Thu, 20 Apr 1995 12:10:25  
From: jkee@motown.ge.com

```
device=c:\dos\himem.sys
buffers=10,0
files=20
dos=umb
lastdrive=k
fcbs=16,0
devicehigh=c:\dos\setver.exe
stacks=9,256
```

```
lh /l:1,27248 c:\expert\mouse
PATH
C:\DOS;C:\;C:\PKWARE;D:\SCAN;C:\S64\UTIL;D:\XTG;C:\EXPERT;c:\dta;c:\disp
c:
set temp=f:\temp
cd \imag
imagine
```

These are my autoexec.bat and config.sys files.  
They work good for me without any crashes or conflicts.

Jon

=====

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## 1.52 MSG-49 Subject: RE: Setting up Imagine on PC

Subject: RE: Setting up Imagine on PC  
Date: Thu, 20 Apr 1995 13:10:25  
From: jkee@motown.ge.com

```
device=c:\dos\himem.sys
buffers=10,0
files=20
dos=umb
lastdrive=k
fcbs=16,0
```

---

```
devicehigh=c:\dos\setver.exe
stacks=9,256
```

```
lh /l:1,27248 c:\expert\mouse
PATH
C:\DOS;C:\;C:\PKWARE;D:\SCAN;C:\S64\UTIL;D:\XTG;C:\EXPERT;c:\dta;c:\disp
c:
set temp=f:\temp
cd \imag
imagine
```

These are my autoexec.bat and config.sys files.  
They work good for me without any crashes or conflicts.

Jon

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## 1.53 MSG-50 Subject: Re:Aspect Respect

Subject: Re:Aspect Respect  
Date: Thu, 20 Apr 1995 13:55:08  
From: "DEBEAUMONT, GEORGE" <debeaugw@songs.sce.com>

---

Forward Header

---

I've got a small problem with my aspect ratios and a couple other things. When I do a quick render in the stage or pject editors it seems as though my camera has been zoomed in to a halfway point from where I initially had it set. Yet when I go back a check the camera positioning it's fine. What's wrong here? When I load the images into software such as Corel 5 it looks right but I want to know how it's going to look before exiting Imagine, loading windows, loading corel or something and then loading the picture to make sure it's right before proceeding to more rendering.

I would love any help I can get. Thanks.

\*\*\*\*\*

If I understand your problem correctly, when you

---



- 1) render and view your image in the Project Editor or;
- 2) quickrender in the Stage Editor

you get an image that's not consistent with the Stage Editor perspective view (with Camera View enabled) or when viewed outside of Imagine in a Windows based program.

I wonder if your problem may be related to VESA video driver compatibility?

I initially had a similar problem. My 1 MB video card displayed 16M colors (in 640x480) just fine when using the Windows based drivers. When I exited to DOS, Imagine would only recognize a limited number of VESA display modes (specifically 320x200). This resulted in an enlarged center portion of the image (with the borders cropped). The solution was obtaining and running univesa.exe (available on Compuserve Imagine Forum Library) before initiating Imagine. Univesa is a DOS based universal video display driver. Its probably available elsewhere on the net...other folks may know where.

Good Luck...George

=====

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## 1.54 MSG-51 Subject: Re:Aspect Respect

Subject: Re:Aspect Respect  
Date: Thu, 20 Apr 1995 14:55:08  
From: "DEBEAUMONT, GEORGE" <debeaugw@songs.sce.com>

----- Forward Header -----

I've got a small problem with my aspect ratios and a couple other things. When I do a quick render in the stage or pject editors it seems as though my camera has been zoomed in to a halfway point from where I initially had it set. Yet when I go back a check the camera positioning it's fine. What's wrong here? When I load the images into software such as Corel 5 it looks right but I want to know how it's going to look before exiting Imagine, loading windows, loading corel or something and then loading the picture to make sure it's right before proceeding to more rendering.

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Good Luck...George

The following is an attached File item from cc:Mail. It contains information that had to be encoded to ensure successful transmission through various mail systems. To decode the file use the UUDECODE program.

----- Cut Here -----

--> ATTACHEMENT: rfc822.txt <--

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## 1.55 MSG-52 Subject: Re:Aspect Respect

Subject: Re:Aspect Respect

Date: Thu, 20 Apr 1995 16:00:40

From: "DEBEAUMONT, GEORGE" <debeaugw@songs.sce.com>

I've got a small problem with my aspect ratios and a couple other things. When I do a quick render in the stage or pject editors it seems as though my camera has been zoomed in to a halfway point from where I initially had it set. Yet when I go back a check the camera positioning it's fine. What's wrong here? When I load the images into software such as Corel 5 it looks right but I want to know how it's going to look before exiting Imagine, loading windows, loading corel or something and then loading the picture to make sure it's right before proceeding to more rendering.

I would love any help I can get. Thanks.

\*\*\*\*\*

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Good Luck...George

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----- Cut Here -----

--> ATTACHEMENT: rfc822.txt <--

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## 1.56 MSG-53 Subject: Re: Multi Select

Subject: Re: Multi Select  
Date: Thu, 20 Apr 1995 17:26:47  
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

Hi Mike,

Check your prefs to see that Funtion key 11 is still set to Pick=20 Select, for the editors that have this abilitiy. If its not or you have=20 changed it, then this is the problem.

=20

---

=3DRRW=3D

> Seems to me I "used" to be able to multi select individual objects in a  
 > grouped object by using the ALT N/B command for picking, then hit Shift  
 > F1 to add/select. For some reason, in 3.2 (DOS) I can't get it to work.  
 > Am I going goofy in my old age, or was this ability removed in 3.2?  
 > Is there another way of doing it?

>=20

> BTW, I only use this (as opposed to drag/lasso muliti mode) on objects  
 > converted from 3DS or DXFs. Many times the axes are all in one spot,  
 > so multi dragbox/lasso is impractical.

>  
 > \_\_\_\_\_\  
 > /\_\_\_\_\_  
 > /=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=  
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 > =3D| Mike van der Sommen || Email: |3D

> =3D| GraFX Haus BBS || mike.vandersommen@caddy.uu.silcom.com |3D  
 > =3D| Santa Barbara, Ca. || \_\_\_\_\_ |3D

> =3D| "..where the 4 Horsemen of the Apocalypse play golf..." |3D  
 > =3D| 14.4k v.32bis 24 hours - 805-683-1388 |3D

> \\_\_\_\_\_  
 > ---

> =FE InterNet - GraFX Haus BBS - Santa Barbara, Ca - (805) 683-1388  
 >=20

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## 1.57 MSG-54 Subject: Re: Setting up Imagine on PC

Subject: Re: Setting up Imagine on PC

Date: Thu, 20 Apr 1995 18:10:01

From: Jeremy Peter Hopkin <jph@Cs.Nott.AC.UK>

Hi,

I haven't written to the mailing list in a while and would first like to thank all the people who gave me suggestions on getting lha to work on the aminet archives, thanx, but it still doesn't work <sigh> I'll send a seperate post regarding this later.

I was once the proud owner of an A1500(well my brother is but I used it), but have now condemned my self to a 486DX2-66, oh well... whatever.... nevermind.

As for the config.sys and autoexec.bat help well here are my suggestions(if you are using MS-DOS 6.2x):

The easiest route I find lies in multiple configurations.

For config.sys try something like:

DEVICE = C:\DOS\HIMEM.SYS

```
DOS=HIGH
Files = 50
Buffers = 15
Lastdrive = Z
```

```
[Menu]
MenuItem = Imagine, Imagine a cool raytracer!
MenuItem = Dos, Ms-Dross
MenuItem = Win, Ms-Windoze
```

```
[Imagine]
<Don't need any mem managers for Imagine>
```

```
[Dos]
```

```
<... Enter config for dos here ...>
```

```
[Win]
```

```
<... Enter config for Windows here ...>
```

```
For autoexec.bat try
```

```
PROMPT $p$g
PATH C:\; C:\WINDOWS; C:\DOS
```

```
goto %config%
```

```
:Imagine
c:\Mouse\Mouse <Where ever your mouse driver is>
cd c:\Imagine <Where ever Imagine is>
```

```
Imagine
goto end
```

```
:Dos
```

```
<.... Enter Startup for dos here ....>
goto end
```

```
:Win
```

```
<.... Enter Startup for Windows here ....>
goto end
```

```
:end
```

That seems to work a treat on my system. You can add more menus, sub-menus etc. like special startup for other applications and other not so applications. Type: "help MenuItem" at the command prompt for more info.

It may not work properly as I'm just written it from my head, but it should give you an idea, and should work.

As for Windows being crap compaired to Workbench..... well can't argue with logic, can I? But I recommend buying PCTools for Windows v2 by Central Point Works a treat! Just get it to over haul windows completely in its installation.

---

Magic! Really is. I completely recommend it, it even seems to improve windows multitasking. Anyone want any further details, just send me an email!

Jeremy

=====

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## 1.58 MSG-55 Subject: Re: Setting up Imagine on PC

Subject: Re: Setting up Imagine on PC  
Date: Thu, 20 Apr 1995 18:10:01  
From: Jeremy Peter Hopkin <jph@Cs.Nott.AC.UK>

Hi,

I haven't written to the mailing list in a while and would first like to thank all the people who gave me suggestions on getting lha to work on the aminet archives, thanx, but it still doesn't work <sigh> I'll send a seperate post regarding this later.

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```
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DOS=HIGH
Files = 50
Buffers = 15
Lastdrive = Z
```

```
[Menu]
MenuItem = Imagine, Imagine a cool raytracer!
MenuItem = Dos, Ms-Dross
MenuItem = Win, Ms-Windoze
```

```
[Imagine]
<Don't need any mem managers for Imagine>
```

```
[Dos]
```

```
<... Enter config for dos here ...>
```

```
[Win]
```

```
<... Enter config for Windows here ...>

For autoexec.bat try

PROMPT $p$g
PATH C:\; C:\WINDOWS; C:\DOS

goto %config%

:Imagine
c:\Mouse\Mouse <Where ever your mouse driver is>
cd c:\Imagine <Where ever Imagine is>
Imagine
goto end

:Dos

<.... Enter Startup for dos here ....>
goto end

:Win

<.... Enter Startup for Windows here ....>
goto end

:end
```

That seems to work a treat on my system. You can add more menus, sub-menus etc. like special startup for other applications and other not so applications. Type: "help Menuitem" at the command prompt for more info.

It may not work properly as I'm just written it from my head, but it should give you an idea, and should work.

As for Windows being crap compaired to Workbench..... well can't argue with logic, can I? But I recommend buying PCTools for Windows v2 by Central Point Works a treat! Just get it to over haul windows completely in its installation. Magic! Really is. I completely recommend it, it even seems to improve windows multitasking. Anyone want any further details, just send me an email!

Jeremy

Thread 62

--> RETURN TO CONTENTS!<--

## 1.59 MSG-56 Subject: Re: How do I get 2 textures on 1 object

Subject: Re: How do I get 2 textures on 1 object  
Date: Thu, 20 Apr 1995 18:11:00  
From: Michael North <IBTILMAN@MVS.OAC.UCLA.EDU>

---

> IMHO, I don't think that PC textures should be loaded into Aminet; That's  
> not what it's for ! Aminet is an archive for Amiga specific or related  
> programs/data/archives etc., not for things that won't EVER WORK on the  
> Amiga... Just my 2ecu's worth.  
>

I'm absolutely, perfectly happy with that, since it wasn't my idea to  
upload it in the first place. I wonder if the original poster who  
asked for the upload will agree.

Also, I tried ftp.aloha.com and couldn't get squat (if you will excuse  
me) from it. This still doesn't seem a viable option for those who  
want these textures.

I haven't hear from Steve Blackmon (their author) anyway, so the  
whole issue may be moot.

Michael

Thread 61

--> RETURN TO CONTENTS!<==

## 1.60 MSG-57 Subject: Re: Merlin Probench V2 and digitizer software update !!!

Subject: Re: Merlin Probench V2 and digitizer software update !!!  
Date: Thu, 20 Apr 1995 18:26:30  
From: hellers\_m@istvax.ist.lu (Mike Hellers)

In article <joop.vandeWege.288.00352096@medew.ento.wau.nl> joop.vandeWege@medew.  
ento.wau.nl (Joop van de Wege) writes:

>Hi Merlin users,  
Hi Joop,

>At long last I have it. My update for the Merlin. PROBENCH V2 and the NEW  
>digitizer software.

>Its great, its FAST. A more detailed report will follow.

Great, I'm very interested in more deatils about the software.  
Especially the difference down to the ProBench V1.x  
Is the Upgrade worth the money??

Hope to hear from you.....

....mike

-----  
HELLERS Mike EMail: hellers\_m@istvax.ist.lu  
Student at the "Institut Superieure de Technologie I.S.T." in Luxembourg  
Department of applied computer science.

---



++++++PENTIUM: Another reason not to have an "Intel inside"++++++  
 From: Calcolo Numerico 01 <CN01@novell.dima.unige.it>  
 Bcc:

```

+=====+
|               Imagine Mailing List               |
|               FREQUENTLY ASKED QUESTIONS          |
+-----+
|               Compiled By                         |
|               Gabriele Scibilia                   |
|               Michael B. Comet                    |
|               Steve Mund                          |
|               Mark Oldfield                       |
|               Dave Wickard                        |
+=====+
    
```

This is the Frequently Asked Questions posting for the Imagine Mailing list. This posting is sent every so often to answer general questions that users of the 3D rendering software, Imagine by Impulse Inc. may have. It is aimed toward all users, especially newcomers to the program.

If you find any errors or have answers to other frequently asked questions that you would like to have included in this posting, please send e-mail to: [imlfaq@email.eag.unisysgsg.com](mailto:imlfaq@email.eag.unisysgsg.com) (FAQ List).

- Gabriele S.

```

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Last Update   : March 19, 1995 Sunday
Issue Number  : 6
What's New    : Section 1, No 1.   Added more magazines and archive info,
                                     added bulletin boards list, added models
                                     and textures libraries.
                Section 1, No 2.   Added Impulse CompuServe address
                Section 2, No 10.  Wireframe objects
                Section 2, No 11.  Seashells modeling
                Section 2, No 12.  Four textures limits in version 2.0
                Section 2, No 13.  Realistic clouds
                Section 2, No 14.  Visible light beams
                Section 2, No 15.  Undersea scenes
                Section 2, No 16.  Softshadows
                Section 2, No 17.  2d/3d smoke effect
                Section 8, No 7.   Solar Corona Attribute using Essence
                Section 8, No 8.   Solar Corona Attribute using default
                                     Imagine 2.9 (or higher) textures
                Section 9, No 4.   Hex edit for high res video change
    
```

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 CONTENTS:

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## SECTION 1 - Support Products/Sites

- 1] Imagine related: References/Help Books/Magazines/ftp sites, BBSes, Models/Textures (pics) materials.
- 2] How do I reach Impulse?
- 3] What is the Imagine Mailing List and how to get it?

## SECTION 2 - Modeling and Detail Editor

- 1] How do I brushmap a ground plane?
- 2] How do I make glass?
- 3] The Slice command doesn't work or gives me errors.
- 4] How can I make a room so that the walls don't have cracks?
- 5] When I select a group of points in the DETAIL editor, all I can do is drag them...not ROTATE or SCALE interactively.
- 6] List of common Index of Refractions
- 7] How do you make mirrors?
- 8] How do I make "metals" and what are some good gold attributes?
- 9] Is there a quick way to add faces to my object without using the Slice command?
- 10] How do I make "wireframe" objects?
- 11] How can I create seashells?
- 12] May I use more than four textures in Imagine v2.0?
- 13] How do I make realistic clouds?
- 14] How do I create visible light beams?
- 15] How can I simulate underwater ambient?
- 16] Does anyone have suggestions for emulating soft shadows?
- 17] Can I create 2d/3d smoke effects? How?

## SECTION 3 - Forms Editor

- 1] After a Forms Editor object is loaded into the Detail Editor and manipulated, it won't reload into the Forms Editor.

## SECTION 4 - Cycle Editor

- 1] I made this animation sequence in the Cycle editor, but when I set it up in the stage/action editors, the motion of the overall object isn't there!

## SECTION 5 - Spline Editor

- 1] I tried to import a Postscript font but I got a "Vector not found" error. What does this mean?

## SECTION 6 - Animation, Stage Editor and Action Editor

- 1] Even though I move an Object/Camera/Light to a new POSITION/ALIGNMENT/SIZE in the STAGE editor, Imagine seems to 'forget' what I did!
- 2] How do I use the Grow Effect?
- 3] How do I use the Tumble Effect?
- 4] How do you get something to roll (at the right speed!) while following a path?
- 5] When I move a Tracked Camera in the STAGE editor, it doesn't realign and draw the Perspective view correctly!
- 6] When I increase the number of frames in an animation I find my scene gets mangled in the first frame. Why?

## SECTION 7 - Rendering and the Project Editor

- 1] Why do objects render fine in Scanline, but disappear in Trace?
-

- 2] I have a problem with Filtered objects/fog and the Global Backdrop!
- 3] My animation frames look fine, but when animated, they have the "crawly" effect.
- 4] What situations, parameters, attribute values, etc. require the most trace rendering time?
- 5] How do I get rid of the "Jaggies?"
- 6] How can I figure out pixel aspect for a given resolution?
- 7] When making a disco ball effect, will a SPHERICAL light set at 255 be bright enough to cause visible spots on the surfaces in a scene?
- 8] How long should it take to do a full trace picture with perhaps one transparent glass on a Amiga 3000/25? Is 4.5 hrs too much?
- 9] Is there any particular format that Imagine prefers? Ham? 32 Color? EHB? 24 bit 1000 x 1000?
- 10] I would like to use conical light sources with my rendering, is there anyway "see" in wireframe where the light will fall?
- 11] How important is lighting for a rendering, and is there any "preset" method used to get good results?
- 12] Help with Fog, How do I use it and how does it work?
- 13] How can I render in Widescreen/Letterbox format?
- 14] I selected Spheres for my particle object, but all I get is a polygonal shape!

## SECTION 8 - Essence Settings and Other Attributes

- 1] Electrical Arc (Essence)
- 2] Veined Marble (Essence)
- 3] Rough marble/rock (Essence)
- 4] Soap Bubble (Imagine 2.0 and higher)
- 5] Spaceship Panels (Imagine 2.9 and higher)
- 6] Bark, mountain, stone effects (Imagine 2.9 and higher)
- 7] Solar corona (Essence)
- 8] Solar corona (Imagine 2.9 and higher)

## SECTION 9 - Miscellaneous

- 1] What the heck is BTW, IMO and other weird abbreviations...
- 2] Rendering and refresh times are MUCH too slow, even with an accelerator. Are there any Basic tricks or hints to help?
- 3] How long will before my renderings aren't ugly anymore?
- 4] Hex edit for Imagine - High Res video mode change Amiga only
- 5] What are Particles?

## CLOSING - Closing statements and Disclaimer

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SECTION 1 - Support Products/Sites
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- 1] Imagine related: References/Help Books/Magzines/ftp sites.

## REFERENCES AND HELP BOOKS:

"Imagine 2.0 User Manual", Impulse Inc, 1992.  
(Yes....read the manual!)

"The Imagine Companion", David Duberman, Motion Blur Publishing,

1991

"Understanding Imagine 2.0", Steven Worley, Apex Software Publishing, 1992.

"3D Modeling Lab", Philip Shaddock, The Waite Group Press, ISBN 1-878739-52-2, 1994.

MAGAZINES:

These are some good graphics magazines, most of which focus on the Amiga computer. If anyone has some other suggestions please post them to the FAQ list!

"Amazing Computing for the Commodore Amiga" aka "Amazing Amiga"  
P.O. Box 2140  
Fall River, MA 02722-9969 USA  
(508) 678 - 4200  
(800) 345 - 3360  
(508) 675 - 6002 (FAX)

(A general Amiga computer magazine, focusing more on how to, hints and tips, programming, reviews of software and hardware(less ads and more meat than AW))

"Amiga Video/Graphics Magazine" (formerly AVID)  
365 Victor Street  
Suite "H"  
Salinas, CA 93907  
(408) 758 - 9386  
(408) 758 - 1744 (FAX)

(A general Amiga computer magazine, focusing on both hardware, software, utilities and graphics)

"Amiga World"  
P.O. Box 595  
Mt Morris, IL 61054-7900  
(800) 827 - 0877  
(815) 734 - 1109

(A general Amiga computer magazine, focusing on both hardware, software, utilities and graphics)

"AV Video"  
701 Westchester Ave  
White Plains, NY 10604  
(800) 800 - 5474  
(914) 328 - 9157  
(914) 328 - 9093 (FAX)

(An audio/video and computer magazine. Has articles about all types of video and graphics applications including the Amiga and Video Toaster)

"Computer Artists"  
P.O. Box 2649  
Tulsa, OK 74101-9632

(A magazine specifically for computer artists. Articles on software and methods from Amigas, PC's and MAC's)

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"Computer Graphics World"  
P.O Box 122  
Tulsa, OK 74101-9845  
(800) 443 - 6632  
(918) 835 - 3161 ext. 400  
(918) 831 - 9497 (FAX)

(A general computer graphics magazine focusing on the latest technology from PC's to SGI's)

"Video Toaster User"  
21611 Stevens Creek Blvd.                      AVID Publications,  
Cupertino, CA 95014                              273 N. Mathilda, Sunnyvale,  
(800) 322 - 2834                                      CA 94086, USA

(A magazine focusing specifically on NewTeks Video Toaster device. Nothing related to Imagine, but some more neat pictures to look at!)

"Computer Gazette"  
IHT Gruppo Editoriale S.r.l.  
Via Monte Napoleone, 9 - 20121 Milano  
(39) 02 - 895921

"Scientific Amigan"  
Dept AZ, POB 60685,  
Savannah, GA 31420-0685, USA

"Geoffrey William's Computer Artists & Videographer Report"  
aka "The CAV Report"  
CBP, 1833 Verdugo Vista Drive,  
Glendale, CA 90218  
USA (818) 2409845  
USA (818) 2409845 (FAX)

"XPress" aka "The Amiga CAD Newsletter"  
8231 NE Paulanna Lane,  
Bainbridge Island, WA 98110, USA

"Nonlinear Nonsense"  
Cedar Software, PO Box 4495,  
Wolcott, VT 05680  
USA (802) 8885275  
USA (802) 8883009 (FAX)

"3D Artist"  
Columbine Inc. PO Box 4787,  
Santa Fe, NM 87502-4787  
USA (505) 9823532  
USA (505) 8206929 (FAX)

"Amigator"  
PO Box 26026, Nepean,  
Ontario, Canada K2H 9R0      animazione grafica, fanzine

#### FTP SITES:

There is now a new ftp site set up for Imagine related items including pictures, animations, tutorials, objects, and help files such

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as previous postings from the list, and this FAQ at:

wuarchive.wustl.edu  
in the /systems/amiga/boing/video/imagine

Under this directory are the following sub-directories:

art  
archive  
anims  
objects

Note: New files cannot be sent directly here. Instead send any new files you wish to upload into the same directory:

/systems/amiga/boing/incoming/imagine

Files here will/should eventually get moved to the proper location by the ftp site administrator. Don't forget to send a text file explaining the data you uploaded, and where it should be placed.

The archives are kept by Nik Vukovljak. They can be found in the archive subdirectory listed above, and in the incoming/imagine directory. New archives may also be posted to aminet.

Aminet can be reached on the same FTP site (ftp.wustl.edu) under /systems/amiga/aminet. Numerous other sites also have the aminet directories.

MODELS/TEXTURES LIBRARY:

Imagination Works  
644 N. Santa Cruz avenue,  
Suite 12, Los Gatos, CA 95030  
USA (408) 3545067

Antigravity Products  
456 Lincoln Blvd.,  
Santa Monica, CA 90402  
USA (310) 3936650  
USA (310) 5766383 (FAX)

Visual Inspirations  
809 West Hollywood,  
Tampa, FL 33604  
USA (813) 9356410  
USA (813) 9356513 (BBS)

View Point Data Labs  
625 S. State street,  
Orem, UT 84058  
USA (801) 2293000  
USA (801) 2293000 (FAX)

Micro R&D  
P.O. Box 130,  
721 "O" Street,  
Loup City, NE 68853

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USA (308) 7451246

Syndesis  
235 South Main St.,  
Jefferson, WI 53549  
USA (414) 6745200

Modern Medium  
580 West 8th. avenue Eugene,  
OR 97401  
USA (503) 3434281  
USA (503) 3434325

AniGraF/X  
PO Box 1715,  
Jacksonville, OR 97530  
USA (503) 7726525  
USA (503) 8570616

VRS Media  
7116 SW 47 Street,  
Miami, FL 33155  
USA (305) 6675005

Richard & Esther Shapiro Entertainment Inc.  
335, North Maple Drive,  
Beverly Hills, California 90210  
USA (512) 3281454  
USA (512) 3281455

Cybergraf Synthiotics  
PO Box 5851, Hanover Center,  
Wilmington, NC 28403-0879  
USA (910) 7625776

Digital Wisdom  
Box 2070, Tappahannock,  
VA 22560  
USA (804) 7580670  
USA (804) 7584512

BULLETIN BOARD SYSTEMS:

New Horizons  
Stefano Epifani  
ITA (39) 06-88640190  
ITA (39) 06-8862660

3000+ Amiga BBS  
William Molducci  
ITA (39) 0544-451764

Digital Pixel  
USA (001) 416-2981487

Studio Amiga BBS  
USA (001) 817-4673658

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Toaster BBS  
USA (001) 616-7912109

The Graphics Alternative  
USA (001) 510-5242780

The Intersection BBS  
USA (001) 410-7425452

Lightwaved BBS  
USA (001) 510-2280886

Vertech Design's Graphic Connection  
USA (001) 503-5918412

You Can Call Me Ray  
USA (001) 708-358611

Pisquare  
USA (001) 301-7259080

The New Graphics BBS  
USA (001) 908-4690049

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2] How do I reach Impulse?

Impulse Inc.  
8416 Xerxes ave. North  
Brooklyn Park, Minnesota 55444  
USA

(612) 425-0557  
(800) 328-0184  
FAX: (612) 425-0701  
Compuserve: 76004,1767

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3] What is the Imagine Mailing List and how to get it

(From the Imagine Mailing List Sysop, Dave Wickard)

The Imagine Mailing List is a wide variety of Amiga computer artists sharing friendship and knowledge. The main thrust of the List is the Imagine renderer. Subjects discussed though have varied widely. There are discussions of Imagine and it's competitors, Imagine wish lists for future versions, 3D rendering principles in general, single frame recording techniques and many more.

With first day users thru battled scarred veterans :- ) there is someone at your level of knowledge on the List. We are always glad to see questions from every level of user. So often a simple and seemingly embarrassingly easy question will lead to an interesting comment on a related topic.

---



New products, both hardware AND software, are discussed as to their relationship with Imagine and Amiga 3D rendering.

Names of Amiga luminaries dot the list, and often join in to lend their insights without the usual "noise" of a USENET newsgroup.

There are over 300 individual sites receiving the Imagine Mailing List, and they include many networks, BBS systems, user groups, and individual computer artists from literally around the globe. We share one thing. Interest in each other's work with Imagine.

YOU can get the Imagine Mailing List. All you need is access to Internet mail. Simply mail to the following address:

imagine-request@email.eag.unisysgsg.com

and in your subject line, enter the word "subscribe".

If you are reading this from a Commercial System, ask the Amiga Coordinator to set up an Imagine Mailing List area that everyone can read.

=====

SECTION 2 - Modeling and Detail Editor

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1] How do I brushmap a ground plane?

The problem with brushmapping a ground plane is that the ground itself is off 90 degrees in relation to its' axis for proper brush placement. (Add a primitive plane, a ground and compare them). The following will properly set a ground wrap:

- 1) Add a ground object, select it, go into attributes, select a brush to use.
- 2) You will now be in a requestor for the type of brushmap and placement etc...
- 3) Select TRANSFORM AXIS
- 4) Click on ALIGNMENT and set X = -90. Leave Y and Z at 0
- 5) Click on SIZE and leave X = +640. Set Y = +2, Z = +400
- 6) Click on POSITION and Leave X = -320, Y = -200. Set Z = +1
- 7) Click on PERFORM.
- 8) If you want the brushmap to repeat forever click REPEAT.
- 9) Click OKAY.

Your brushmap will now be placed correctly. You can of course resize it on the X/Z axis if you wish for scaling purposes.

Basically step 4 re-rotated the brush axis properly and 5 and 6 fixed the size and position which Imagine screws up since it thinks it's brushmapping on the other axis.

-----

2] How do I make glass?

---

You can use the following Attribute setting for a default glass:

|           | RED | GREEN | BLUE | VALUE |                             |
|-----------|-----|-------|------|-------|-----------------------------|
| COLOR     | 0   | 0     | 0    | *     |                             |
| REFLECT   | 0   | 0     | 0    | *     |                             |
| FILTER    | 255 | 255   | 255  | *     |                             |
| SPECULAR  | 255 | 255   | 255  | *     |                             |
| DITHERING | *   | *     | *    | 255   |                             |
| HARDNESS  | *   | *     | *    | 255   |                             |
| ROUGHNESS | *   | *     | *    | 0     |                             |
| SHININESS | *   | *     | *    | 0     | (Very important see below!) |

PHONG = ON  
 INDEX = 1.50  
 FOG LENGTH = 0.00

This should give you glass.

One thing many people get confused by is:

- 1) Shininess must be set to ZERO. If you set this to anything but 0, the FILTER setting will not work. This is just the way Imagine works since FILTER usage assumes shininess automatically.
- 2) No background. To get glass, you need surroundings. If you render a glass cup on a pure black screen, you'll probably just see the highlights. Adding global colors for Scanline and Ray Trace will give your object something to refract.
- 3) Ray Trace. To get refraction of surrounding objects exactly, you need to Trace, though scanline WILL approximate refractivity.

-----

3] The Slice command doesn't work or gives me errors.

Due to the complexity of doing a 3D slice, sometimes Imagine gives errors, or actually crashes during this operation.

Things to do if you plan on using this function are:

- 1) Save \_ALL\_ currently loaded object BEFORE trying to slice.
- 2) If you get an error, move one of the objects slightly and try again. Moving one of them may yield a working slice.

-----

4] I'm making a house which has many rooms and thus many walls, what is the best way of adding walls to the house so that they leave no cracks in the corners ?

Three possible methods ---

1. You can design your walls to be nice dimensions like 100 or 1024 instead of 383.38. Place your axis at the corner of each wall. Then, to get seamless joints, use "snap to grid" in the project editor which will instantly adjust
-

your walls to a perfect fit (If wall lengths are multiples of the grid line spacing).

2. Create a 2D outline of the floorplan and extrude it up. Then simply pop a ceiling and floor on it. The floorplan could be created either in Imagine or even a paint program and then auto-traced. This means you will have to bust up a few polygons to add the windows and doors, but that is a minor task if you have a complex floorplan.
3. A cheesy option is to make your walls too big. Then INTERSECT them. You get a mess BEHIND the wall, but if you don't look there, you'll never see it.

```
wall 1          |
-----+-----
          \|\|  |
bug-eyed 0.0    | wall 2
monster v      |
              |
              |
camera X
```

5] When I select a group of points in the DETAIL editor, all I can do is drag them... it doesn't let me ROTATE or SCALE that clump of selected points.

Imagine will let you move selected points, as well as rotate and scale them. The limitation is that you cannot do this interactively in Version 1.1 or earlier by using the mouse: The Transform command does the manipulation. The picked points can be translated, scaled, rotated, and positioned INDEPENDENTLY of the rest of the object. Rotations and scalings all use the object's axis a reference point. Absolute positioning will move the FIRST point you pick to the location you choose, and the rest of the picked points will be translated an equal amount. Interactive dragging is accomplished using the "drag points" mode.

Note: Versions 2.0 and later support interactive point editing.

6] List of common Index of Refractions (and not so common too!)

(All items except Vacuum are in alphabetical order)  
(STP = Standard Temperature and Pressure)

| MATERIAL       | Index             |
|----------------|-------------------|
| Vacuum .....   | 1.00000 (exactly) |
| Air (STP)..... | 1.00029           |
| Acetone .....  | 1.36              |
| Alcohol .....  | 1.329             |

|                               |       |
|-------------------------------|-------|
| Amorphous Selenium .....      | 2.92  |
| Calspar1 .....                | 1.66  |
| Calspar2 .....                | 1.486 |
| Carbon Disulfide .....        | 1.63  |
| Chromium Oxide .....          | 2.705 |
| Copper Oxide .....            | 2.705 |
| Crown Glass .....             | 1.52  |
| Crystal .....                 | 2.00  |
| Diamond .....                 | 2.417 |
| Emerald .....                 | 1.57  |
| Ethyl Alcohol .....           | 1.36  |
| Flourite .....                | 1.434 |
| Fused Quartz .....            | 1.46  |
| Heaviest Flint Glass .....    | 1.89  |
| Heavy Flint Glass .....       | 1.65  |
| Glass .....                   | 1.5   |
| Ice .....                     | 1.309 |
| Iodine Crystal .....          | 3.34  |
| Lapis Lazuli .....            | 1.61  |
| Light Flint Glass .....       | 1.575 |
| Liquid Carbon Dioxide .....   | 1.20  |
| Polystyrene .....             | 1.55  |
| Quartz 1 .....                | 1.644 |
| Quartz 2 .....                | 1.553 |
| Ruby .....                    | 1.77  |
| Sapphire .....                | 1.77  |
| Sodium Chloride (Salt) 1 .... | 1.544 |
| Sodium Chloride (Salt) 2 .... | 1.644 |
| Sugar Solution (30%) .....    | 1.38  |
| Sugar Solution (80%) .....    | 1.49  |
| Topaz .....                   | 1.61  |
| Water (20 C) .....            | 1.333 |
| Zinc Crown Glass .....        | 1.517 |

---

7] How do you make mirrors?

The trick with mirrors (or especially chrome-like objects) is not setting the attributes of the mirror correctly, but making sure that the environment is set up so something will be reflected into the camera.

If a mirror is TOO reflective, the mirror can actually become invisible! This is because the mirror's own flat glass/metal flat coloring is overwhelmed by all the reflected light. You see a PERFECT reflected image, so the object itself isn't shown. This is especially true with flat mirrors.

Some attributes that give a nice mirror polish:

|           | RED | GREEN | BLUE | VALUE |                        |
|-----------|-----|-------|------|-------|------------------------|
| COLOR     | 150 | 150   | 150  | *     |                        |
| REFLECT   | 200 | 200   | 210  | *     | (a bit of a blue tint) |
| FILTER    | 0   | 0     | 0    | *     |                        |
| SPECULAR  | 255 | 255   | 255  | *     |                        |
| DITHERING | *   | *     | *    | 255   |                        |

---

```

HARDNESS      *   *   *   255
ROUGHNESS     *   *   *    0
SHININESS     *   *   *    0

```

```

PHONG = ON
INDEX = 1.00
FOG LENGTH = 0.00

```

---

8] How do I make "metals" and what are some good gold attributes?

One thing you can do to make your objects look more like metal is to give them a specular setting close to the main color of the object, but higher in intensity. One mistake is to often make the specular a pure white. This makes objects look more like plastic than metal. For example, if you are trying to make gold, don't make the specular pure white, but try a bright yellow or yellow/orange creame color.

Another problem is that many metals reflect the world. For example a chrome ball is pretty much just a shiny mirror. Thus, if you want to make realistic metals you will need to at least simulate reflection. This can be done by adding a global reflect map, doing a true ray trace or even just setting sky colors in the stage editor.

You can use the following Attribute setting for a default gold:

|           | RED | GREEN | BLUE | VALUE |
|-----------|-----|-------|------|-------|
| COLOR     | 205 | 205   | 80   | *     |
| REFLECT   | 180 | 160   | 125  | *     |
| FILTER    | 0   | 0     | 0    | *     |
| SPECULAR  | 255 | 255   | 160  | *     |
| DITHERING | *   | *     | *    | 255   |
| HARDNESS  | *   | *     | *    | 255   |
| ROUGHNESS | *   | *     | *    | 0     |
| SHININESS | *   | *     | *    | 0     |

```

PHONG = ON
INDEX = 1.00
FOG LENGTH = 0.00

```

This should give you something close to gold. Note that the reflect values are fairly high. You may wish to lower them to see how it would look if you don't have anything to reflect etc...

---

9] Is there a quick way to add faces to my object without using the Slice command?

Here is a neat trick to add faces. This method works best with an object that is basially concave (such as a circle).

- 1] Make the outline of your object, i.e.: points and edges.
  - 2] Extrude the object a distance away.
-

- 3] Pick all the points that were just made...i.e.: The ones that now comprise the back face. Using Bounding box selection would probably be helpful.
- 4] Choose Join!
- 5] Translate the now 1 pt back on the Y axis by the distance you extruded from, and position the point somewhere in the center of the object.

The object is now a solid faced object with all faces connected to one point on the center, just like the primitive disk object.

10] How do I make "wireframe" objects?

There are at least two methods to simulate wireframe objects using Imagine (version 2.9 or higher), the first is memory expensive, it uses the Latticize function, the second uses new Death Star textures family (again, only 2.9 or higher):

- Use the Latticize function and enter a value of about -0.05 in the requester. This will turn your entire object into a wireframe, made up from narrow tubes. If you just want part of the object wireframed, then select the edges you want in Pick Edges mode and perform the Lattice from there. This adds a lot of extra polygons though, a sample primitive sphere (24x12 sections) needs 14,608 bytes before, 92,224 bytes after the Latticize function.

Here's another way for creating the wireframe with square or rectangular wireframe openings:

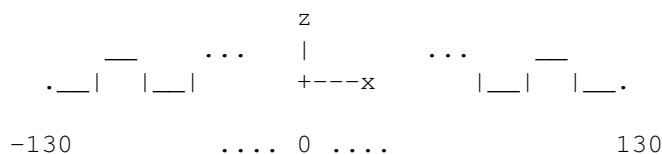
- Set the objects filter values to 255, 255, 255. Apply one of the Death Star family of textures to the object. Set the Bevel Filter value to 0 (zero). What you get is the bevel portion of the texture showing only. Voila! "Wireframe". Of course, you may or may not want to adjust the bevel width and the bevel slope.

11] How can I create seashells?

Tutorial by Gabriele Scibilia:

The following 10 steps show how obtain a scallop sea-shell (or something similar to it!):

- Add axis
- Add lines like this (use front view):

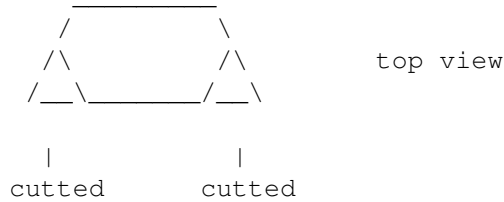


- Invoke the extrude req:  
to length 200

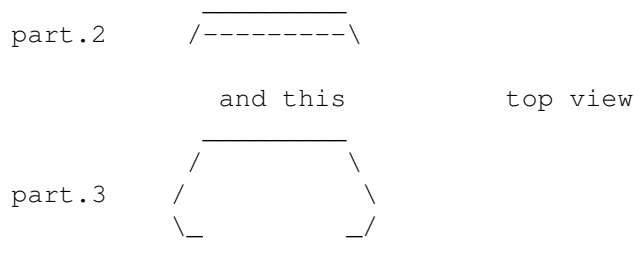
- ```

scale x 0.5
sections 10

```
- Add a primitive tube: radius 120
  - Scale down the tube: 70% only y (shift-y)
  - Adjust the tube position to cut the extruded shape like this:



- Select extruded shape then tube and slice them
- Delete resulting objs except the 2 'planes' ('planes' should be part.2 and part.3):



- Select first part.2 and then part.3, join them
- Invoke mold req and conform to sphere:

```

sphere radius 100
object radius 320

```

12] May I use more than four textures in Imagine v2.0?

Yes and no, to use more than four textures using Imagine v2.0 You can use 'Add axis' function, define texture/s (the axis one/s) with 'Apply to children' gadget on. Now You can group the axis to the object to avoid four textures limit, just one note: this little tip has some side effects with layered textures, just try it.

13] How do I make realistic clouds?

There was several way to simulate 2d "non-realistic" clouds to use as background, You can:

- a. map some digitized pictures on a plane or a semisphere (or use a so called scenery generator and/or a mandelbrot generator utility like FractInt);
- b. use a mix of textures like filter noise and color noise (i.e filnoiz2, colrnoiz2, Imagine v2.9+) on two planes, the nearest to camera with white shades, the second with gray ones (isnt it overcast?).

How about realistic 3d clouds? I can advise You to map (with

flat color map and flat filter map) or to use textures (the ones above) on many planes or shapes one behind the other, it can be a little tip.

---

14] How do I create visible light beams?

Here it is an extract from a discussion between Charles Blaquiére and P.Sauvageau:

PS> I have find that the best way to make visible light is to use  
PS> conical shaped bright objects. I use linear texture to augment  
PS> transparency along the y axis, so the cone is semi-transparent  
PS> (160-160-160) at the source and full transparent (255) at the end.

CB> In addition, you could use the Ghost or Fakely textures; they  
CB> would give you more control over the transparency falloff. This is  
CB> off the top of my head, BTW; I haven't actually tried it to see if  
CB> it gives better/worse results than plain ole fog.

PS> One thing that I have done is to use FilterNoize applied on a  
PS> parent axis, with "Apply to children". When I rotate the light  
PS> cone, I do not move the parent axis. This way, you will see the  
PS> light beam moving in an immobile cloud of irregular smoke or fog.  
PS> One of the problem I encoutered is that Filter Noise seem to  
PS> override the linear transparency setting, so the beam do not appear  
PS> to vanish as it come farther from the light source.

---

15] How can I simulate underwater ambient?  
(little tip by Curcio Nicholas)

Enter the detail editor and follow these six steps:

1. Take a sphere and make it a blue color;
2. Remove approx. the top 2/3 of the sphere;
3. Apply the "crumpled" texture (3.x);
4. Apply the "transpar" texture (3.x);
5. Add an axis, and make it white light source;
6. Place the axis above the piece of sphere and group them.

Enter the stage editor, place this object high above your scene; the light coming through the crumpled spots makes a great underwater effect.

---

16] Does anyone have suggestions for emulating soft shadows?

Again, there are many working methods to simulate soft shadows using Imagine, try these:

- Place two lights in the exact same location. One will have the normal intensity that You want to illuminate Your scene & cast shadows. The 2nd light is less intense and doesn't cast shadows.
-



- Create a ring of about 10 lights each at 10 percent intensity in a ring. These will create soft shadows as if from 1 100% intensity light source. It does slow down rendering a little to have that many more light sources to have to calculate.
  - Simulate soft shadows by using a bunch of lights closely placed on a plane (not a plane object, just a mathematical plane) perpendicular to the stuff You want rendered. You may get some banding doing this, but with enough tweeking, the results are pretty good. Note: The total amount of light coming out of this light-pack should add up to no more than 255 in any one color if You're using non-diminishing light sources. For example, if You are using 10 light sources and you want a white light, set all the color params to 25.5. It's easiest to build all the lights by using axes in the detail editor and then group them (don't forget to make them all shadow casting).
- 

17] Can I create 2d/3d smoke effects? How?

Tips by Andrew Andrew McDonald:

I've just been playing with the Nebular texture to create a little animated smoke. Works great, and I just thought some of you with 3.0 might make some use of this info.

Remember to render fog objects in front of a background object, and that this texture will apply to the area bounded by the texture axis, not the entire object. Scale the texture axis to affect the shape of the fog.

General Notes:

Noise 1 seems to affect the quality of the swirls. Higher numbers adjust the thickness and reduce the transparency. Noise 2 affects color transitions, color intensity of nebular color as set in texture requester, and color mixture, or grain. Grain appears as a very pointillated surface, as if there are thousands of dots of color rather than a smooth gradation or defined boundaries between object and nebula colors. Higher numbers of Noise 2 intensify the nebular color and increase grain.

Fog length and the 'T' value work together to determine amount and density of the fog appearing on the object. For stills I would set the 'T' value between .6 and .8, object fog length at .1, and adjust the 'Fog Length at T' to get the right density of fog. I would use the 'T' value combined with some of the noise values to create a fluctuating fog, or even to morph from a dense fog to one very nearly dissipated.

A nice, swirly smoke might use the following attributes in the nebular texture requester. I used these on a sphere primitive with diameter of 300, so use that number as a reference to fog length.

Object color: R:150 G:150 B:175

---

Object Fog length: .1

Nebular attributes:

Fog Length at T:500  
T:.8  
Noise 1 Magnitude:5.0  
Noise 1 Velocity:1.0  
Noise 2 Magnitude:.2  
Noise 2 Velocity:10.0  
R:150 G:100 B:225

The texture axis forms a square completely inside the sphere object, whose corners touch the inside surface of the sphere.

Tutorial by Massimiliano Marras:

- Detail editor
  - Add primitives: sphere
  - Attributes: color 255,255,255 fog 140  
clrnoiz texture:  
color 140,140,140 r,g,b,color vary 0
  - Particles: cube  
random align  
interpolated  
dimension 150 units
  - Save obj
  
- Action editor:
  - Add particle effect to loaded sphere (to all anim frames)  
emission  
travel dista 200 units  
scaling 1  
time to terminal h 2  
elasticity 50  
time to terminal z TOT/2  
velocity .5  
min angle x -5  
max angle x 5  
wind velocity 5  
wind angle 33  
wind start TOT\*(-1)  
wind stop TOT  
emission 95%  
SET ALL OTHER VALUES TO 0  
  
TOT = number of tot frames

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## 1.61 MSG-58 Subject: RE: Setting up Imagine on PC

Subject: RE: Setting up Imagine on PC  
Date: Thu, 20 Apr 1995 18:37:41  
From: Fred Aderhold <fredster@cyberport.net>

>I haven't looked through all the files yet, but it appears that  
>em386 is being used in some fashion. I've got a copy of GreG tsadilas'  
>config.sys (posted here some time ago) and he mentions using the  
>/noxms switch, as do some other folks. Where do I enter this (if this  
>sounds novice...umm, yep)? At present the machine boots to dos. Can  
>I enter a command something like emm386 /noxms, and the Imagine? Or  
>do I need to stick something into Autoexec, etc?

Adding the line "device=c:\dos\emm386.exe /noems" to the config.sys file in your  
root directory will get you there(or modify the existing line, 'cuz it's probab  
ly already there), but the important thing to remember is when you start Imagine  
, make sure y  
ou use the /noxms switch. That is, type "imagine /noxms" to run the program.

'Zat help?

-----  
Fred Aderhold  
fredster@cyberport.net

Relax...it's all just 1's and 0's.  
-----

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## 1.62 MSG-59 Subject: RE: 040 Imagine

Subject: RE: 040 Imagine  
Date: Thu, 20 Apr 1995 18:41:45  
From: Fred Aderhold <fredster@cyberport.net>

-----  
Hi all,

>I will buy a pc when it is the last computer on the planet.

Did someone say you had to?

>It's just too bad Imagine doesn't utilize the 040 very well, it doesn't  
>mean pc's are better.

---

Did someone say pc's are better?

-----  
 Fred Aderhold  
 fredster@cyberport.net

Relax...it's all just 1's and 0's.  
 -----

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### 1.63 MSG-60 Subject: Re: 040 Imagine

Subject: Re: 040 Imagine  
 Date: Thu, 20 Apr 1995 19:22:00  
 From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

-> From: milan@Dieppe.artmediatech.nl (Milan Polle)->-> I will buy a pc when it is the last computer on the planet. That's a silly statement. Of course you would . :)> Motorola always had better processors than Intel, I would hate it-> to have to program an Intel in assembly. The 68060 is a better processor (and faster) than a pentium (everybody knows intel clock speeds are not the speeds of the crystals and not the processors). So what?> Also the HP chip that-> the next generation Amigas will use is faster than a power pc chip= an-> 680x0 emulation in hardware. If there IS a "next generation Amiga".-> Also it has the AAA chipset built in with-> special 3D hardware. But most of all the Amiga has an operating system-> I would get very depressed having to work on a pc (or a mac). Amiga OS is wonderful, but you must remember that due to the fact the Amiga has a bulk of it's OS on ROM. You change OS, you change ROM=S.Windows, despite all it's drawbacks, has advantages. Its portable. It can run even on Macs. The best thing about Windows ( ← maybe the only thing) is 24-bit graphic cards are device driven.

As long as your graphic card has a Windows driver, it will work with ALL your software. (..And they are cheap. What Amiga owner wouldn't just love to buy a True 24-bit card for \$90? I know I would!) Not necessarily so with Amiga 24-bit graphic cards. Seems like everytime there's a new version of a graphic program, everyone wants to know if it's display is compatible with this Amiga card or that. And, unless I'm mistaken, not all software packages work with every card (apart from the standard Amiga display).-> Speed is not everything, multitasking speeds up productivity a lot=..-> It's just too bad Imagine doesn't utilize the 040 very well, it doesn't mean pc's are better. Hopefully Windows '95 will multitask better than Windows 3.11. No doubt about it, the Amiga OS is still one of the BEST true multitasking OS's for the home computer today. I'm glad to see people are still passionate about the Amiga. But the reality is things change. You can have the ← best hardware in the world, but if the manufacturer stops making it and software developers abandon the platform you're left pressing your nose against the window while the world moves on. I personally hope software developers continue to support the Amiga, since I refuse to sell my 2000. However, most of my real graphics time is now spent on the PC due mainly to software availability that doesn't require hiring a PI to find.....or hardware manufacturers that

have all disconnected their phones. Speaking of that. Does anyone know whatever happened to IVS? I'm having controller problems with my TrumpCard Pro, and all the numbers I have are no longer valid. Have they folded too? What's the latest TrumpCard Pro software version?

---

Mike van der Sommen | Email: mike.vandersommen@caddy.uu.silcom.com | Santa Barbara, Ca. | [..where the 4 Horsemen of the Apocalypse play golf...](http://www.golf...) | 14.4k v.32bis 24 hours - 805-683-1388

---

--- FE InterNet - GraFX Haus BBS - Santa Barbara, Ca - (805) 683-1388

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### 1.64 MSG-61 Subject: Re: How do I get 2 textures on 1 object

Subject: Re: How do I get 2 textures on 1 object  
 Date: Thu, 20 Apr 1995 20:30:04  
 From: sharky@aloha.com

On Thu, 20 Apr 1995, Michael North wrote:

- > > IMHO, I don't think that PC textures should be loaded into Aminet; That's
- > > not what it's for ! Aminet is an archive for Amiga specific or related
- > > programs/data/archives etc., not for things that won't EVER WORK on the
- > > Amiga... Just my 2ecu's worth.
- > >
- >
- > I'm absolutely, perfectly happy with that, since it wasn't my idea to
- > upload it in the first place. I wonder if the original poster who
- > asked for the upload will agree.
- >
- > Also, I tried ftp.aloha.com and couldn't get squat (if you will excuse
- > me) from it. This still doesn't seem a viable option for those who
- > want these textures.
- >

I never said it was at aloha.com, you shoulda read the post a bit better (it was my server at ftp.pupule.aloha.com). All the folks who stopped by seemed to be able to get files (at least the server's logging the accesses and I haven't gotten any other complaints). Anyway the new domain will be registered by tomorrow if all goes well and I'll announce it once it's confirmed. It seems like something went wonky with my permissions on the aloha.com site, and Netscape for windows now asks where to save the file.

Thanks to those of you who visited! And sorry you had so many problems Michael...:-)

Aloha,

Sharky

```
sharky@aloha.com/CIS#70614,2011 ___ v Home Page : http://aloha.com/~sharky
WebSurfer & Fun Guy,Funky ___/ \ >*< Hawaii Related Links and Etcetera's
WWW Page Designs, ___/ ) | ^ 3D Modelling & Animation Art,Objects,
Tech. Planning /\_____/ } \ NOTE:Pages still under construction
~~~~~ (____ALOHA!____) ~~~~~
```

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## 1.65 MSG-62 Subject: RE: Setting up Imagine on PC

Subject: RE: Setting up Imagine on PC

Date: Thu, 20 Apr 1995 20:40:13

From: bmolsen@bvu-lads.loral.com (Brad Molsen)

```
>
>device=c:\dos\himem.sys
>buffers=10,0
>files=20
>dos=umb
>lastdrive=k
>fcbs=16,0
>devicehigh=c:\dos\setver.exe
>stacks=9,256
>
>
>
>
>lh /l:1,27248 c:\expert\mouse
>PATH
>C:\DOS;C:\;C:\PKWARE;D:\SCAN;C:\S64\UTIL;D:\XTG;C:\EXPERT;c:\dta;c:\disp
>c:
>set temp=f:\temp
>cd \imag
>imagine
>
>
> These are my autoexec.bat and config.sys files.
> They work good for me without any crashes or conflicts.
>
```

If this is the typical cyberbabble needed to load Imagine on a PC. What with the demise of the Amiga in the states as a platform. I have to ask has anyone heard if there is any possibility of Imagine being ported over to a MAC!?!? ;)

No flames intended, just curious  
Brad



## 1.67 MSG-64 Subject: Re: How do I get 2 textures on 1 object

Subject: Re: How do I get 2 textures on 1 object  
Date: Thu, 20 Apr 1995 22:57:01  
From: dalamar@MIT.EDU (Craig Andera )

>Also, I tried ftp.aloha.com and couldn't get squat (if you will excuse  
>me) from it. This still doesn't seem a viable option for those who  
>want these textures.

Actually, I downloaded the files just fine yesterday. I haven't had a  
chance to use them yet, but I unzipped them and read the documentation.  
There's some good stuff in there.

Speaking of textures, I heard mention of the purphaze and caustics textures  
being only available for the PC. Where would I get these? I've heard good  
things about them. Which leads to the question: what exactly do these do?

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## 1.68 MSG-65 Subject: Re: How do I get 2 textures on 1 object

Subject: Re: How do I get 2 textures on 1 object  
Date: Thu, 20 Apr 1995 23:23:02  
From: Ian Smith <iansmith@moose.erie.net>

On 17-Apr-1995, sharky@aloha.com wrote:

> The detexture procedurals are at my home page under modeling notes  
> under Steven Blackmon. There is a sample image called blends.jpg that  
> shows what you can do with them. They are strictly PC textures I'm  
> afraid (no flames please, I know the majority of you folks are  
> amigans). He had given me permission to make them available there,  
> but would this be appropriate for Aminet? I would not want to offend  
> amiga users by putting PC textures there.

I would say use wuarchive for IBM stuff. Isn't there an Imagine  
directory there too? A perfect place for textures. Anyway, for us  
Amiga users, in gfx/3d on Aminet is a file called AlphaTexture.lha  
by Michael Rivers <mrivers@tbag.tscs.com> which should do something  
similar to the textures mentioned above. I have several other  
textures that I wrote and collected off of the mailing list. Perhaps  
somebody should make an archive that contains all the textures that  
have been released in one place? IBM and Amiga, since many of us  
use both. Even better would be to have Amiga and IBM versions of all  
the textures. I'm going to try to compile my Amiga ones for the IBM  
soon, but since my IBM here has no FPU I can't test it at home and  
will have to do so elsewhere.

--

IanSmith@moose.erie.net

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## 1.69 MSG-66 Subject: ImaginePC on Aminet (was Re: How do I get 2 textures on 1 obje

Subject: ImaginePC on Aminet (was Re: How do I get 2 textures on 1 ↵  
obje

Date: Fri, 21 Apr 1995 01:33:54

From: rbyrne@3dform.edex.edu.au (Robert Byrne) (Robert Byrne)

SUBJECT too long. Original SUBJECT is 'ImaginePC on Aminet (was Re: How do I get 2 textures on 1 object)'

----- Original Message Follows -----

Hello Steve, in <2456@mg-plc.demon.co.uk> on Apr 19 you wrote:

> IMHO, I don't think that PC textures should be loaded into Aminet; That's  
> not what it's for ! Aminet is an archive for Amiga specific or related  
> programs/data/archives etc., not for things that won't EVER WORK on the  
> Amiga... Just my 2ecu's worth.

Your right of course, but unfortunately there are some Imagine PC files on Aminet now. I've just been looking through the Aminet Set 1 CD's and noticed a "3d\_fire" FLC anim. If it were just a matter of unarchiving and playing the anim, as it should be, I would'nt mind but I don't want to have to use ADPro to disassemble and reformat an anim just to have a look. I know there are custom anim players around, but they usually don't do the original anim justice.

Just another sign of where the Amiga is heading I suppose.

-- Bob

: Robert (Bob) Byrne : rbyrne@3dform.edex.edu.au :  
: Amiga A3000/25 : Ballina, NSW Australia :

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## 1.70 MSG-67 Subject: Where to put PC textures (Was: ...2 textures on 1 object )

Subject: Where to put PC textures (Was: ...2 textures on 1 object ↵  
)

Date: Fri, 21 Apr 1995 02:38:09  
From: Bill Richard <bill@thelema.queernet.org>

In message <9504210011.AA01026@email.sp.paramax.com>, Michael North writes:  
>> IMHO, I don't think that PC textures should be loaded into Aminet; That's  
>  
>I'm absolutely, perfectly happy with that, since it wasn't my idea to  
>upload it in the first place. I wonder if the original poster who  
>asked for the upload will agree.

How about uploading them to avalon.vislab.navy.mil? It's an archive  
of objects/textures/misc for many 3D programs, including Imagine. It's  
not specific to any one platform.

-Bill

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## 1.71 MSG-68 Subject: Re: 040 Imagine

Subject: Re: 040 Imagine  
Date: Fri, 21 Apr 1995 04:10:05  
From: SGiff68285@aol.com

>>I will buy a pc when it is the last computer on the planet.  
>>Motorola always had better processors than Intel

I really hope that we don't start a PC/Amiga "which is better" debate here.  
Both platforms run Imagine and that is the common ground here. Not only  
that each platform has it's advantages. I think most PC users of which I am  
one would have to agree that if it wasn't for the Amiga a lot of great  
programs wouldn't have been developed like Imagine. What really matters is  
what you do with the system you have.

Stephen G.

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## 1.72 MSG-69 Subject: Bug?

Subject: Bug?  
Date: Fri, 21 Apr 1995 08:44:24  
From: Darryl\_Lewis@comlink.mpx.com.au (Darryl Lewis)

I came across a txt file the other day in a file that was supposed to fix a

---

bug in imagine 3.0.  
The bug was that imagine didn't give ground reflections.  
Does that bug still exit in imagine 3.1 ?  
Darryl

-- Via DLG Pro v1.0

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### 1.73 MSG-70 Subject: IML-FAQ6 [part 2]

Subject: IML-FAQ6 [part 2]  
Date: Fri, 21 Apr 1995 09:23:18  
From: Calcolo Numerico 01 <CN01@novell.dima.unige.it>

---

#### SECTION 3 - Forms Editor

---

1] I was working in the forms editor on an object, and loaded it into the detail editor for modification. However, I can't seem to be able to get it back into the forms editor! Help!

Simply put, you cannot load objects saved from the detail editor back into the forms editor. The reason is the forms editor requires a specified object structure which the detail does not. Thus, saving an object in the detail editor loses that information.

When you work with the forms editor is recommended that you keep a spare copy of the FORMS OBJECT saved separately from any detail object. In this way you can then go back and make modifications in the forms editor.

---

#### SECTION 4 - Cycle Editor

---

1] I made this really great animation sequence in the cycle editor, but when I set it up in the stage/action editors, the motion of the overall object isn't there!

When using the cycle editor, Imagine only remembers changes in size, position, and so on in relation to the main parent. Thus, if you make a change to the parent object, it gets forgotten. What this means is if you make a nifty robot jumping cycle, and make it in the cycle editor so the robot actually move up etc... all that will be remembered is the changes to the legs, arms and anything OFF of the PARENT. The overall rotations and movements to the main object will be gone.

Two solutions exist. One is to simply make those changes in the stage editor each time you need to. The second is to group a plain

---

axis before you start to your object. (ie: Make the parent have a Null link). Then, you can rotate everything by rotating the main child grouped right under this null axis. This way you aren't moving the "parent", and everything will be remembered.

---



---

SECTION 5 - Spline Editor

---



---

1] I tried to import a Postscript font but I got a "Vector not found" error. What does this mean?

There are a couple of different formats of Postscript files. If Imagine doesn't like one, it will pop up this or other errors. In that case you will either have to use another Postscript file, or find a software package that will convert it from that format to one Imagine will load.

---



---

SECTION 6 - Animation, Stage Editor and Action Editor

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---

1] Even though I move an Object/Camera/Light to a new POSITION/ALIGNMENT/SIZE in the STAGE editor, Imagine seems to 'forget' what I did!

All objects must have timelines split wherever there is a change in position, alignment or size. If you do not set this up, Imagine will forget the changes no matter what.

Rather than going back and forth to the ACTION editor and adding timelines, you can have Imagine automatically create the timelines properly so everything tweens as normal. There are the "Position Bar", "Alignment Bar" and "Size Bar" commands under the OBJECT menu in the STAGE editor.

So, if you have just gone to a frame and are making a new POSITION, ALIGNMENT or SIZE for an object (or camera or light) to tween to, press RIGHT AMIGA and 7/8/9 respectively. Or use the respective bar commands from the OBJECT menu. This will extend or put a 'split' in the timeline for you (you can check this in the ACTION editor). Also, don't forget to "Save Changes" if you want to keep the motion!

---

2] How do I use the Grow Effect?

To use the grow effect, create an object in the DETAIL editor that you wish to have 'extrude' over time. Create a spline path as normal in the detail editor. This will be the path the object extrudes along during the animation.

GROUP (not join) the object with the PATH AS THE PARENT. If you do not make the path the parent, it will not work. To do this, select the path, then hold shift and select the object, then select group. Save your GROUP for loading in the animation.

---

Finally, add the effect in the ACTION editor for the grouped object.

---

3] How do I use the Tumble Effect?

The tumble effect is used to tumble 1 or more objects during an animation. To tumble an object, create your object or objects in the DETAIL editor. Still in the detail editor add an axis.

Group (not join) the AXIS to all the objects you want to tumble with the AXIS AS THE PARENT. Then load the GROUP into the STAGE/ACTION editor and add the effect as normal.

NOTE: The reason for the null object (axis) as parent is that Imagine does not TUMBLE the PARENT, just the children.

---

4] How do you get something to roll (at the right speed!) while following a path?

Getting an object to spin (like a plane doing a barrel roll) is easy- you align to path, then set Y rotation to be from 0 to 360 and it will do a complete spin. This is not in the right direction for a rolling ball, though. [Annoying feature- you can't say from 0 to 720 for two spins, or 0 to 3600 for ten.] To get it to roll I created a second path, which was basically a larger copy of the first, so the first path was just inside of the second path. I had an axis (a track) follow this new, outside path, then used "align to object" to make the sphere point to the axis.

Thus, as the ball moved along its path, one end (the positive Y axis direction) was always pointed at right angles to the direction of motion. Is this clear? Now using the "initial Y angle" and "final Y angle" I set them to 0 and 360 and it rotated as it rolled. As a special effect, I raised the "track path" a little in the Z direction so the sphere looks a little bit like a top rolling around, since the spin axis was not horizontal anymore.

An alternative would be to make a cycle object, rolling around the X axis. This is equally valid, but I did it this way first.

---

5] When I move a tracked Camera in the STAGE editor, it doesn't realign and draw the Perspective view correctly!

If you have Imagine 2.0 or higher, press RIGHT AMIGA and the K key together, or select "Camera (Re)track" from the OBJECT menu. This will make the camera reposition to the track from the new position and will redraw the perspective view.

If you have an older version of Imagine (or if you just want to) you can press RIGHT AMIGA and the C key or select "Goto" from the FRAME menu. Go to the current frame you are already on which will cause imagine to redraw everything.

---

-----

6] I have found that after creating a scene in the Stage editor, and then deciding that I want an animation and adjusting the highest frame count, my scene gets mangled in the first frame. Why?

Well, it seems to me that this will happen if you don't split your channel bar from the first frame (where you want stuff to be exactly) to the second frame. I usually setup my scenes so that I have the first frame all set as it should be and then I do my transformation from frames 2-whatever. In this way, the first frame is ALWAYS where it's suppose to be no matter what changes I make in the remaining animation. If you look at your channel it should have a break between frames 1 and 2 and then be continuous (if that's the way your animation works out) from 2 on.

=====

SECTION 7 - Rendering and the Project Editor

=====

1] Why do objects render fine in Scanline, but disappear in Trace?

There are 2 possible causes for this.

- 1) You are running out of RAM
- 2) You objects are outside of the World Boundary

To check #1 (for the Amiga), pull down The Project editor after you start a render during the initialization phase. Click once on the Workbench backdrop and you should see how much RAM you have on the top of the screen. As Imagine starts to render, this will decrease. If it becomes close to 0, chances are, that's your problem. To solve that, buy more RAM.

The other possibility is that the objects are outside of the world boundary. The world boundary is basically a box in which your objects are placed. When you enter the STAGE editor, you are placing objects in this "virtual box" whose center is 0,0,0.

When you Trace, Imagine clips ALL objects that fall outside of the box. The size of the world boundary is set in the ACTION editor. In this editor, there should be an item named GLOBALS. Whatever numbers are set in the SIZE timeline becomes the size of the box so that it lies from +/- Value for X,Y and Z. The default is no information present, which Imagine assumes is +/- 1024 units for all 3 coordinates.

Thus to fix this problem you can:

- 1) Scale your entire scene to fit inside the +/- 1024 size boundary
  - 2) Add a size line and set the X,Y,Z to the values you need (This can be found by using "coordinates" in the STAGE editor and moving the cursor around to find the values)
  - 3) Add a size line and set the X,Y,Z sizes to 0,0,0. This will force Imagine to calculate the world size for ALL frames based on where objects are for the FIRST frame. This is important since if your objects move farther out during subsequent frames, you will have to set the size manually
-

(see 2 above) since it will now be outside the computed boundary, and thus clipped.

Note: The world boundary has no effect in Scanline rendering.

Note: Setting the World Size to 0,0,0 regardless of problems will usually DECREASE Trace times!

---

2] I have a problem with Filtered objects and the Global Backdrop!

For some reason, clear or glass like objects will not be clear when used with a backdrop. To get around this render with "genlock sky" and then use an image processing program to composite the rendered image onto the background pic for each frame. Fog objects have a similar problem.

---

3] I have created an animation (Hurrah!) and when I look at each of the individual frames, they look just as I thought they might. However, when I animate them, anywhere I have applied the "roughness" parameter, surfaces look animated...with lots of "crawling" effect on them. What gives?

Roughness should NOT be used on objects that will be animated. (Unless of course, the "crawley" effect is what you're after). This is caused by a bug in the roughness algorithm. One of the main work-arounds suggested, is by using a very small or fine bump-map. Another work-around is to create a DPaint (or for that matter ANY IFF) multi-gray shaded screen and apply it as an altitude map.

---

4] What situations, parameters, attribute values, etc. require the most trace rendering time?

The list is long: reflections and refractions increase rendering time significantly, anti-aliasing (0 longest)-BTW this you must edit in the .config file and resolve depth (also in .config file), number of polygons, camera position (obliqueness), size of brush maps and even the numerical entries of solid textures, resolution, display and render modes etc etc.

The big ones are refraction, edge level(antialiasing, reflection (along with "depth") and #of polygons. Pretty well in that order too. Remember that a higher refraction index is longer rendering time also. And yes the scale of the object means a LOT. Imagine uses something called an \*Octree\* to calculate the scene. This is related to the world size setting which is also discussed here in article number 1 above. The difference can go from \*hours\* to minutes, so scale your scene by the size you make your world. You can select everything in the scene (including camera and lights) and scale it interactively.

---

5] How do I get rid of the "Jaggies?"

---

The .config file for anti-aliasing defaults to 30. This is ok, but not great. The best is 0 and final rendering should always be 0. So you must edit this file every so often (before opening Im) or build a front end on the work bench (requires programming knowledge, though). BTW, the anti-aliasing is EDLE in .config file.

{for those unfamiliar with the term jaggies - they refer to the way lines drawn by computers tend to have a jagged or stair stepped appearance, instead of a smooth continuous line. This is usually found more in low resolution images.}

---

6] How do I figure out the pixel aspect for a certain resolution display? I am rendering a picture to be displayed on a macII at 1024x768. Does anyone know the formula or is it device dependent?

Pixel aspect ratio depends both on the aspect ratio of the display device (your monitor) and the resolution that fits onto that screen. Most monitors use a 4 x 3 aspect ratio so that to achieve square 1:1 pixels, the resolution must also be 4:3. 1024 x 768 will achieve this as well as 640 x 480. The Amiga typically uses a non-square aspect ratio of about 1.2:1 such as 320 x 200, 640 x 400, 768 x 480, etc. So the pixel ratio can be found using...

(horiz res. / horiz display size) : (vert res. / vert display size)  
If your monitor has a 4:3 aspect, you should have 1:1 pixels.

---

7] When making a disco ball effect, will a SPHERICAL light set at 255 be bright enough to cause visible spots on the surfaces in a scene?

No, I bet that a light of 255 won't work too well. So crank it up to 2000! Lights are not limited to 255 (It is logical that lights can be as bright as they want). Values above 500 or so are pretty severe; they cast strong shadows, like a very sunny day. Above 3000 or so and it looks like you're world is lit by nuclear weapons.

---

8] I have a Amiga 3000/25. How long should it take to do a full trace picture with perhaps one transparent (nearly) glass? Does 4.5 hours sound reasonable to you? I am running the floating Point version of Imagine.

The floating point version of Imagine uses inline floating point code for maximum speed. It does not use the libraries. I suspect that the non-FP version uses the libraries, just in case. You can probably SPEED UP your trace time SIGNIFICANTLY by scaling up the whole scene in the stage editor (see question 4 above!). A trace time of 4.5 hours on a 3000/25 definitely a "wee bit" on the high side for a scene as simple as you describe.

---



9] Is there any particular format that Imagine prefers? Ham?  
 32 Color? EHB? 24 bit 1000 x 1000?

The best is a 24-bit image, of course. Anything works, but the color range of a 24-bit will beat the tar out of a 16 color any day. Exceptions would be objects with a few discrete colors, like a red, white, and blue flag. Then a 24-bit and a 4 color image are equal in quality. Note that Imagine converts them all to 24-bit internally, though- the memory goes down equally for a 100 by 100 4-color as it does for a 100 by 100 24-bit.

-----  
 10] I would like to use conical light sources with my rendering,  
 is there anyway "see" in wireframe where the light will fall?

Note: In imagine 2.9, the ability to turn on 'Light Lines' was added in the Stage editor. The following describes another way to 'see' the light in the Stage editor before this feature was implemented. Of course you can still use this in 2.9 and above.

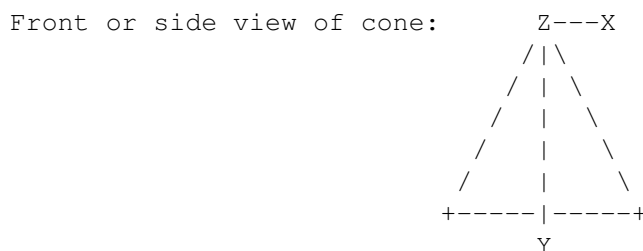
For conical lights, the X-axis size determines the radius of the light beam at the distance set at the Y-axis. This if a light has a X size of 50, and a Y-size of 200, the light would have a circle with the diameter of 100 units at a distance of 200 units from the light's axis itself.

You can use this information to create a conical light object in the detail editor. By creating a wireframe light, you can then load the light in and actually "see" and resize it to get an idea for the lights size.

Add a primitive cone object. Then position the axis of the cone such that it is at the exact tip op the cone object. Finally rotate and resize the cone's axis so the Y axis extends to the end of the cone and the x-axis (which should allready be set okay) has the diameter of the cone.

The above can be done in 4 steps using the transformation requestor, make sure that the "transform axis only" box is checked in steps 2,3 and 4:

- 1] Add a primitive cone with default values.
- 2] Set the Position on the axis -100 on the Z-axis.
- 3] Set the axis alignment to -90 on the X-axis.
- 4] Set the axis size to X=50, Y=100, Z=50.



Once this is done you will now have a cone object with the axis set correctly to be a light. It is not yet however a light source. Go into the attributes requestor for the object and click on the box labeled "light". In here is a standard light box just like those in the action editor. Click on conical, and set the color and other options as you wish.

At this point you must remove any faces from the object. If you do not do this, when you render the object will will have a white cone. Simply go into "Pick Faces" mode and then "Select All" of the faces and finally "Delete" or "Cut" them. You will now have a wireframe cone light. Save this object.

From now on, you can load this as a normal object into you renderings and resize, scale and move the light around as you wish. The only drawback to this method is that to change light parameters such as color or shadows, you must re-edit the object in the detail editor and then resave it.

---

11] How important is lighting for a rendering, and is there any "preset" method used to get good results?

Lighting in computer graphics is a very important element in creating images. It takes a while of experimenting with different types of lights and settings to get good results, but there is one basic setup that can also be used as a starting point.

The basic approach is one used for lighting real world video scenes. It is known as a "3 point" light setup since it involves 3 light sources.

The first light source named the "key" light is the main light for the scene. It is usually placed about 45 degrees above and to the side of the camera. This provides overall light so you can see your objects etc...

The second light is known as the "back" or "top" light. Place this light above and slightly behind the center of your scene. In video this is used to show highlights on a persons hair so you can tell where the back of their head is. In this case, it provides a similar function so that you can see the back parts of objects. This is typically set at about 2 times the key lights intensity, though for computer graphics a setting equal to or less than that of the key is usually enough.

The final light is the "fill" light. This is usually placed at a 45 degree angle below and to the side of the camera so that it is on the opposite side of the "key" light. This light should be dim and possible colored and diffused to give some illumination to any part of the scene not covered fromt the other lights. For rendering this means lowering the intensity and or making the light "diminish in intensity".

With this setup there should be an improvement over any

---

rendering using just one light. As a test setup a ground and a stationary object. (The typical chrome ball with cool highlights on a checkered ground works well here) Render once scene with just one light (the key light only). Then add the other 2 or more fill lights and re-render it. There should be a big difference.

Also, don't forget that lights can be colored, can cast shadows and can be "conical spotlights". All this can be used to give greater value to your scene.

---

#### 12] Help with Fog, By J. Koszarsky

Fog isn't too bad once you get the hang of it. There are a couple problems to be aware of though. Overlapping fogs will cancel each other out wherever they overlap. Fog objects should be closed objects. If you have a tube be sure to close the ends up. And when you scale your object up or down you should be aware that the fog length will not scale with your object, I found this very annoying.

Imagine you have a 100x100x100 cube and you make it a fog object. What does the fog length mean? If you make your fog length 50 units and then move a non-fog object into the fog, once it goes beyond 50 units you won't be able to see it anymore. 50 units is the point at which an object inside the fog will be totally obscured by that fog. If you shorten the length to say 25 then the fog will become more dense. Making the length larger creates a less dense fog. If the length is greater than 100 then you will be able to see objects on the other side of the cube.

Using global fog in the Stage/Action editors is similar but it is applied everywhere, like an infinite plane. You can however control the heights(Z) where the fog begins & ends. So if you wanted fog in a grave yard you could tell it to start at the ground level and end as high as you want, depending upon what your are looking for in your scene. The fog length works the same as with objects. If it is set to 100 units then any object in your scene that is beyond 100 units will be hidden in the fog. For a very subtle fog I sometimes set my length to 2048 or greater, this is very thin.

There is another annoying feature of fogs. It looks great when used for making atmosphere on a planet but it will illuminate the entire planet, no matter where the light source is placed. So you can't get a dark side if you have the fog around the entire planet. You can get around this by using a half sphere fog for the atmosphere and aligning it to your lightsource.

---

#### 13] How can I render in Widescreen/Letterbox format?

Besides making for some neat looking animations, this will also lower rendering times. For a render that would normally be 768x482 or so, make it 768x380. Leave the ratio just as it is (6:7). Any where from 380-330 or so will look pretty good.

---

Remember though that Imagine will still show the entire normal view of the animation in the Stage editor's preview window. This means that while you can see objects at the top of the screen here, they might actually be cropped in the final rendering.

-----

14] I selected Spheres for my particle object, but all I get is a polygonal shape!

In order for you to get spheres in the particle object you will have to render in Ray Trace, not Scanline. Otherwise you end up with a faceted sphere of only a few polygons.

Thread 71

--> RETURN TO CONTENTS!<--

## 1.74 MSG-71 Subject: IML-FAQ6 [part 3]

Subject: IML-FAQ6 [part 3]

Date: Fri, 21 Apr 1995 09:24:15

From: Calcolo Numerico 01 <CN01@novell.dima.unige.it>

=====

### SECTION 8 - Essence Settings and Other Attributes

=====

#### 1] Electrical Arc (Essence)

Here's how to make an electrical arc between two rods, like something out of Frankenstein's lab.

- 1] Start with a plane with 255 R,G,B on Color and a light blue (or whatever color you want the arc to be) in Filter.
- 2] Use Ringfract as follows:
  - Set the Z axis to point out of the plane, (rotate 90 on X)
  - Low Trans Start=30            Low Trans Width=5
  - Hi Trans Start =40            Hi Trans Width =5
  - Set the color to 0,0,0 for RGB.
  - Leave other settings at defaults
  - Place the axis of Ringfract in the middle of the bottom edge of the plane.
- 3] Now use Swapcrf to swap the color and filter values. Do this by setting all parameters to 0, and then setting the following values to 1:
  - Filt -> N Color = 1
  - Refl -> N Refl = 1
  - Color -> N Filt = 1

Now when rendered, there should be something similar to an electrical arc (or maybe some sort of plasma). To have the arc grow, rotate the Ringfract axis on X up or down so that the plane and cylinder

---

do not intersect at 90 degrees. If you animate this it looks like the arc gets taller until the arc breaks (i.e. the plane no longer intersects Ringfract's cylinder in a curve, but instead in two lines).

Also setting the plane to bright will make it look correct in dim scenes.

---

2] Veined Marble (Essence)

The veinedmarble texture is used twice, once for large, widely spaced veins. The second use is for finer, closely spaced veins.

For veined green marble set the object color to 40,80,40 for Red Green and Blue respectively. The texture veins are a gray-green color.

| Text#1 | Text#2 | Parameter     | Text#1 | Text#2 | Parameter   |
|--------|--------|---------------|--------|--------|-------------|
| 800.0  | 300.0  | Initial Scale | 4.0    | 5.0    | Turbidity   |
| 7.0    | 7.0    | # of Scales   | 0.9    | 0.98   | Color Level |
| 0.4    | 0.4    | Scale Ratio   | 120.0  | 120.0  | Color Red   |
| 0.6    | 0.6    | Amp Ratio     | 150.0  | 150.0  | Color Green |
| 0.4    | 0.4    | Time Ratio    | 120.0  | 120.0  | Color Blue  |
| 0.0    | 0.0    | Time          | 0.0    | 0.0    | Fade 0..1   |
| 1.0    | 1.0    | Sharpness     | 0.0    | 0.0    |             |
| 20.0   | 10.0   | Vein Spacing  | 0.0    | 0.0    |             |

Rotate the second texture 45 degrees around the X and Y axes with respect to the first texture. You may want to rotate the first texture as well.

---

3] Rough marble/rock (Essence)

This uses 2 textures, one for a main color variation, and the other for the bump/roughness. This is very effective for creating stone surfaces. Try these settings on a primitive plane.

```
Object Attribs R G B Value
Color = 136 118 128
Specular = 153 134 132
Dithering = 255
Phong = On
All others at 0.
```

| Texture 1: fractalcolor |       | Texture 2: bump |       |
|-------------------------|-------|-----------------|-------|
| Parameter               | Value | Parameter       | Value |
| Initial Scale           | 15    | Initial Scale   | 5     |
| # of scales             | 5     | # of scales     | 4     |
| Scale Ratio             | 0.4   | Scale Ratio     | 0.5   |
| Amplitude Ratio         | 0.4   | Amplitude Ratio | 0.5   |
| Time Ratio              | 0.4   | Alt. Adjust     | 3     |
| Time                    | 0     | Fade 0..1       | 0     |

---

```

Base->1 Trans 0.3 Axis placement left at default
1->2 Trans 0.6
Color 1 End 1
Color 1 Red 70
Color 1 Green 60
Color 1 Blue 60
Color 2 Red 255
Color 2 Green 240
Color 2 Blue 240
Fade 0..1 0
Axis placement left at default

```

When rendered an off gray stone will be created. Great for caverns, dungeons and so on. Just slap it onto the walls or columns to give it good-ol' natural look.

---

4] Soap Bubble (Imagine 2.0 and higher)

```

COLOR REFLECT FILTER SPECULAR
R 250 10 192 255
G 215 10 162 245
B 225 10 133 238

```

```

Dithering Hardness Roughness Shiniess Index of refraction
0 245 (Or less) 0 0 1.08

```

Then Add a Pastella Texture with the following data in each column:

```

102.333374 100.00
0.0 0.0
255.0 255
0.0 180
100.0 80
0.0 110
255.0 0.0
100.0 0.0

```

Now, try render it, and remember to put a object behind, and try to make several copies, and make a complete bubble bath!

---

5] Spaceship Panels (Imagine 2.9 and higher)

This uses the RADWIND, TUBEWIND, or RECTWIND textures to create multicolored spaceship panels:

- Add a primitive sphere with it's default values.
- Apply the RADWIND texture (or other 2 textures depending on the shape of your object)
- Make these adjustments to the texture variables:

```

Column One Two

1 210

```

\*These params will will give you panels that

---

|    |     |                                                |
|----|-----|------------------------------------------------|
| 3  | 210 | are randomly colored from the two color ranges |
| 60 | 210 | defined in column two.                         |
| 0  | 190 | *Play around with some of the variables to get |
| 1  | 190 | the effect right for you.                      |
| 0  | 190 |                                                |
| 0  | -1  |                                                |
| 0  | 0   |                                                |

---

## 6] Bark, mountain, stone effects (Imagine 2.9 and higher)

This uses the WRINKLE texture.

- Add default cylinder and CLOSE the TOP
- Select the top edges of the cylinder and MAKE SHARP
- Apply the WRINKLE texture and render.  
This will look like bark around the cylinder...play with the noise functions to adjust the look of the bark.

Now make these changes to the Texture:

| Column One | Two |                                                |
|------------|-----|------------------------------------------------|
| 0.5        | 150 | * This will look like the sides of a mountain  |
| 0.5        | 150 | around the Cylinder. On the top of the         |
| 10.0       | 150 | cylinder it will look like granite.            |
| 1.0        | 20  | * When applied to organic objects the vertical |
| 0.5        | 50  | faces will have the rivulets, the horizontal   |
| 0.0        | 20  | faces will be granite-like.                    |
| 0.0        | 0   | * Try changing the first three variables in    |
| 1.0        | 0   | Column one to 10,10,1 respectively. The        |
|            |     | resulting look will make the cylinder look     |
|            |     | like a core sample around the cylinder, while  |
|            |     | the top of the cylinder will have a marble     |
|            |     | like quality.                                  |

---

## 7] Solar Corona, By Cyrus J.Kalbrener (Essence)

This uses 1 sphere, 3 disks and 2 Essence textures.

- First use varyabsrgb to create changes subtle changes on the suns surface between white hot and light yellow.
  - Then use a disk for the corona, rotate the object axis so that the y axis was perpendicular to the surface of the disk and add the cylindturb texture with the z axis extending perpendicular from the surface of the disk. We used cylindturb because we could translate the texture along it's z axis to create the illusion of movement much more effectively than radiaiturb.
  - Then add another disk and place it less than 1 unit behind the first, apply the radial Impulse texture to create the glare around the sun.
-

- Now apply radial to another disk, this time making it black to blot out the stars behind the corona that would show through the glare (it looks pretty unrealistic without it).
- Make sure all objects are bright, and parent the second and third disks to the first. We can save the sun itself as one object, and the corona group as a second object. In the stage editor track the corona to the camera so that it would always be perpendicular to the camera (only good if the camera is moving a little bit).

---

8] Solar Corona, By Scott Kirvan (Imagine 2.9 and higher)

This uses the FIREBALL, NEBULA and GHOST textures to create.

- Add a primitive sphere with it's default values, turn on bright.
- Apply the FIREBALL texture
- Make these adjustments to the texture variables:

| Column One | Two |
|------------|-----|
| 0          | 0   |
| 255        | 0   |
| 255        | 0   |
| 100        | 0   |
| 200        | 0   |
| 30         | 0   |
| 0          | 0   |
| 0.4        | 0   |

Size: (86, 86, 86)

- Add a primitive sphere with it's default values except for the size values, they should be, at least (75, 75, 75)

Color: (255, 85, 0) Fog length: 0.01

- Apply the NEBULA texture
- Make these adjustments to the texture variables:

| Column One | Two |
|------------|-----|
| 325        | 0   |
| 1          | 0   |
| 0          | 0   |
| 5          | 0   |
| 0.2        | 0   |
| 1          | 255 |
| 1          | 255 |
| 0          | 100 |

Size: (4.5, 4.5, 4.5)

- Apply the GHOST texture
  - Make these adjustments to the texture variables:
-



| Column One | Two |
|------------|-----|
| 1200       | 0   |
| 1          | 0   |
| 0          | 0   |
| 0          | 0   |
| 0          | 0   |
| 0          | 0   |
| 0          | 0   |
| 0          | 0   |
| 0          | 0   |

```
=====
SECTION 9 - Miscellaneous
=====
```

1] What the heck is BTW, IMO and other weird abbreviations...

BTW is an abbreviation for "By The Way".  
 IMO is an abbreviation for "In My Opinion"  
 IMHO is an abbreviation for "In My Humble Opinion"  
 IML is an abbreviation for "Imagine Mailing List"  
 :) is a sideways smiley face  
 :( is a sideways frowny face  
 ;) is a winking-eye face etc...

2] My rendering times and even my refresh times in the editors are much MUCH too slow, even with an accelerator. Is there any basic tricks or hints that are often overlooked that might help me out?"

Always be sure to MERGE your objects. This eliminates multiple faces, points and lines. Some objects have a VERY large number of these and it can slow your times down by up to 1/2!

3] When does one get good enough so that they don't render ugly pictures!

Practice with a simple objects (to cut down trace time) over and over and over. Varying lighting & color etc. This will allow you to get the effect you want which is only a technical problem.

4] Hires Video modification for Amiga Imagine From James R. Walker

\*\*\*Note: The following explains how to modify the actual executable file of Imagine. Do this at your own risk! If you have any problems or end up trashing your copy of the program it is your own fault. It is highly recommended that you make a backup copy of the program before you mess with it.

Ok, here's how it works... (If you don't have an Amiga, don't do this!)

Get a filezapper type program. (NewZap DPU FileZap Hex etc...)

Look up your version of Imagine on the chart below.

Edit the executable at the bytes indicated in the chart. The block #s and byte #s are shown in decimal. The hex numbers in parenthesis are the hex versions of the block numbers. The bytes to modify are, of course, in hex. Replace the resolution you find there with the resolution you want. Then save the new file. (I don't have to remind you to keep a backup of Imagine on hand!)

Notice that Imagine automatically doubles the vertical resolution for use in interlace mode. So, if you want vertical resolution of 462 then you must tell it to give you 231. (231 = 00E7 in hex)

|         | Imagine Version # | Horizontal                                                                             | Vertical                                                                  |
|---------|-------------------|----------------------------------------------------------------------------------------|---------------------------------------------------------------------------|
| FP      | 1.1               | Block 393 (\$189)<br>Bytes 220 & 221<br>From 02 80<br>(Example: To 02 BC = 700 in dec) | Block 83 (\$053)<br>Bytes 162 & 163<br>From 00 C8<br>(To 00 E7 = 231 dec) |
| FP      | 2.0               | Block 497 (\$1F1)<br>Bytes 328 & 329<br>From 02 80                                     | Block 95 (\$05F)<br>Bytes 250 & 251<br>From 00 C8                         |
| INT PAL | 2.0               | Block 500 (\$1F4)<br>Bytes 124 & 125<br>From 02 80                                     | Block 94 (\$05E)<br>Bytes 42 & 43<br>From 01 00                           |
| FP PAL  | 2.0               | Block 497 (\$1F1)<br>Bytes 388 & 389<br>From 02 80                                     | Block 95 (\$05F)<br>Bytes 244 & 245<br>From 01 0                          |
| INT     | 2.9               | Block 1561 (\$619)<br>Bytes 486 & 487<br>From 02 80                                    | Block 119 (\$077)<br>Bytes 480 & 481<br>From 00 C8                        |
| FP      | 2.9               | Block 1529 (\$5F9)<br>Bytes 82 & 83<br>From 02 80                                      | Block 95 (\$05F)<br>Bytes 168 & 169<br>From 00 C8                         |
| FP PAL  | 2.9               | Block 1529 (\$5F9)<br>Bytes 146 & 147<br>From 02 80                                    | Block 95 (\$05F)<br>Bytes 162 & 163<br>From 01 00                         |
| FP      | 3.1               | Block 1667<br>Offset +60<br>Abs pos 853564<br>Current value \$0280                     | Block 126<br>Offset +425<br>Abs pos 64937<br>Current \$64                 |

Block + Offset is commonly used with most disk editors, but some use the Absolute Position instead. Remember to divide the height of the screen by 4 first, and that you can't use values higher than 127 due to Impulses use of signed character storage. 127 will give you screen

height of 508. I don't think its easily possible to hack Imagine to use an unsigned character to get a higher screen size. Anyone?

One Final Note: Imagine PC users have a whole different program than Amiga users. This modification will not work on the PC version. I would guess that a similar modification for the PC version would be more complicated, given that VGA modes are more complicated than Amiga modes.

-----

5] What are particles? (Note: Particles were add in Imagine 2.9)

There are a couple of different meanings and interpretations of what particles and particle animation software should do. In general, a particle is an object, or point in 3D space that is then controled by parameters mimicking real world physics. For example, take a point in 3D and apply motion to it as if it were under gravity. The result would be it would move downward increasing in speed. So you can use particles to simulate wind, exploding, melting and other things that move points in different ways.

Particles can also be objects or simple polygonal shapes rather than just points. In imagine, you can make a 'particle object' by modeling a normal object with faces. Then, using the particle requestor in the Detail Editor, specifiy that all faces/polygons of the object be replaced by cubes, spheres, tetrahedrons and so on...or even other objects. When you go to render the object, each face will be replaced with the particle you have chosen.

This means in Imagine, you can make objects created out of many 'particles' even though you don't use any particle type of motion. This is true since you could now take that object, and just animate it normally using standard key frame techniques and so on.

However, Imagine does have a new method for applying the motion control over these particle objects, (or even normal objects, since it will simply affect the faces). In the Action Editor you can now use the particle effect. This lets you specify how the particle/faces of the object will be affected over the course of an animation.

In general, particle systems allow one to simulate complex motion easily. They allow one to create many particle objects and to have their motion defined by mathmatical properties.

=====  
CLOSING - Closing statements and Disclaimer  
=====

Hopefully this document is useful to people out there. Once again, if there is anything you want added/changed/deleted, please e-mail as listed at the top of the document.

What follows is a small disclaimer so no one gets sued for information that is harmful or accidentally incorrect or misleading. (If you find a mistake...please send e-mail so it can be fixed!).

Disclaimer: There is no guarantee regarding any information

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presented in this document. The information may not be correct, useful or helpful. The reader accepts ALL responsibility for actions pertaining to reading this document regardless of consequence.

=====  
END OF IML-FAQ

```

/_
| | "cn01@novell.dima.unige.it"
| O | "G.Scibilia@agora.stm.it"
| | "2:332/211.24@FidoNet.org"
| O | "Imagine Mailing List,IML FAQer" ae(-_^)ue
|_| | _____ Wizard signing off

```

Thread 213

--> RETURN TO CONTENTS!<==

## 1.75 MSG-72 Subject: Re:Who needs AMIGA?

Subject: Re:Who needs AMIGA?  
Date: Fri, 21 Apr 1995 11:05:08  
From: lhurtado@spin.com.mx (Polo Hurtado)

On Mon, 17 Apr 1995, DMetcalfe wrote...

> And if anyone knows of  
> >anything< remotely like DirOpus for DOS, Win, WinNT, OS/2 or MacOS  
> please let me know. I want DirOpus ported!

There is a program called DirMaster (OS/2) that looks exactly like Opus!

You can find it at Hobbes.NMSU.edu in the diskutil directory, sorry but can't remember the exact name of the archive. (However, the program name IS DirMaster)

Hope it helps =)

POlo  
Polo Hurtado  
SysOP SPYDER  
(525) 361-0314  
(525) 286-3382

```

"Two wrongs don't make a right
but two Wrights made an airplane!

```

=====  
Thread 236

--> RETURN TO CONTENTS!<==

## 1.76 MSG-73 Subject: RE: Setting up Imagine on

Subject: RE: Setting up Imagine on  
Date: Fri, 21 Apr 1995 12:44:00  
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

-> If this is the typical cyberbabble needed to load Imagine on a PC.  
-> with the demise of the Amiga in the states as a platform.

Sheesh, ease up. All you need is Imagine /noxms from the command prompt.

---

~ InterNet - GraFX Haus BBS - Santa Barbara, Ca - (805) 683-1388  
=====

Thread 77

--> RETURN TO CONTENTS!<==

## 1.77 MSG-74 Subject: Re: Re: How do I get 2 textures on 1 object

Subject: Re: Re: How do I get 2 textures on 1 object  
Date: Fri, 21 Apr 1995 13:08:00  
From: Michael North <IBTLMAN@MVS.OAC.UCLA.EDU>

> I never said it was at aloha.com, you shoulda read the post a bit better  
> (it was my server at ftp pupule.aloha.com). All the folks who stopped by  
> seemed to be able to get files (at least the server's logging the accesses  
> and I haven't gotten any other complaints). Anyway the new domain will be

Sorry, especially if my language sounded a little ill-tempered. I guess I was trying to access the wrong ftp server.

So... does this resolve the whole issue (I hope)? I'll still wait to hear from Steve Blackmon, and if he is agreeable, I'll try to find an appropriate and inoffensive place somewhere at wuarchive or chinalake to put the textures.

Michael

Thread 75

--> RETURN TO CONTENTS!<==

## 1.78 MSG-75 Subject: Re: Re: How do I get 2 textures on 1 object

Subject: Re: Re: How do I get 2 textures on 1 object  
Date: Fri, 21 Apr 1995 13:15:00  
From: Michael North <IBTILMAN@MVS.OAC.UCLA.EDU>

> Actually, I downloaded the files just fine yesterday. I haven't had a  
> chance to use them yet, but I unzipped them and read the documentation.  
> There's some good stuff in there.  
>  
> Speaking of textures, I heard mention of the purphaze and caustics textures  
> being only available for the PC. Where would I get these? I've heard good  
> things about them. Which leads to the question: what exactly do these do?  
>

My mistake about the ftp server. Many apologies.

Caustics and purphaze showed up on the PC version of 3.0, as far as I know. Purphaze does pretty much what it says, or it did the one time I played with it: casts a diffuse purple haze all over everything. Caustics is supposed to give you a kind of light on the bottom of a swimming pool effect. There isn't any documentation on either and so they're a little hard to use, but there have been some pretty specific suggestions about caustics posted here lately.

Michael

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--> RETURN TO CONTENTS!<--

## 1.79 MSG-76 Subject: How do I get 2 textures on one object?

Subject: How do I get 2 textures on one object?  
Date: Fri, 21 Apr 1995 13:16:35  
From: Edward Askins <edochan@moose.erie.net>

I just downloaded the texture toolkit and DE\*.ITX texture libraries from Pupule.aloha.com I have only been playing with them for a short while, but I have to say that what I have seen is pretty impressive. The DE\*.ITX library can mix texture properties such as the color, bumpmap, filter and reflectivity. The texture toolkit has some stuff for cleaning up after the DE\*.ITX library as well as some neat things that deal with reflectivity and filter.

Speaking of textures, Does anyone know if Essence has come out with texture libraries for the PC yet? Does anyone know where I can contact the company that makes Essence textures? I have heard a great deal about these texture libraries for the AMIGA, I have seen tutorials and objects that rely on these textures. I just can't get my hands on them.

-Ed

=====

---

Thread 229

--> RETURN TO CONTENTS!<==

## 1.80 MSG-77 Subject: RE: Setting up Imagine on

Subject: RE: Setting up Imagine on  
 Date: Fri, 21 Apr 1995 13:44:00  
 From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

-> If this is the typical cyberbabble needed to load Imagine on a P=C.-> with the demise of the Amiga in the states as a platform. Sheesh, ease up. All you need is Imagine /noxms from the command prom=pt.--- =FE InterNet - GraFX Haus BBS - Santa Barbara, Ca - (805) 683-1388

Thread 220

--> RETURN TO CONTENTS!<==

## 1.81 MSG-78 Subject: Sorry Could Not Find Subject!

Date: Fri, 21 Apr 1995 14:05:08  
 From: montvai@achilles.rijnh.nl (Attila Montvai)

\*IMHO, I don't think that PC textures should be loaded into Aminet; That's not what it's for ! Aminet is an archive for Amiga specific or related \*programs/data/archives etc., not for things that won't EVER WORK on the \*Amiga... Just my 2ecu's worth.

>>I will buy a pc when it is the last computer on the planet.  
 ++Motorola always had better processors than Intel

ad \*: Sound based idea, but falls short of being perfect. I think one should prevent those THINGS (like me for instance) who had, have had or might have PC's, Mac's, SG's, abacus etc. to get close to Aminet. There can be infections of the healthy air with viruses like GOOD TIMES recently, .....

But to my greatest sadness aminet servers are not exclusively AMIGA's. It is the best time to clean up the air now!

ad >>: Q: Why to buy then anything what is able to compute?  
 Anyway the very last pc on the planet (in the universe?) is going to cost a lot of money, so probably one can not afford it. If anyone wants to buy it against my advice, please start saving money right now!

ad ++: Please disclose where to find the results of research substantiating the claim? One should set up a scheme to evaluate constantly the

best processor (because it is very likely that in the next two years a lot of new chips appear) so it is very important for me to know officially what chip is the best. The reason is very simple: I have realised that my intellectual abilities are not strong enough to do anything meaningful by using Imagine, IDL, Mathematica .. and other software. Therefore I want to use them on the best chip.

Summary: in complete agreement to my previous mail Stephen G. wrote:

\$What really matters is  
\$what you do with the system you have.

RIGHT!

Attila  
montvai@achilles.rijnh.nl

=====  
ABACUS: 1.2 Hz (!), eleven rows, thirteen spheres of different colors on each  
=====

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--> RETURN TO CONTENTS!<--

## 1.82 MSG-79 Subject: How do I get 2 textures on one object?

Subject: How do I get 2 textures on one object?

Date: Fri, 21 Apr 1995 14:16:35  
From: Edward Askins <edochan@moose.erie.net>

I just downloaded the texture toolkit and DE\*.ITX texture libraries from Pupule.aloha.com I have only been playing with them for a short while, but I have to say that what I have seen is pretty impressive. The DE\*.ITX library can mix texture properties such as the color, bumpmap, filter and reflectivity. The texture toolkit has some stuff for cleaning up after the DE\*.ITX library as well as some neat things that deal with reflectivity and filter.

Speaking of textures, Does anyone know if Essence has come out with texture libraries for the PC yet? Does anyone know where I can contact the company that makes Essence textures? I have heard a great deal about these texture libraries for the AMIGA, I have seen tutorials and objects that rely on these textures. I just can't get my hands on them.

-Ed

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### 1.83 MSG-80 Subject: Re: Multi Select

Subject: Re: Multi Select  
 Date: Fri, 21 Apr 1995 14:21:00  
 From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

-> From: "Randy R. Wall" <rrw@ecst.csuchico.edu>-> Check your prefs to see that Funtion key ll is still set to P=ick-> Select, for the editors that have th is abilitiy. If its not or you= ha-> changed it, then this is the problem.Functi on key ll? I have function key F1 set to pick select. Since whe=ndid it change t o F11? ...and no, F11 was blank.Anyway, it's all academic. I don't know what I w as doing wrong, butmultiselect using the ALT/N + ALT/B pick method works. Probab ly toomany cobwebs in the attic that morning. :)

---

Mike van der Sommen || Em  
 ail: =| =3D | GraFX Haus BBS || mike.van  
 dersommen@caddy.uu.silcom.com =| =3D | Santa Barbara, Ca. || ←  
 "…where the 4 Horsemen of  
 the Apocalypse play golf..." =| =3D | 14.4k v.32bis 24 hours -  
 805-683-1388 =| =3D |  
 /--- =FE InterNet - GraFX Haus BBS - Santa Barbara, Ca - (805  
 ) 683-1388

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### 1.84 MSG-81 Subject: Re: Setting up Imagine on PC

Subject: Re: Setting up Imagine on PC  
 Date: Fri, 21 Apr 1995 15:34:04  
 From: Jeremy Peter Hopkin <jph@Cs.Nott.AC.UK>

Brad if you think that startup was cyberbabble here is my config.sys and autoexec.bat, for multiple configurations, a little overdone, but I like it that way. If use use something like this (assuming MS-Dos 6.2x, I think), it gets over the need for seperate boot disks for games, utilites, windows etc. and it means you dont load excess drivers etc. Sorry to anyone who is not interested. The menu system can be done in any order and doesn't need to be indented, and character case doesn't matter.... BUT the start menu MUST be called "Menu" and in a menu and submenu, (e.g. [Menu], [Games], [DosUtil] etc) you can only use menu-commands, but in the MenuItem's (e.g. [Imagine], [Dos] etc) you place the config.sys commands for that paticular item. Any further questions just direct to me. (Or try "Help Multi-config" at the command prompt)

My two files below, are not fully complete yet as doublespace and scandisk wiped 450MB data off my hard drive(inc. Windows, I think they were

trying to make a statement, as they didn't wipe Imagine), and so I'm updating it as I reinstall them. There are three more menu commands I haven't use as yet: Include, Menucolor and Menudefault (Just thought I'd let you in on the whole story)

Unfortunatly memmaker doesn't notice Multi-configs, but quemm does and can optimimise each config seperately (memmaker just thinks its one long initilisation file, and optimises it so), but I prefer doing it myself :-P. Any questions, just send 'em to me, or the mailing list, or both.

\*\*\*\*\* Config.sys \*\*\*\*\*

```
DEVICE=C:\DOS\HIMEM.SYS /TESTMEM:OFF
BUFFERS=30,8
FILES=50
DOS=HIGH,UMB
LASTDRIVE=Z
FCBS=4,0
COUNTRY=061,437,C:\DOS\COUNTRY.SYS
INSTALL=C:\DOS\KEYB.COM UK,437 /E /ID:166
```

[Menu]

```
MenuItem = Dos, MS-Dross
MenuItem = Win, MS-Windoze, overhauled by PC Tools v2
MenuItem = Speccy, Spectrum Emulator
SubMenu = Games, Games Menu
SubMenu = DosUtil, Dross Utilities
SubMenu = DosMenu, Dross Menu
SubMenu = WinMenu, Windoze Menu
```

[Dos]

```
DEVICE=C:\DOS\EMM386.EXE RAM
```

[Win]

[Speccy]

```
DEVICE=C:\DOS\EMM386.EXE RAM
```

[Games]

```
MenuItem = Descent, Descent
MenuItem = SC2000, Sim City 2000
MenuItem = Shadow, Shadow Caster
MenuItem = Wiz, Wizardry 8, Crusaders of the Dark Savant
SubMenu = Ultima, Ultima Menu
SubMenu = Menu, Back to Main Menu
```

[Descent]

[SC2000]

[Shadow]

[Wiz]

[Ultima]

```
MenuItem = U8, Ultima 8, "Pagan"
SubMenu = UUW, The Utilma Underworlds
```

---

SubMenu = Games, Back to Game Menu  
SubMenu = Menu, Back to Main Menu

[U8]

[UUW]

MenuItem = UnderW1, Ultima Underworld I, "The Stygian Abyss"  
MenuItem = UnderW2, Ultima Underworld II, "Labyrinth of Worlds"  
SubMenu = Ultima, Back to Ultima Menu  
SubMenu = Games, Back to Game Menu  
SubMenu = Menu, Back to Main Menu

[UnderW1]

[UnderW2]

[DosUtil]

MenuItem = Imagine, Imagine a raytracer.....  
MenuItem = Neo, Neopaint  
SubMenu = Menu, Back to Main Menu

[Imagine]

[Neo]

[DosMenu]

MenuItem = DosSD1M, Dross with SmartDrive (1024KB)  
MenuItem = DosSD2M, Dross with SmartDrive (2048KB)  
MenuItem = DosSDUsr, Dross with SmartDrive (User Defined)  
SubMenu = Connect, Serial and paralell Client/Server  
SubMenu = Menu, Back to Main Menu

[DosSD1M]

DEVICE=C:\DOS\EMM386.EXE RAM

[DosSD2M]

DEVICE=C:\DOS\EMM386.EXE RAM

[DosSDUsr]

DEVICE=C:\DOS\EMM386.EXE RAM

[Connect]

MenuItem = DCs,Desk Connect Server, 4096K SmartDrive  
MenuItem = DCc,Desk Connect Client  
MenuItem = ILS,Interlink Server, 4096K SmartDrive  
MenuItem = ILC,Interlink Client  
SubMenu = DosMenu, Back to Dos Menu  
SubMenu = Menu, Back to Main Menu

[DCs]

DEVICE=C:\DOS\EMM386.EXE RAM

[DCc]

DEVICE=C:\DOS\EMM386.EXE RAM

[ILS]

DEVICE=C:\DOS\EMM386.EXE RAM

---

```
[ILc]
DEVICE=C:\DOS\EMM386.EXE RAM
DEVICE C:\DOS\INTERLINK.EXE /DRIVES:5 /AUTO /BAUD:115200 /NOSCAN /V
```

```
[WinMenu]
SubMenu = Menu, Back to Main Menu
```

```
***** End of Config.sys *****
```

```
***** Autoexec.bat *****
```

```
PROMPT PG
rem PATH=C:\DOS; C:\WINDOWS
```

```
goto %config%
```

```
:DCc
c:\dos\smartdrv 1024
echo When the server is set up...
Pause
dc
goto end
```

```
:DCs
c:\dos\smartdrv /V 4096 /E:8192 /B:131072
dcs
goto end
```

```
:Dos
LH /L:1,6384 DOSKEY /INSERT
LH /L:2,40384 MOUSE
goto End
```

```
:DosSD1M
c:\dos\smartdrv 1024
LH /L:1,6384 DOSKEY /INSERT
LH /L:2,40384 MOUSE
goto End
```

```
:DosSD2M
c:\dos\smartdrv 2048
LH /L:1,6384 DOSKEY /INSERT
LH /L:2,40384 MOUSE
goto End
```

```
:DosSDUsr
LH /L:1,6384 DOSKEY /INSERT
LH /L:2,40384 MOUSE
cls
echo Choose a size for SmartDrive
echo " "
echo 0. No Smart Drive
echo 1. 512K (1/2 MB)
echo 2. 1024K (1 MB)
echo 3. 1536K (1 1/2 MB)
echo 4. 2048K (2 MB)
```

---

```
echo 5. 2560K (2 1/2 MB)
echo 6. 3072K (3 MB)
echo 7. 3584K (3 1/2 MB)
echo 8. 4096K (4 MB)
echo " "
Choice /c:012345678 Choose a size

If errorlevel 9 c:\dos\smartdrv 4096
If errorlevel 8 c:\dos\smartdrv 3584
If errorlevel 7 c:\dos\smartdrv 3072
If errorlevel 6 c:\dos\smartdrv 2560
If errorlevel 5 c:\dos\smartdrv 2048
If errorlevel 4 c:\dos\smartdrv 1536
If errorlevel 3 c:\dos\smartdrv 1024
If errorlevel 2 c:\dos\smartdrv 512
If errorlevel 1 goto End
goto End

:Descent
echo Running Descent
cd c:\games\descent
descent
goto End

:Imagine
LH /L:2,40384 MOUSE
cd utils\graphics\imagine
imagine
goto end

:ILc
c:\dos\smartdrv 1024
echo When the server is set up...
Pause
interlnk
goto end

:ILs
c:\dos\smartdrv /V 4096 /E:8192 /B:131072
intersvr /BAUD:115200 /V
goto end

:Neo
LH /L:2,40384 MOUSE
cd utils\dos\graphics\neopaint
neopaint
goto end

:SC2000
echo Running Sim City 2000
LH /L:2,40384 MOUSE
cd c:\games\sc
sc2000
goto End

:Shadow
echo Running Shadow Caster
```

---

```
LH /L:2,40384 MOUSE
cd c:\games\shadow
shadow
goto End

:Speccy
echo Spectrum Emulator Start-up
LH /L:1,6384 DOSKEY /INSERT
LH /L:2,40384 MOUSE
goto End

:Wiz
echo Running Wizardry
LH /L:2,40384 MOUSE
cd c:\games\wizardry
wizardry
goto end

:U8
echo Running Ultima 8 - Pagan
LH /L:2,40384 MOUSE
cd c:\games\ultima\ultima8
u8
goto end

:UnderW1
echo Running Ultima UnderWorld - The Stygan Abyss
LH /L:2,40384 MOUSE
cd c:\games\ultima\uw1
uw
goto end

:UnderW2
echo Running Ultima Underworld II - Labyrinth of Worlds
LH /L:2,40384 MOUSE
cd c:\games\ultima\uw2
uw2
goto end

:Win
echo Windows Start-up
Win
goto End

:End
=====
```

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--> RETURN TO CONTENTS!<--

## 1.85 MSG-82 Subject: Re: Setting up Imagine on PC

Subject: Re: Setting up Imagine on PC

Date: Fri, 21 Apr 1995 15:34:04

From: Jeremy Peter Hopkin <jph@Cs.Nott.AC.UK>

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LASTDRIVE=Z
FCBS=4,0
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INSTALL=C:\DOS\KEYB.COM UK,437 /E /ID:166
```

[Menu]

```
MenuItem = Dos, MS-Dross
MenuItem = Win, MS-Windoze, overhauled by PC Tools v2
MenuItem = Speccy, Spectrum Emulator
SubMenu = Games, Games Menu
SubMenu = DosUtil, Dross Utilities
SubMenu = DosMenu, Dross Menu
SubMenu = WinMenu, Windoze Menu
```

[Dos]

```
DEVICE=C:\DOS\EMM386.EXE RAM
```

[Win]

[Speccy]

```
DEVICE=C:\DOS\EMM386.EXE RAM
```

---

[Games]

MenuItem = Descent, Descent  
MenuItem = SC2000, Sim City 2000  
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SubMenu = Menu, Back to Main Menu

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[SC2000]

[Shadow]

[Wiz]

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SubMenu = UUW, The Utilma Underworlds  
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[UUW]

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SubMenu = Ultima, Back to Ultima Menu  
SubMenu = Games, Back to Game Menu  
SubMenu = Menu, Back to Main Menu

[UnderW1]

[UnderW2]

[DosUtil]

MenuItem = Imagine, Imagine a raytracer.....  
MenuItem = Neo, Neopaint  
SubMenu = Menu, Back to Main Menu

[Imagine]

[Neo]

[DosMenu]

MenuItem = DosSD1M, Dross with SmartDrive (1024KB)  
MenuItem = DosSD2M, Dross with SmartDrive (2048KB)  
MenuItem = DosSDUsr, Dross with SmartDrive (User Defined)  
SubMenu = Connect, Serial and paralell Client/Server  
SubMenu = Menu, Back to Main Menu

[DosSD1M]

DEVICE=C:\DOS\EMM386.EXE RAM

[DosSD2M]

DEVICE=C:\DOS\EMM386.EXE RAM

---



```
[DosSDUsr]
DEVICE=C:\DOS\EMM386.EXE RAM
```

```
[Connect]
MenuItem = DCs,Desk Connect Server, 4096K SmartDrive
MenuItem = DCc,Desk Connect Client
MenuItem = ILs,Interlink Server, 4096K SmartDrive
MenuItem = ILc,Interlink Client
SubMenu = DosMenu, Back to Dos Menu
SubMenu = Menu, Back to Main Menu
```

```
[DCs]
DEVICE=C:\DOS\EMM386.EXE RAM
```

```
[DCc]
DEVICE=C:\DOS\EMM386.EXE RAM
```

```
[ILs]
DEVICE=C:\DOS\EMM386.EXE RAM
```

```
[ILc]
DEVICE=C:\DOS\EMM386.EXE RAM
DEVICE C:\DOS\INTERLINK.EXE /DRIVES:5 /AUTO /BAUD:115200 /NOSCAN /V
```

```
[WinMenu]
SubMenu = Menu, Back to Main Menu
```

```
***** End of Config.sys *****
```

```
***** Autoexec.bat *****
```

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goto end
```

```
:Dos
LH /L:1,6384 DOSKEY /INSERT
LH /L:2,40384 MOUSE
goto End
```

```
:DosSD1M
c:\dos\smartdrv 1024
LH /L:1,6384 DOSKEY /INSERT
```

---

```
LH /L:2,40384 MOUSE
goto End

:DosSD2M
c:\dos\smartdrv 2048
LH /L:1,6384 DOSKEY /INSERT
LH /L:2,40384 MOUSE
goto End

:DosSDUsr
LH /L:1,6384 DOSKEY /INSERT
LH /L:2,40384 MOUSE
cls
echo Choose a size for SmartDrive
echo " "
echo 0. No Smart Drive
echo 1. 512K (1/2 MB)
echo 2. 1024K (1 MB)
echo 3. 1536K (1 1/2 MB)
echo 4. 2048K (2 MB)
echo 5. 2560K (2 1/2 MB)
echo 6. 3072K (3 MB)
echo 7. 3584K (3 1/2 MB)
echo 8. 4096K (4 MB)
echo " "
Choice /c:012345678 Choose a size

If errorlevel 9 c:\dos\smartdrv 4096
If errorlevel 8 c:\dos\smartdrv 3584
If errorlevel 7 c:\dos\smartdrv 3072
If errorlevel 6 c:\dos\smartdrv 2560
If errorlevel 5 c:\dos\smartdrv 2048
If errorlevel 4 c:\dos\smartdrv 1536
If errorlevel 3 c:\dos\smartdrv 1024
If errorlevel 2 c:\dos\smartdrv 512
If errorlevel 1 goto End
goto End

:Descent
echo Running Descent
cd c:\games\descent
descent
goto End

:Imagine
LH /L:2,40384 MOUSE
cd utils\graphics\imagine
imagine
goto end

:ILc
c:\dos\smartdrv 1024
echo When the server is set up...
Pause
interlnk
goto end
```

---

```
:ILs
c:\dos\smartdrv /V 4096 /E:8192 /B:131072
intersvr /BAUD:115200 /V
goto end

:Neo
LH /L:2,40384 MOUSE
cd utils\dos\graphics\neopaint
neopaint
goto end

:SC2000
echo Running Sim City 2000
LH /L:2,40384 MOUSE
cd c:\games\sc
sc2000
goto End

:Shadow
echo Running Shadow Caster
LH /L:2,40384 MOUSE
cd c:\games\shadow
shadow
goto End

:Speccy
echo Spectrum Emulator Start-up
LH /L:1,6384 DOSKEY /INSERT
LH /L:2,40384 MOUSE
goto End

:Wiz
echo Running Wizardry
LH /L:2,40384 MOUSE
cd c:\games\wizardry
wizardry
goto end

:U8
echo Running Ultima 8 - Pagan
LH /L:2,40384 MOUSE
cd c:\games\ultima\ultima8
u8
goto end

:UnderW1
echo Running Ultima UnderWorld - The Stygan Abyss
LH /L:2,40384 MOUSE
cd c:\games\ultima\uw1
uw
goto end

:UnderW2
echo Running Ultima Underworld II - Labyrinth of Worlds
LH /L:2,40384 MOUSE
cd c:\games\ultima\uw2
uw2
```

---

```
goto end

:Win
echo Windows Start-up
Win
goto End

:End
```

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## 1.86 MSG-83 Subject: Re: 040 Imagine

```
Subject: Re: 040 Imagine
Date: Fri, 21 Apr 1995 15:53:22
From: Jeremy Peter Hopkin <jph@Cs.Nott.AC.UK>
```

>I will buy a pc when it is the last computer on the planet.  
... cut ..

While AmigaOS and workench are a nice system and MS-Windows is naff, if you get PCTools v2 for Windows (Central Point), I must admit Windows becomes a nice system too.

No flames intended, just my opinion, :-)

Jeremy

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## 1.87 MSG-84 Subject: Re: Multi Select

```
Subject: Re: Multi Select
Date: Fri, 21 Apr 1995 15:59:01
From: Ian Smith <iansmith@moose.erie.net>
```

On Fri, 21 Apr 1995, Mike Vandersommen wrote:

```
> -> From: "Randy R. Wall" <rrw@ecst.csuchico.edu>
> -> Check your prefs to see that Funtion key 11 is still set to Pick
> -> Select, for the editors that have this abilitiy. If its not or you ha
> -> changed it, then this is the problem.
>
> Function key 11? I have function key F1 set to pick select. Since when
> did it change to F11? ...and no, F11 was blank.
>
```

> Anyway, it's all academic. I don't know what I was doing wrong, but  
> multiselect using the ALT/N + ALT/B pick method works. Probably too  
> many cobwebs in the attic that morning. :)

Function key 11 SHOULD be set to "Pick Select" just like F1. This lets you use the shift key and F1 to multi-select an object. I use it all the time. One of the neat things Impulse did was to make the shift key work pretty much the same everywhere.

Now if they only added Rexx, and fixed their filerequester... Parent is still broken in Amiga 3.2.

--

IanSmith@moose.erie.net

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## 1.88 MSG-85 Subject: Windows version of Imagine

Subject: Windows version of Imagine

Date: Fri, 21 Apr 1995 16:14:57

From: Ian Smith <iansmith@moose.erie.net>

I just talked to Mike Halvorsen on the phone, well grilled him actually. He said that the Windows version is a completely new program, and will not be compatible with either the Amiga or IBM version of Imagine. There are no plans to release a version of this for the Amiga, and he said he doubts they ever will. I could get no feature list out of him, or even a general idea on when it will be released. I think they learned what happens when you set deadlines, and miss them. :-)

Anyway, as an Amiga user this of course makes me somewhat sad, as it is the first step in discontinuing Amiga support. He did specifically state that they were going to continue to support the Amiga platform, so I am not going to panic or anything. I just hope there is life beyond 4.0.

He said that it was too hard to port between MS Windows and Amiga OS, and it would be a major pain.. but I think if they kept the rendering and modeling tools separate from the interface, they could do it.

--

IanSmith@moose.erie.net

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**1.89 MSG-86 Subject: Re: Re: How do I get 2 textures on 1 object**

Subject: Re: Re: How do I get 2 textures on 1 object  
 Date: Fri, 21 Apr 1995 19:48:17  
 From: sharky@aloha.com

On Fri, 21 Apr 1995, Michael North wrote:

> > I never said it was at aloha.com, you shoulda read the post a bit better  
 > > (it was my server at ftp pupule.aloha.com). All the folks who stopped by  
 > > seemed to be able to get files (at least the server's logging the accesses  
 > > and I haven't gotten any other complaints). Anyway the new domain will be  
 >  
 > Sorry, especially if my language sounded a little ill-tempered. I  
 > guess I was trying to access the wrong ftp server.  
 >  
 > So... does this resolve the whole issue (I hope)? I'll still wait  
 > to hear from Steve Blackmon, and if he is agreeable, I'll try to  
 > find an appropriate and inoffensive place somewhere at wuarchive or  
 > chinalake to put the textures.  
 >  
 > Michael  
 >

Hiya,

It should be (I could be wrong, I blew it the first time :-)) try again. My domain is registered and should be propagating now (I hope) as websharx.com. I was hoping to host a few goodies for Imagine for PC as well as not platform specific stuff such as images and tutorials. The response so far has been positive, but I'd be happy to upload the files somewhere where they would be appropriate.

I haven't had contact with Steve for some time, but I would assume that he knows that once they are made available on the net, that others will upload them to other sites. Please feel free to place them on aminet if there is an area where they will not cause confusion or a stir. I just don't want to upset anyone, I'm just a mellow dude trying to avoid controversy :-)

Aloha,  
 Sharky

sharky@aloha.com/CIS#70614,2011 \_\_\_ v Home Page : http://aloha.com/~sharky  
 WebSurfer & Fun Guy,Funky \_\_\_/ \ >\*< Hawaii Related Links and Etcetera's  
 WWW Page Designs, \_\_\_\_\_/ ) | ^ 3D Modelling & Animation Art,Objects,  
 Tech. Planning /\\_\_\_\_\_/ } \ NOTE:Pages still under construction  
 ~~~~~ (\_\_\_\_ALOHA!\_\_\_\_) ~~~~~

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## 1.90 MSG-87 Subject: Re: Multi Select

Subject: Re: Multi Select  
Date: Fri, 21 Apr 1995 21:13:08  
From: jgoldman@acs.bu.edu

> Function key 11? I have function key F1 set to pick select. Since when  
> did it change to F11? ...and no, F11 was blank.

Imagine's F11 designation refers to Shift-F1. In fact, F11 through F20  
have the keyboard equivalents Shift-F1 through F10...

Pick Select on F1 will pick the selected object.

Pick Select on F11 will multi-pick the selected object. Makes sense  
when you think about what Shift does in terms of multi-selection.

Hope it helps...

Jeff-->

E-Mail: jgoldman@acs.bu.edu  
From: spack@mv.us.adobe.com  
Bcc:

-----  
>Speaking of textures, Does anyone know if Essence has come out with  
>texture libraries for the PC yet? Does anyone know where I can contact  
>the company that makes Essence textures? I have heard a great deal about  
>these texture libraries for the AMIGA, I have seen tutorials and objects  
>that rely on these textures. I just can't get my hands on them.

In December called them everyday for a week. I left messages on their machine,  
but never got ahold of anyone. Then again last week I mailed Steve Worley about  
getting an upgrade to my Amiga textures, but he has not replied. So I called  
Apex again, and this time the phone just rang and rang, and rang. Has another  
Amiga developer slipped beneath the waves?

-Scott  
spack@adobe.com

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## 1.91 MSG-88 Subject: Imagine 2.0 documentation

Subject: Imagine 2.0 documentation  
Date: Fri, 21 Apr 1995 22:55:02

---

From: Joao.Martins@individual.puug.pt (Joao Martins)

Hi Richard !

As you requested, here are some docs that a nice guy on the IML found. They appeared to be transcriptions of the manual. If you have any trouble, please E-mail. The file is an uuencoded zip (if you need me to re-email it, ask if you have MIME support. It's a real pain to uuencode files).

See ya, and keep tracin' !

-----  
-----  
Joao Martins  
jmartins@individual.puug.pt  
-----

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## 1.92 MSG-89 Subject: Buyout News (detailed)

Subject: Buyout News (detailed)  
Date: Fri, 21 Apr 1995 23:27:44  
From: kxs156@psu.edu (Kaspar Stromme)

-----reposted from irc-----

Today, after 12 long months, the C= bankruptcy FINALLY ended. And, like the whole bankruptcy up to now, it was not without many problems.

In the auction on Apr 20, only two companies had bid, Escom and Dell. Escom was the German computer retailer, and Dell is a big American computer company. CEI, long thought to be a bidder, had thrown in their hat with Dell, so that Dell would work with CEI on the Amiga, although CEI would be the ones running the show in respects to the Amiga. Escom's bid was the starting bid of approximately 5 million dollars, as well as the money they spent on the C= trademark, approximately 1.3 million dollars. Dell made a bid at 2 PM of an undisclosed amount. However, that bid was rejected for Escom's bid, because it had conditions attached to it, whereas Escom's bid was unconditional.

After the auction ended, and Escom's bid was accepted, Dell continued to work on, trying to make a more suitable bid. Their second bid was a \$15 million bid, with the condition that they be allowed a 30 day waiting period to look at the Amiga and decide if they wanted to keep it. If they decided not to keep it, they would forfeit their \$1 million deposit, and the whole process of getting another bidder would have to go on again.

---



In the hearing on Fri, Apr 21, the Creditor's Committee wanted to accept Dell/CEI's bid. However, Escom felt that was unfair, because Dell's bid was placed after Escom's bid was accepted. There was much legal wrangling, but finally, the judge asked that during the recess the parties try to work out an agreement. After 3 hours, the court re-adjourned, and Escom said that they would agree to raise their bid by \$6.5 million, to 12 million dollars. Although that was less than Dell/CEI's bid of \$15 million dollars, the Creditor's agreed to drop the objection to stop Escom winning the Amiga, because Dell could back out of the deal and then they'd have to go through the process again.

Escom is working with a Chinese manufacturer to make Amigas, and they said that they should have new Amigas on the market within 2 months. They have said that they are interested in upgrading the Amiga to the Power PC chip, although they have said that the future is wide open, and that no technical decisions are set in stone. They have already hired many former C= technicians and workers to work on the Amiga once again. Escom has said that they will sell Amigas in all their stores, and that they may also use the Amiga technology in other products, such as set-top boxes, as well as possibly licensing Amiga technology to other companies interested in making Amiga clones.

Escom has sales of approximately 2 billion dollars last year.

Escom apparently wants to enter the American computer market, but felt that entering with PCs alone would be very tough, as there are already many PC retailers in America. As such, they wanted to have a new technology, such as the Amiga, to bring to American markets. Escom has said that they will be setting up an American operation very soon.

Commodore UK did not place a bid at the auction, apparently because their backer dropped out. However, Colin Proudfoot of C= UK and Escom have both stated that in 2 weeks they will be holding talks as to Escom either licensing Amiga technology to C= UK, or, more likely, buying C= UK.

Escom has said that they will work with Amiga developers, user groups, and the Internet to support the Amiga.

The Phillipine plant and stock in it wasn't included in the auction, but it will most likely be sold to Escom for \$1 million soon, because it may actually be illegal to sell it to anyone other than Escom.

All this information is true. I was at the hearing on Apr 21, all 8 hours of it. I would like to thank Jason Compton, for bringing so much news to the Amiga community during the dark time of the buyout. I would also like to thank Georgio Gomelsky, for bringing me into the Commodore hearing and getting me interviews with Colin Proudfoot and the head of the Amiga operations at Escom, and the great Amiga PD/Shareware developers, who make some of the best products out there for little monetary compensation.

And finally, I'd like to thank the whole Amiga community. You guys have given me some of the best times of my life, and for that I am eternally grateful.

Joshua Galun  
Editor-in-Chief of Amiga Link Magazine

---

-----end-----

Kaspar Stromme  
kxs156@email.psu.edu

40mhz68030/'882;9MB;340MB  
DCTV true-color system

PC-MAC = PoliticalCorrect-MindAbsentComputing

IRC:KilZ

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### 1.93 MSG-90 Subject: Buyout News (detailed)

Subject: Buyout News (detailed)

Date: Fri, 21 Apr 22:27:44 1995:00

From: kxs156@psu.edu (Kaspar Stromme)

-----reposted from irc-----

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And finally, I'd like to thank the whole Amiga community. You guys have given me some of the best times of my life, and for that I am eternally grateful.

Joshua Galun  
Editor-in-Chief of Amiga Link Magazine

-----end-----

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kxs156@email.psu.edu

40mhz68030/'882;9MB;340MB  
DCTV true-color system

PC-MAC = PoliticalCorrect-MindAbsentComputing

IRC:KilZ

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## 1.94 MSG-91 Subject: Final Amiga Auction Outcome

Subject: Final Amiga Auction Outcome  
Date: Sat, 22 Apr 1995 00:11:00  
From: m.rubin9@genie.geis.com

Well the final outcome is probably not good for those of us who care about the Amiga's future: During the lunch recess ESCOM increased its bid to \$10 Million and the creditors bought it. Although the meaning of this is still not clear, it would seem to mean that CEI, despite Alex Amor's confidence, is out of the picture. And Escom's commitment to the Amiga doesn't seem to be very strong, although they have not made a definitive statement in this regard.

I believe that Dan Stets was going to try to get an interview with the ESCOM people and I will give him a call later. If there's anything more to report I will post. Sorry that my efforts as cub reporter have brought what is probably gloomy news.

Floater  
-----

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## 1.95 MSG-92 Subject: Best Processor

Subject: Best Processor  
Date: Sat, 22 Apr 1995 00:20:01  
From: Gavin Lipscombe <lipscombe\_g@alubohub.larvae.ucg.MTS.dec.com>

[This message is converted from WPS-PLUS to ASCII]

THE best processor is Digital's Alpha AXP. Any doubts about my unbiased opinion? Check my E-Mail address :-)

Who cares what the best processor is. It's the software and what you do with it

---

that matters. As long as you are happy with your system and it's within your price range then it's THE BEST. Of course I always wish for more money to spend on memory and storage.

Gavin.

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## 1.96 MSG-93 Subject: Re: Multi Select

Subject: Re: Multi Select

Date: Sat, 22 Apr 1995 00:32:59

From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> -> From: "Randy R. Wall" <rrw@ecst.csuchico.edu>  
> -> Check your prefs to see that Funtion key 11 is still set to Pick  
> -> Select, for the editors that have this abilitiy. If its not or you ha  
> -> changed it, then this is the problem.  
>  
> Function key 11? I have function key F1 set to pick select. Since when  
> did it change to F11? ...and no, F11 was blank.

Well the F1 key is still used for Pick Selecting, but if you want to be able to multi select with the SHIFT and F1 key as from your post is what I thought you were asking about. Then you must also have F11 set to Pick Select as well (which by the way is the default setting for F11). This will allow you to Multi Select using the Shift and F1 keys, Otherwise you will only be able to use the Mouse Pointer and Shift key.

Heres your post to explain my reasoning for thinking that this was the problem you were trying to solve. Sorry if I interpreted it wrong. But Its seems to me that I didn't, if you read what you wrote.

> Seems to me I "used" to be able to multi select individual objects in a  
> grouped object by using the ALT N/B command for picking, then hit Shift  
> F1 to add/select. For some reason, in 3.2 (DOS) I can't get it to work.  
> Am I going goofy in my old age, or was this ability removed in 3.2?  
> Is there another way of doing it?

> Anyway, it's all academic. I don't know what I was doing wrong, but  
> multiselect using the ALT/N + ALT/B pick method works. Probably too  
> many cobwebs in the attic that morning. :)

Well thats good, But until F11 is set to Pick Select too, your stuck using your mouse and Shift key if you want to multi-select anything. After reading your post again maybe what the problem you were having was you needed to use the R/A\_2 keys to put yourself into Pick Objects Mode rather than R/A\_1 which puts you into Pick Groups Mode. But as you can see you went on to mention using the F1 and Shift keys for multi-selecting, which if

you have F11 set to nothing (as you also mentioned you do) would obviously be why multi-selecting with F1 and Shift won't work. If you don't believe me just try it out for yourself, try it with F11 set to Pick Select and then without. I can guarantee that without F11 set to Pick Select as well as F1, you will not be able to multi-select with the Shift F1 keys.

=RRW=

=====

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## 1.97 MSG-94 Subject: Re: Multi Select

Subject: Re: Multi Select

Date: Sat, 22 Apr 1995 01:32:59

From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> -> From: "Randy R. Wall" <rrw@ecst.csuchico.edu>  
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> Am I going goofy in my old age, or was this ability removed in 3.2?  
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=RRW=

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## 1.98 MSG-95 Subject: Aminet in australia?

Subject: Aminet in australia?  
 Date: Sat, 22 Apr 1995 02:39:27  
 From: Darryl\_Lewis@comlink.mpx.com.au (Darryl Lewis)

Does anyone know if there is an aminet mirror in Australia?

Thanks in advance  
 Darryl

-- Via DLG Pro v1.0

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## 1.99 MSG-96 Subject: Essence (Apex) (was Re: How do I get 2 textures on one object?)

Subject: Essence (Apex) (was Re: How do I get 2 textures on one object? ←  
 object?  
 Date: Sat, 22 Apr 1995 02:50:18  
 From: rbyrne@3dform.edex.edu.au (Robert Byrne) (Robert Byrne)

SUBJECT too long. Original SUBJECT is 'Essence (Apex) (was Re: How do I get 2 textures on one object?)'

----- Original Message Follows -----

Hello Edward, in <Pine.LNX.3.91.950421125214.27228A-100000@moose.erie.n=et> on Apr 21 you wrote:> I just downloaded the texture toolkit and DE\*.ITX texture libraries from=20> Pupule.aloha.com <deleted>=20> Speaking of textures, Does any

one know if Essence has come out with=20> texture libraries for the PC yet? Does anyone know where I can contact=20> the company that makes Essence textures?

I have heard a great deal about=20> these texture libraries for the AMIGA, I have seen tutorials and objects=20> that rely on these textures. I just can't get my hands on them. Essence is made by Apex Software Publishing. 405 El Camino Real Suite 121 Menlo Park CA 94025 415-322-7532 Fax: 415-322-2059 Email: spworley@netcom.com <Steve Worley>-- Bob=20 : Robert (Bob) Byrne : rbyrne@3dform.edex.edu.au : =20 : Amiga A3000/25 : Ballina, NSW Australia :

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### 1.100 MSG-97 Subject: Old mail wanted for archives!

Subject: Old mail wanted for archives!

Date: Sat, 22 Apr 1995 12:58:43

From: Joop.vandeWege@MEDEW.ENTO.WAU.NL (joop van de wege)

Hello IML,

I'm back. I thought for one moment, 3 weeks, that I was no longer wanted because I tried a couple of subscribes but none seemed to get through. Again my apologies for the rather large amount of mail that bounced from my account. The mail server had been down for a whole week and they reactivated it on friday afternoon after 17:00, so I had gone home all the mail started coming in until my mailbox was full. :(

Now I'm ofcourse missing a whole bunch of messages and since I'm doing the archiving for the IML I would like to place a call for HELP.

Does somebody have mail archive (any form will do) starting around march 15 upto april 22.

Please, Please send it to me: Joop.vandeWege@medew.ento.wau.nl Attached or included in the message body. My mailer is able to handle files upto 1MB. Archiving with LHA is recommended, uuencoding probably not nessecary.

In advance THANKS.

Greetings Joop

=====

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### 1.101 MSG-98 Subject: Re: Setting up Imagine on PC



Subject: Re: Setting up Imagine on PC

Date: Sat, 22 Apr 1995 13:40:57

From: gregory denby <gdenby@twain.helios.nd.edu>

Thanks to all who sent me tips on starting Imagine on the PC. Just about the time I read the first post I realized that the /noxms switch was the Imagine switch, and not the em386 switch (I hadn't got the cross-grade yet, so hadn't seen the readme.) And yes, the /noems switch with em386 will disable Imagine. I wonder what it is supposed to do for the Windows set up? I suppose I'll soon be learning how to do a multiple config.

Also, I was initially unable to view quickrenders. I found that I needed to set the resolution to the same one that the display card uses for windows, although Imagine is running in a higher resolution.

And, after a few quick quickrenders in trace mode, I decided to be a bit extravagant with the effects, so I made two spheres with Particles set to spheres. One was fog, the other was mirrors, both floating above a textured ground. I set it to go, and walked off for a few minutes. When I came back, and reactivated the monitor I had a message "abnormal program termination, remember what you were doing, call Impulse tech support..." I have two guesses at this point. 1.) Because I was using solid spheres in trace mode, I ran out of memory. 2.) The monitor is set up to shut down display after ten minutes idle, and when Imagine went to show the quickrender and was unable to find the monitor, the app failed. Time will tell where the problem is.

For those who may be interested: The set up is a ZEOS 486DX4/100 with 16 Megs, 540 IDE, 2M Diamond Stealth 64, Quad speed CD, running MSDOS 6.22 and Windows for work groups. It feels like imagine renders about 1/3 faster than my old A2000 w. Fusion '040 28 Mhz. The screen updates are much faster.

Some time ago I also brought up that I would have liked to see Imagine running on the Mac, since I also use a PowerMac 7100, and IMO none of the Mac 3d stuff compares to Imagine until you reach about the \$1000 range. Mr. Mike replied to me that Imagine would not port to the Mac, since it would slow development too much. With the future release of Imagine Windows, it would appear even more unlikely.

So what I expect I'll be doing is using my A500 for modelling and multitasking (it's so comfortable to run Imagine and a few others apps simultaneously) and let the PC whizz away on the anims. The Ami feels like an instrument, the PC like a tool.

Once again, thanks to those who responded, any other tips much appreciated.

Greg Denby  
gdenby@darwin.cc.nd.edu

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## 1.102 MSG-99 Subject: Old mail wanted for archives!

Subject: Old mail wanted for archives!  
Date: Sat, 22 Apr 1995 13:58:43  
From: Joop.vandeWege@MEDEW.ENTO.WAU.NL (joop van de wege)

Hello IML,

I'm back. I though for one moment, 3 weeks, that I was no longer wanted because I tried a couple of subscribes but none seemed to get through. Again my apologies for the rather large amount of mail that bounced from my account. The mail server had been down for a whole week and they reactivated it on Fri, afternoon after 17:00, so I had gone home all the mail started coming in until my mailbox was full. :(

Now I'm ofcourse missing a whole bunch of messages and since I'm doing the archiving for the IML I would like to place a call for HELP.

Does somebody have mail archive (any form will do) starting around march 15 upto Apr 22.

Please, Please send it to me: Joop.vandeWege@medew.ento.wau.nl  
Attached or included in the message body. My mailer is able to handle files upto 1MB. Archiving with LHA is recommended, uuencoding probably not nessecary.

In advance THANKS.

Greetings Joop

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## 1.103 MSG-100 Subject: Re: ImaginePC on Aminet (was Re: How do I get 2 textures on 1

Subject: Re: ImaginePC on Aminet (was Re: How do I get 2 textures ←  
on 1  
Date: Sat, 22 Apr 1995 15:31:19  
From: Rodney McNeel <rodman@infinity.ccsi.com>

SUBJECT too long. Original SUBJECT is 'Re: ImaginePC on Aminet (was Re: How do I get 2 textures on 1 object)'

----- Original Message Follows -----

I use a program called Flic on my Amiga to view .fli files. Not the best,

---



-> to have to program an Intel in assembly. The 68060 is a better proces  
-> (and faster) than a pentium (everybody knows intel clock speeds are t  
-> speeds of the crystals and not the processors).

As for the Intel processor speeds - not true! Intel processor speeds are clocked at core speed. Independent benchmarks will confirm this. As for the superiority of one processor over another - I WANT AN AMIGA RUNNING AN ALPHA AXP @ 300MHZ. Now THAT is a superior processor. Now, how popular is this VERY superior processor on the average desktop? Nil. Nada. Nix. Nein. Howcome? Insufficient marketing. Not enough native applications. What's all this mean? It doesn't matter how superior your stuff is, if you can't convince developers to go for it, you're out!

As for the Motorola 68060 being a better processor? Couldn't tell you for sure. But I can say this, Motorola's future is not banked on the 68k processer any more. With the rising popularity of the Power PC Chip which is superior to the 68k line in every way the '060 is likely to be the last. All of Motorola's efforts are in that direction. If I were one of the companies dealing with Amiga core hardware I would push to make the OS portable, and reduce the dependency on the Amiga specific chips. After all, the Amiga OS is what is so fantastic not the amiga hardware. There is plenty of PC hardware available that will simply blow the Amiga stuff away. As of now the only place the amiga excells is with the Video Toaster. However in recent Video magazines I have seen the emergence of Video Toaster - like hardware for the PC and at reasonable prices.

I reiterate the coolest part of the Amiga is the OS. That's what needs to be focused on.

Falko

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## 1.106 MSG-103 Subject: New Amiga Logo

Subject: New Amiga Logo

Date: Sat, 22 Apr 1995 16:12:00

From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

-> Today, after 12 long months, the C=3D bankruptcy FINALLY ende=d. A-> li  
ke the whole bankruptcy up to now, it was not without many probl=ems->-> In  
the auction on Apr 20, only two companies had bid, Escom= an-> Dell. Escom w  
as the German computer retailer, and Dell is a big A=mer-> computer company. CE  
I, long thought to be a bidder, had thrown in= th-> hat with Dell, so that Dell  
would work with CEI on the Amiga, alth=oug-> would be the ones running the show  
in respects to the Amiga. Esco=m's-> was the starting bid of approximately 5 mi  
llion dollars, as well a=s t-> they spent on the C=3D trademark, approximately 1  
.3 million dollar=s. D-> made a bid at 2 PM of an undisclosed amount. However,  
that bid was= re-> for Escom's bid, because it had conditions attached to it, wh  
ereas= Es-> bid was unconditional.----- Mucho Details deleted --  
----- =FE wcECHO 4.0 =F7 InterNet - GraFX Haus BBS - Santa Barbara, C



**1.108 MSG-105 Subject: Re: Diminish intensity?**

Subject: Re: Diminish intensity?  
Date: Sat, 22 Apr 1995 16:54:46  
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> In imagine 2.0, how does one determine the rate at which the intensity  
> of a light diminishes?

I believe its with the Y axis of the light. Just like with a Fall Off  
light in 3.0.

=RRW=

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**1.109 MSG-106 Subject: Diminish intensity?**

Subject: Diminish intensity?  
Date: Sat, 22 Apr 1995 17:29:03  
From: amadaeus@ccwf.cc.utexas.edu

In imagine 2.0, how does one determine the rate at which the intensity  
of a light diminishes?

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**1.110 MSG-107 Subject: Lite textures !?!**

Subject: Lite textures !?!  
Date: Sat, 22 Apr 1995 23:49:46  
From: CroAnte@aol.com

This Fri, I finally had some free time so I've decided to play w/ my  
imagine's textures,globalfx, fx ....  
everything was o.k. till I wanted to use lite textures ( strobe,caustics...)  
I can't even figure out how to apply to a lightsource !?!  
Any advice welcome.

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### 1.111 MSG-108 Subject: Re: Bug?

Subject: Re: Bug?  
Date: Sun, 23 Apr 1995 01:02:47  
From: rbyrne@3dform.edex.edu.au (Robert Byrne) (Robert Byrne)

Hello Darryl, in <9504220044.AA01o27@comlink.mpx.com.au> on Apr 21 you wrote:

> I came across a txt file the other day in a file that was susposed to fix a  
> bug in imagine 3.0.  
> The bug was that imagine didn't give ground reflections.  
> Does that bug still exit in imagine 3.1 ?  
> Darryl

V2.9 and V3.0 did'nt do ground reflections in scanline. That bug was fixed in V3.1. Starfield rendering was also fixed, but is still an area that could do with some tweaking.

-- Bob

: Robert (Bob) Byrne : rbyrne@3dform.edex.edu.au :  
: Amiga A3000/25 : Ballina, NSW Australia :

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### 1.112 MSG-109 Subject: Re: Diminish intensity?

Subject: Re: Diminish intensity?  
Date: Sun, 23 Apr 1995 01:13:49  
From: rbyrne@3dform.edex.edu.au (Robert Byrne) (Robert Byrne)

Hello amadaeus, on Apr 22 you wrote:

> In imagine 2.0, how does one determine the rate at which the intensity  
> of a light diminishes?

My 2.0 manual is'nt handy but V3's says for every 256 units that the light is away from an object the light is decreased by 1/4 of its set value.

-- Bob

: Robert (Bob) Byrne : rbyrne@3dform.edex.edu.au :  
: Amiga A3000/25 : Ballina, NSW Australia :

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---

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### 1.113 MSG-110 Subject: Re: Lite textures !?!

Subject: Re: Lite textures !?!

Date: Sun, 23 Apr 1995 01:29:46

From: Roger Straub <straub@csn.org>

On Sat, 22 Apr 1995 CroAnte@aol.com wrote:

> This friday I finally had some free time so I've decided to play w/ my  
> imagine's textures,globalfx, fx ....  
> everything was o.k. till I wanted to use lite textures ( strobe,caustics...)  
> I can't even figure out how to apply to a lightsource !?!

> Any advice welcome.

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### 1.114 MSG-111 Subject: Re: Lite textures !?!

Subject: Re: Lite textures !?!

Date: Sun, 23 Apr 1995 02:29:46

From: Roger Straub <straub@csn.org>

On Sat, 22 Apr 1995 CroAnte@aol.com wrote:

> This Fri, I finally had some free time so I've decided to play w/ my  
> imagine's textures,globalfx, fx ....  
> everything was o.k. till I wanted to use lite textures ( strobe,caustics...)  
> I can't even figure out how to apply to a lightsource !?!

> Any advice welcome.

>

To apply a lite texture, go not to Stage, but to Detail. Create an axis, press F7 to go into Attributes, and click the "Light" button. You can set the color and intensity of the light, and set some options. This should be familiar, because it's the same one that pops up in Action when you create a light source. When you're done, click OK, and click on "Add Txtr" and select the Lite texture that you want to apply. Set the options, and you're done. That's it! Save the object and import it into stage as you would any other normal object.

See ya,  
Roger





```

James "Alex" Brooks Amiga 4000/040/28MHz 20MB RAM
Lightwave 3.5 / Imagine 3.0 VideoToaster 4000 3.1
Syquest 3.5" 270MB=09=09 Bernoulli 90Pro
NEC 3xp Triple Speed CDROM Warp Engine 4028
Epson ES-600C Scanner E-Mail: jamesb@clark.net

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### 1.116 MSG-113 Subject: Re: Essence (Apex) (was Re: How do I get 2 textures on one obj)

Subject: Re: Essence (Apex) (was Re: How do I get 2 textures on one obj) ←

Date: Sun, 23 Apr 1995 10:44:22  
 From: Curtis White <cwhite@teleport.com>

SUBJECT too long. Original SUBJECT is 'Re: Essence (Apex) (was Re: How do I get 2 textures on one obje'

----- Original Message Follows -----

```

>
> Essence is made by Apex Software Publishing.
>
> 405 El Camino real Suite 121
> Menlo Park CA 94025
>
> 415-322-7532
> Fax: 415-322-2059
>
> Email: spworley@netcom.com <Steve Worley>
>

```

Good luck getting a hold of them though. I have been trying for a couple of months now to find out from Steve Worley when the Essence textures would be out for the PC and I cannot seem to get any response what-so-ever. Does anyone know how we can find out the status of the PC textures? I have seen other posts also saying they could not get a hold of him. We want Essence!

Curt

```

=====
= Do not follow where the path may lead. =
= Go instead where there is no path and leave a trail. =

```

=====  
Curtis White

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### 1.117 MSG-114 Subject: Re: New Amiga Logo

Subject: Re: New Amiga Logo  
Date: Sun, 23 Apr 1995 13:01:33  
From: Marcus <mskren01@msuacad.morehead-st.edu>

>  
> I would also suggest, if the market is infused with new, more powerful  
> Amiga's they adopt a truly symbolic new logo.  
>

No, No , No , No, No I wouldn't think that would be wise to make a completely new symbol for the amiga. To me the rainbow check mark is what identifies the amiga as an amiga. If they used a different symbol I don't think that I would really consider it an amiga anymore.

If they do change it, then they should modify the check mark a little to make it better, maybe have a contest to see who can make a better one.

Who knows maybe one of us imagineers could make a better one, we certainly have the tools to, so get to work.

-Mark Krenz

mskren01@msuacad.morehead-st.edu

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### 1.118 MSG-115 Subject: Stereoscopic Pictures

Subject: Stereoscopic Pictures  
Date: Sun, 23 Apr 1995 16:13:51  
From: Richard Heidebrecht <rheidebr@freenet.niagara.com>

When I use the Stereo 3-D option in the project editor (Imagine 2.0, PC) I only get one file with the first view over top of the second view, and

---

they are both squashed. Is there any way to output the left and right images to two separate files?

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### 1.119 MSG-116 Subject: Re: Re: Re: How do I get 2 textures on 1 object

Subject: Re: Re: Re: How do I get 2 textures on 1 object  
Date: Sun, 23 Apr 1995 17:23:00  
From: Michael North <IBTLMAN@MVS.OAC.UCLA.EDU>

>  
> > So... does this resolve the whole issue (I hope)? I'll still wait  
> > to hear from Steve Blackmon, and if he is agreeable, I'll try to  
> > find an appropriate and inoffensive place somewhere at wuarchive or  
> > chinalake to put the textures.  
>  
> Steve is very hard to get ahold of. We've been working on a couple of  
> textures, and I haven't talked to him in a month or more. Since his  
> textures are on the Net now and on a good server at that, why don't we  
> leave them there?  
>

Yes, this does seem the simplest thing all around. I don't want to cause all sorts of side controversies by trying too hard to help.

Michael

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### 1.120 MSG-117 Subject: Steel, Aluminum, and other metals

Subject: Steel, Aluminum, and other metals  
Date: Mon, 24 Apr 1995 00:21:00  
From: Mauricio C Tavares <raub@grove.ufl.EDU>

What would be the attributes for some common metals such as steel, aluminum, and copper? I built a ship but would like to make it look like a \*real\* ship. =)

In a seemingly unrelated topic, how can I group a light element to an object so that I can use it for anticollision/whatever light?

--

---

```

=====+=====
| Mauricio Tavares | "We will attack... |
| raub@grove.circa.ufl.edu | ...under the cover of daylight!" Rimmer |
=====+=====

```

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## 1.121 MSG-118 Subject: Re: Essence (Apex) (was Re: How do I get 2 textures on one obj)

Subject: Re: Essence (Apex) (was Re: How do I get 2 textures on one obj ←

Date: Mon, 24 Apr 1995 01:17:14  
 From: Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>

SUBJECT too long. Original SUBJECT is 'Re: Essence (Apex) (was Re: How do I get 2 textures on one obje'

----- Original Message Follows -----

He is probably unavailable because he is too busy converting them over to Lightwave plug-ins.

On Sun, 23 Apr 1995, Curtis White wrote:

```

> >
> > Essence is made by Apex Software Publishing.
> >
> > 405 El Camino real Suite 121
> > Menlo Park CA 94025
> >
> > 415-322-7532
> > Fax: 415-322-2059
> >
> > Email: spworley@netcom.com <Steve Worley>
> >
>
> Good luck getting a hold of them though. I have been trying for a
> couple of months now to find out from Steve Worley when the Essence
> textures would be out for the PC and I cannot seem to get any
> response what-so-ever. Does anyone know how we can find out the
> status of the PC textures? I have seen other posts also saying they
> could not get a hold of him. We want Essence!
>
> Curt
>
>
>
>
> =====

```

> = Do not follow where the path may lead. =  
> = Go instead where there is no path and leave a trail. =  
> =====  
>  
> Curtis White  
>  
>

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### 1.122 MSG-119 Subject: Re: Essence (Apex) (was Re: How do I get 2 textures on one obj)

Subject: Re: Essence (Apex) (was Re: How do I get 2 textures on one obj ↩)

Date: Mon, 24 Apr 1995 01:57:12  
From: Torgeir Holm <torgeirh@powertech.no>

SUBJECT too long. Original SUBJECT is 'Re: Essence (Apex) (was Re: How do I get 2 textures on one obje'

----- Original Message Follows -----

>Good luck getting a hold of them though. I have been trying for a  
>couple of months now to find out from Steve Worley when the Essence  
>textures would be out for the PC and I cannot seem to get any  
>response what-so-ever. Does anyone know how we can find out the  
>status of the PC textures? I have seen other posts also saying they  
>could not get a hold of him. We want Essence!

spworley is as good as impossible to get ahold of, but I sometimes come across him on #lightwave on irc.

Torge!r

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### 1.123 MSG-120 Subject: DXF to Imagine

Subject: DXF to Imagine  
Date: Mon, 24 Apr 1995 09:56:30  
From: aciolino@ccmail.rrdts.donnelley.com

Anyone have a utility that would convert DXF (and 3ds!)

---

files to Imagine?

I can load DXF, of course, but I don't think I can load a 3ds file.

Plus, I'm looking for a util. that would make it easier to convert files without having to load Imagine. The PC version takes too long to load, even on a P-90, to make object conversion worthwhile.

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## 1.124 MSG-121 Subject: Re: GVP Combo Upgrade

Subject: Re: GVP Combo Upgrade

Date: Mon, 24 Apr 1995 12:57:26

From: Dave Rhodes <dave@darhodes.demon.co.uk>

Hi all!

Sorry if this is a bit off topic, but I figured there must be a few of you guys using GVP combo boards in your 2000s, to render with Imagine, ( I got the word in!) so can anyone help me ref. upgrading the CPU to 50 mHz from 25 ? I've tried just swapping the cpu & Xtal, but it won't boot any further than the three gray flashes. (it just sits there, and I want it to dance!) Do I have to set (undocumented) jumpers to tell it what speed to expect? I already have a 50 mHz FPU installed, with no problems. BTW the 50 mHz 68030 works OK if I clock it at 25 mHz, and it works OK still back in the MBX1230 XA from whence it came. I didn't bust it.. .(yet).

Does anyone know if I can contact GVP via e-mail? - The manual for the combo board gives a fido address (1:273/706) but I don't know how to send mail to fido, or even if this is still valid.

Please e-mail me personally if you can help, and leave the IML free to discuss PC video drivers :>

sorry...

Dave

--

~-----~  
Dave Rhodes - dave@darhodes.demon.co.uk - Yorkshire - England -  
-----

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## 1.125 MSG-122 Subject: Sorry Could Not Find Subject!

Date: Mon, 24 Apr 1995 14:22:15

From: iansmith <@darhodes.demon.co.uk:iansmith@moose.erie.net>

I was looking over an older list of bugs that were still not fixed when I came across the fog canceling out other fog objects. Remembering previous messages about transparent objects I wondered if it would work for fog. It does, sorta.

Imagine only renders flat, one sided triangles. To make a solid object, Imagine keeps track of if it is inside or outside of an imaginary solid. When a ray hits a face with fog or transparency, the ray is considered 'inside' until it hits another edge. That is why if you place a fog object inside another, they cancel out. When the ray hits the second fog object, Imagine considers the ray having exited the fog object. This is actually a good thing, albet tricky at times.

The soultion to both problems as noted before on the list, is to make sure all objects are solid entities with no common or open edges. Picture trying to make a yellow sphere of fog with a second red fog sphere inside. If you try this, what happens is you get a sphere of yellow fog, but it has a hole in it where the red should have been. This is the canceling effect. What you do now is to set the inner sphere to the same attributes as the outer one. You now have created a true hollow fog object. The trick is to now use a third sphere, make it a red fog, and put it inside the hole. You have to be careful to make sure it is just a little smaller than the hole. Try to make it about 0.001 units smaller. An easy way is to duplicate the inner surface of the sphere and then scale it down slightly.

I included a uuencoded object you can test render. It contains 8 CSG spheres...

```
RIGHT.LARGE - Large yellow fog.
RIGHT.UPPER - Small yellow fog inside.
RIGHT.LOWER - Small red fog inside.

LEFT.LARGE - Large yellow fog.
LEFT.UPPER - Small yellow fog inside.
LEFT.LOWER - Small red fog inside.
LEFT.UPPER.OUTER - Inner surface of LEFT.LARGE surrounding LEFT.UPPER
LEFT.LOWER.OUTER - Inner surface of LEFT.LARGE surrounding LEFT.LOWER
```

When rendered, the object on the left renders correctly, showing a yellow fog sphere with a red splotch of fog in the bottom corner. The top yellow fog does not show up because it is the same color and density as the larger sphere.

The right sphere however, renders incorrectly. It shows a solid, shaded red sphere in the bottom, and at the top is a hole where the smaller yellow sphere should be.

Now Imagine is still not doing for quite correct. For one, this trick does not work for global fog! I tried surrounding a fog object with a shell that was the same density and color as the global fog, but it



simply caused the fog object to vanish completely! I was hoping this would allow the use of fog objects with global fog, but no luck. Secondly, and more important, the above example with red fog inside is still not what should happen. The object on the right SHOULD render correctly. In reality, you do not chop holes in fog and stick other pieces of fog inside. The two fogs should add their fog properties together. I have no idea what goes on inside Imagine, but I can take a guess that each ray has a fog/transparency flag that gets toggled when a ray hits a surface. What they need is not a flag, but an array of flags to keep track of how many layers of fog they have penetrated. Perhaps link this to the reflection resolve parameter in preferences. Then we could have true additive fog. You can fake it by manually adding the attributes together and setting the inner fog object to that.

BTW, I tried a negative fog length and it resulted in a totally invisible object. I wasn't sure WHAT I expected, but figured it was worth a try. :-) I also ran these tests in Imagine 2.0 and 3.2 to test for differences. Other than 3.2 being about 25% slower to render than 2.0 they worked the same.

--

IanSmith@moose.erie.net

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## 1.126 MSG-123 Subject: New Imagine Textures

Subject: New Imagine Textures

Date: Mon, 24 Apr 1995 15:10:54

From: milan@Dieppe.artmediatech.nl (Milan Polle)

Hi all,

sorry for my strong message about Amiga/PC, I just got a bit fed up, because lots of people ARE telling me a PC is better and the Ami is a games machine etc. And with all the stupidity of C= I got a bit tired of it. And yes, I do have an unbiased article in which it is obvious the 68040 is technically superior to the 486, but indeed, it is important what you do with it (I had a good time with my VIC-20). Let's just hope ESCOM tries harder with the Amiga than C= did.

I have finished 10 new textures (well some of them are updates) for Imagine3.0fp (Amiga version) the archive contains:  
- Perfect sphere in scanline mode  
- Metal reflection texture

- Glass enhancer texture
  - New stamped texture
  - New starflare texture
  - 3D flare texture
  - New cliptran texture
  
  - Starfield texture
  - Sierpinsky texture
  - Zbuffer2 texture
- (sorry for the missing characters, my terminal is a bit lame)

If you want the textures, reply to this and I will reply with the uuencoded file.

Let your Imagination run wild,

Milan

(BTW the cleanupslice program is not yet finished, but already working)

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## 1.127 MSG-124 Subject: Re: Stereoscopic Pictures

Subject: Re: Stereoscopic Pictures

Date: Mon, 24 Apr 1995 16:30:10

From: beeton@SEDSysytems.CA (Gary Beeton, beeton@SEDSysytems.ca)

>When I use the Stereo 3-D option in the project editor (Imagine 2.0, PC)  
>I only get one file with the first view over top of the second view, and  
>they are both squashed. Is there any way to output the left and right  
>images to two separate files?

The 3-D option in Imagine is designed to produce a format which is viewable using 3-D LCD shutter glasses called X-Specs. The X-Specs "driver" interleaves the top and bottom halves and synchronizes the right/left lenses with the interleave refresh rate of the display. The top and bottom halves appear squashed because each represents one field (half of the data for a full frame). Unfortunately for Imagine PC users, I think X-Specs are only available for the Amiga. This would appear to be a vestigial "feature" from Impulses' attempt to make the PC and Amiga versions have the same look and feel.

I don't think there is a way to have Imagine separate the images into separate files. To overcome this problem I would try doubling the project's vertical resolution and make the aspect ratio 2:1. Then use an image processor to reset the aspect back to 1:1 to unsquash, then separate the images. An alternate method would be to manually reposition the camera for each left and right image (this will be a big pain if you intend to animate though).

Gary Beeton  
beeton@SEDSsystems.ca

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## 1.128 MSG-125 Subject: Re: New Imagine Textures

Subject: Re: New Imagine Textures  
Date: Mon, 24 Apr 1995 17:50:31  
From: beeton@SEDSsystems.ca (Gary Beeton, beeton@SEDSsystems.ca)

>If you want the textures, reply to this and I will reply with the  
>uuencoded file.

Yes please!

Gary Beeton  
beeton@SEDSsystems.ca

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## 1.129 MSG-126 Subject: Re: DXF to Imagine

Subject: Re: DXF to Imagine  
Date: Mon, 24 Apr 1995 18:19:26  
From: James Brooks <jamesb@clark.net>

On Mon, 24 Apr 1995 aciolino@ccmail.rrddts.donnelley.com wrote:

>  
> Anyone have a utility that would convert DXF (and 3ds!)  
> files to Imagine?

I know that Interchange will convert those format to something that Imagine  
can read!

>  
> I can load DXF, of course, but I don't think I can load  
> a 3ds file.

>  
> Plus, I'm looking for a util. that would make it easier  
> to convert files without having to load Imagine. The PC  
> version takes too long to load, even on a P-90, to make

---

> object conversion worthwhile.

Interchange is pretty quick when it comes to conversions!

Alex

```

James "Alex" Brooks Amiga 4000/040/28MHz 20MB RAM
Lightwave 3.5 / Imagine 3.0 VideoToaster 4000 3.1
Syquest 3.5" 270MB Bernoulli 90Pro
NEC 3xp Triple Speed CDROM Warp Engine 4028
Epson ES-600C Scanner E-Mail: jamesb@clark.net

```

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**1.130 MSG-127 Subject: Re: Aminet in australia?**

Subject: Re: Aminet in australia?  
 Date: Mon, 24 Apr 1995 19:40:03  
 From: yrod@ozemail.com.au

There are two Aminet mirrors that I know of in Oz:  
 The addresses are:

ftp.tas.gov.au & plaza.aarnet.edu.au

A site in England has much more up-to-date stuff is:  
 ftp.doc.ic.ac.uk

----- orig. message

On Sat, 22 Apr 1995,  
 Darryl Lewis wrote:

```
> Does anyone know if there is an aminet mirror in Australia?
>
> Thanks in advance
> Darryl
>
> -- Via DLG Pro v1.0
>
>
```

```
#####
YYY YYY RRRRRRRR OOOOOO DDDDDD
YYY YYY RRR RRR OOO OOO DDD DDD
YYYYYYY RRRRRRRR OOO OOO DDD DDD
YYY RRR RRR OOO OOO DDD DDD
```

```
YYR RRR RRR OOOOOO DDDDDD
yrod@ozemail.com.au
A2000/030 FPU 4MB &-(
GeneralProtectionFaultFreeZone 8-)
#####
```

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**1.131 MSG-128 Subject: Re: Lite textures !?**

```
Subject: Re: Lite textures !?
Date: Mon, 24 Apr 1995 19:51:57
From: yrod@ozemail.com.au
```

I think this is how you apply lite textures:  
 Add an axis in the detail editor, set the light option in the attributes requestor, then add the light texture as you would any other object texture. I tried the french door texture, it was pretty cool.

```
#####
YYR RRRRRRR OOOOOO DDDDDD
YYR RRR RRR OOO OOO DDD DDD
YYYYYYY RRRRRRR OOO OOO DDD DDD
YYR RRR RRR OOO OOO DDD DDD
YYR RRR RRR OOOOOO DDDDDD
yrod@ozemail.com.au
A2000/030 FPU 4MB &-(
GeneralProtectionFaultFreeZone 8-)
#####
```

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**1.132 MSG-129 Subject: Re: Steel, Aluminum, and other metals**

```
Subject: Re: Steel, Aluminum, and other metals
Date: Mon, 24 Apr 1995 21:23:17
From: Roger Straub <straub@csn.org>
```

On Sun, 23 Apr 1995, Mauricio C Tavares wrote:

> What would be the attributes for some common metals such as  
 > steel, aluminum, and copper? I built a ship but would like to make it  
 > look like a \*real\* ship. =)  
 >

If you have Imagine 3.0, you can use the "Metals" texture. It simulates the surface conditions of several metals (gold, brass, copper, chrome, silver, and aluminum) with different finishes (smooth, bumpy, peened, scratched, pebbled, and crumpled).

> In a seemingly unrelated topic, how can I group a light element  
 > to an object so that I can use it for anticollision/whatever light?  
 >

Create an axis, press F7 for Attributes, and click on the "Light" switch. Set the light up how you want it, and click OK twice. Move the axis to where you want it and how you want it pointed (keep in mind that the light will extend along the Y axis). Now group it to the main object. That's it!

> --  
 >  
 > =====+=====|  
 > | Mauricio Tavares | "We will attack... |  
 > | raub@grove.circa.ufl.edu | ...under the cover of daylight!" Rimmer |  
 > =====+=====|  
 >

See ya,  
 Roger

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### 1.133 MSG-130 Subject: PC Uploads

Subject: PC Uploads  
 Date: Tue, 25 Apr 1995 11:34:53  
 From: web@cvsd.cv.com (William Bogan)

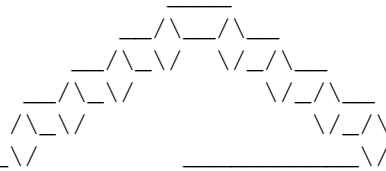
On 17-Apr-1995, sharky@aloha.com wrote:  
 >> The detexture procedurals are at my home page under modeling notes  
 >> under Steven Blackmon. There is a sample image called blends.jpg that  
 >> shows what you can do with them. They are strictly PC textures I'm  
 >> afraid (no flames please, I know the majority of you folks are  
 >> amigans). He had given me permission to make them available there,  
 >> but would this be appropriate for Aminet? I would not want to offend  
 >> amiga users by putting PC textures there.

Ian Smith wrote:  
 >I would say use wuarchive for IBM stuff. Isn't there an Imagine

>directory there too? A perfect place for textures. Anyway, for us  
 IMHO - wuarchive sounds like a viable solution. I'm for it - FWIW.

-----  
 From my perspective?

Bill Bogan  
 Customer Education  
 web@cvsd.cv.com



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**1.134 MSG-131 Subject: Re: DXF to Imagine**

Subject: Re: DXF to Imagine  
 Date: Tue, 25 Apr 1995 13:36:17  
 From: FERNANDO PENA D'ANDREA <DANDREA@aton.inf.ufrgs.br>

> Date sent: Mon, 24 Apr 95 08:56:30 CST  
 > From: aciolino@ccmail.rrdts.donnelley.com  
 > Copies to: imagine@email.sp.paramax.com  
 > Subject: DXF to Imagine

>  
 > Anyone have a utility that would convert DXF (and 3ds!)  
 > files to Imagine?  
 >  
 > I can load DXF, of course, but I don't think I can load  
 > a 3ds file.  
 >  
 > Plus, I'm looking for a util. that would make it easier  
 > to convert files without having to load Imagine. The PC  
 > version takes too long to load, even on a P-90, to make  
 > object conversion worthwhile.  
 >

Hmmm... You do not specified your system, but if you are using  
 an AMIGA, try to get the software PIXEL 3D. It can convert 3d models  
 from/to many formats, an can happily transform 2d bitmaps (IFF) into  
 full extruded 3d models. Detail: It only will show his face to you if  
 you have at lest 3 Mb of ram FREE! (I just have 2Mb.....). If you're  
 using a PC... sorry. Sorry the poor English too.

Fernando D'Andrea. )))|||///  
 o000\_\_|\_0\_0\_|\_\_000o

email: dandrea@aton.inf.ufrgs.br. Fernando Pena D'Andrea.  
 E-Mail: dandrea@aton.inf.ufrgs.br

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>don't seem to be able to come up with a good compromise. :-)

Here's one of the relevant entries from Dare To Imagine, which may be what you're looking for:

7 Subject: Green glass & Wine Attributes  
7 Date: Sun, 8 Sep 1991 14:04 MDT [11]  
7 From: SL3B4@cc.usu.edu

|                                        |                      |
|----------------------------------------|----------------------|
| John's wine-bottle-green glass & Wine: |                      |
| Color : 10 49 9                        | Color : 50 10 10     |
| Reflect: 15 20 15                      | Reflect: 0 0 0       |
| Filter : 205 230 205                   | Filter : 255 110 110 |
| Specul : 235 255 235                   | Specul : 255 0 0     |
| Dither : 50                            | Dither : 50          |
| Hardn : 230                            | Hardn : 200          |
| Rough : 0                              | Rough : 0            |
| Shine : 0                              | Shine : 0            |
| Refraction: 1.5                        | Refraction: 1.33     |

>Also, a transparent object is equally transparent indifferent of how far a  
>lightbeam travels through the object, but that's not the way it works in >RL  
>(real life, to all you non mudders;).

>If you take a fluid like brandy or wine and pour it in a glas (what the  
>h\*ll, drink it directly from the bottle if you like) you will see "more  
>colour" in the middle of the glas than you do at the edges simply because  
>the light has to travel through more fluid in the middle.

>I want my fluid-objects to behave the same way!!

>Using fog is not a good idea since fog can't reflect or have hardness.

Off the top of my head, what about enclosing a fog object with a transparent casing, slightly larger than the fog object. You can then give this transparent

object the specular and reflective attributes you want. Have to think about whether this will give you the effect you want...maybe when combined with one of

the various "ghost"-type textures.

>

>Does anyone have any good suggestions to any of these problems? Please!?!

>

>I think I have come up with a reasonable solution (no pun intended) to the  
>"transparency" thing, but I would like some input from you guys (and >girls!)  
>on the list.

>

>I hope I have set some minds to work...

>

I hope so too, Conny. There's been a bit of a shortage of Imagine-related posts

lately, and more than a few about platforms. Understandable considering the recent Commodore happenings, perhaps, but I still look forward more to seeing what others - more skilled with Imagine than I - have to say about your problem.

-Craig

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### 1.139 MSG-136 Subject: PC/AMIGA fights

Subject: PC/AMIGA fights

Date: Tue, 25 Apr 1995 18:41:13

From: Marcus <mskren01@msuacad.morehead-st.edu>

Will every one please stop these PC/Amiga (which is better) fights, either that or take them elsewhere. I and certainly a majority of the people who subscribe to this newsgroup are tired of hearing all of the griping. Plus all of it just seems to clutter up my mailbox and many other peoples too.

This Newsgroup is for talking about Imagine and very related topics, it is not the place to argue about how much faster or slower someones amiga is than there college's PC.

If that is what you want to do, and what you want to talk about then start your own newsgroup. thank you.

-mark krenz

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### 1.140 MSG-137 Subject: Re: Wine

Subject: Re: Wine

Date: Tue, 25 Apr 1995 19:02:53

From: Marcus <mskren01@msuacad.morehead-st.edu>

This is not really a souldution (again no pun intended) to your problem but I just thought that I'd tell you about this so that you don't expect as much from Imagine. Imagine and most other 3D graphics packages only calculate for the surfaces of the objects that you create and worry nothing about the whole volume of the objects. But, there are a few 3D packages (most of them on SGI machines) that calculate for the whole volume of the object. As you would think, this gives you an very close to real effect when working with transparent objects and such.

---

So maybe the picture of the wine that you saw was created on a 3D package that did solid model calculations. But as far I know Imagine does not yet have this feature, but it would be a very, very, VERY nice feature to have, and would raise the rendering quality of Imagine drastically.

-Mark Krenz

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### 1.141 MSG-138 Subject: Wine

Subject: Wine  
Date: Tue, 25 Apr 1995 19:59:05  
From: cjo@esrange.ssc.se

A few weeks ago Douglas Smith of Ireland asked the IML for advice on how to model a bicycle, but from what I can recall no one seemed to come up with any constructive answers (or did I just miss them...?)

Anyways, now I have got a modelling question of my own. I was looking at an image in issue 17 of the 3D Artist magazine. On one of the first pages is an image from AutoCAD (I think it was). It contains a tile ground and a few glasses, two of them empty, one with brandy and one with some green slimy stuff in it. All of the surfaces in that image looks extremely "hard", the tileing, the glas and the fluid.

Any suggestions on how to make surfaces look as hard as they do in that image are extremely welcome! I have been trying to replicate that image but haven't quite succeeded. :-)

Nevertheless, my main question is; how do one make coloured fluid to look like coloured fluid??? Ie like brandy.  
If I make a fluid object (say I cut out the bottom of a glas and put a (sealed and scaled down) copy of this cut-out inside the glas) and make the object coloured and transparent. If I make it too transparent (high filter values) it will be more or less completely "see-through". If I don't make it transparent enough I won't see the background through the fluid! I just don't seem to be able to come up with a good compromise. :-)  
Also, a transparent object is equally transparent indifferent of how far a lightbeam travels through the object, but that's not the way it works in RL (real life, to all you non mudders;).  
If you take a fluid like brandy or wine and pour it in a glas (what the h\*ll, drink it directly from the bottle if you like) you will see "more colour" in the middle of the glas than you do at the edges simply because the light has to travel through more fluid in the middle.  
I want my fluid-objects to behave the same way!!  
Using fog is not a good idea since fog can't reflect or have hardness.

Does anyone have any good suggestions to any of these problems? Please!?!  

---

I think I have come up with a reasonable solution (no pun intended) to the "transparency" thing, but I would like some input from you guys (and girls!) on the list.

I hope I have set some minds to work...

```

| Conny Joensson | Swedish Space Corp. Estrange |
| Kiruna | Satellite operations - Telecom Div. |
| Sweden | cjo@estrangle.ssc.se |

```

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### 1.142 MSG-139 Subject: Re: Imagine Textures

Subject: Re: Imagine Textures  
 Date: Tue, 25 Apr 1995 20:59:00  
 From: peter.borcherds@beect.iaccess.za (Peter Borchers)

Hi there Milan

> If you want the textures, reply to this and I will reply with the  
 > uuencoded file.

Yes please !! I'd love those textures. New textures are always welcome on my harddrive !! Keep up the good work.

Cheers

Peter Borchers E-Mail: peter.borcherds@beect.iaccess.za

```

---Greetings from the Southern Hemisphere--- :*)
```

```
Amiga 4000/030 68882/40mhz 540mb HD 10mb RAM

```

```
* AmyBW v2.11 *
.... 25 Apr 95 21:59:46
```

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### 1.143 MSG-140 Subject: Re: DXF to Imagine

Subject: Re: DXF to Imagine  
 Date: Tue, 25 Apr 1995 21:54:47  
 From: Marty Nussbaum <martyn@asu.edu>

On Mon, 24 Apr 1995 aciolino@ccmail.rrddts.donnelley.com wrote:

```
> Anyone have a utility that would convert DXF (and 3ds!)
> files to Imagine?
>
> I can load DXF, of course, but I don't think I can load
> a 3ds file.
```

What I have done was taken a 3ds file and renames it w/a dxf file extension, then imported it to Imagine. Sure to work fine. Hope that it helps.

Marty

```
***** _ _ /|
* ACK!! * \|o.O'
* Hairball! * =(____)=
***** U
```

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### 1.144 MSG-141 Subject: Re: New Imagine Textures

Subject: Re: New Imagine Textures  
 Date: Tue, 25 Apr 1995 21:56:23  
 From: Marty Nussbaum <martyn@asu.edu>

On Mon, 24 Apr 1995 beeton@SEDSsystems.ca wrote:

```
> >If you want the textures, reply to this and I will reply with the
> >uuencoded file.
>
> Yes please!
>
> Gary Beeton
> beeton@SEDSsystems.ca
>
```

I would also like a copy of the textures, please.

```
***** _ _ /|
* ACK!! * \|o.O'
* Hairball! * =(____)=
***** U
```

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### 1.145 MSG-142 Subject: Re: PC/Amiga graphics

Subject: Re: PC/Amiga graphics  
Date: Wed, 26 Apr 1995 01:15:39  
From: Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>

One thing you will NEVER see a PC do is allow you to format a floppy and let you go off and do other things. Maybe this might not sound like a big deal, but if you are like I am, I will be downloading and rendering and doing file management and maybe even image converting, all at the same time. So, with Directory Opus in the background, I occasionally have the need to format a disk before I can uncompress a file to it. Then there are the times I need to format several floppies or even two floppies at a time and I can do that and not have to wait before I go on to other jobs. Show me a PC that can do that!

The other thing a PC will never allow you to do is have pull-down graphic screens. I showed this to a die-hard PC guy and I thought his eyeballs were going to drop out of their sockets. It was pretty funny.

And who runs Imagine without the need to go look at various files, or convert that image you want to use for a brushmap or run Forge to checkout that texture? It is too bad that PC types just cannot seem to understand the significance of true pre-emptive multi-tasking.

Anyway, enough platform platitudes.

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### 1.146 MSG-143 Subject: Re[2]: aminet in australia?

Subject: Re[2]: aminet in australia?  
Date: Wed, 26 Apr 1995 01:44:07  
From: greg.taylor@ccd.tas.gov.au

Unfortunately ftp.tas.gov.au doesn't mirror Aminet, we don't have enough disk space!

plaza.aarnet.edu.au is the best aus site I know of but may not be very up to date.

Greg

gst@ccd.tas.gov.au

---



---

Reply Separator

---

There are two Aminet mirrors that I know of in Oz:  
The addresses are:

ftp.tas.gov.au    &    plaza.aarnet.edu.au

A site in England has much more up-to-date stuff is:  
ftp.doc.ic.ac.uk

---

orig. message

On Sat, 22 Apr 1995,  
Darryl Lewis wrote:

```
> Does anyone know if there is an aminet mirror in Australia?
>
> Thanks in advance
> Darryl
>
> -- Via DLG Pro v1.0
>
>
```

```
#####
YYY YYY RRRRRRR 000000 DDDDDD
YYY YYY RRR RRR 000 000 DDD DDD
YYYYYYY RRRRRRR 000 000 DDD DDD
YYY RRR RRR 000 000 DDD DDD
YYY RRR RRR 000000 DDDDDD
yrod@ozemail.com.au
A2000/030 FPU 4MB &-(
GeneralProtectionFaultFreeZone 8-)
#####
```

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## 1.147    **MSG-144 Subject: New Imagine Textures**

                  Subject: New Imagine Textures  
Date:            Wed, 26 Apr 1995 01:49:26  
From:            mdrivers@tbag.tscs.com (Mike Rivers)

I'd like a copy too!

Thanks

---



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### 1.149 MSG-146 Subject: Wine in a glass

Subject: Wine in a glass  
Date: Wed, 26 Apr 1995 04:49:00  
From: w.graham6@genie.geis.com

Imagine renders liquid in a clear container just fine, I made anims of moving lenses and the like. I always set color values to 0,0,0. Everyone has their own preference for glass though. One thing for your wine in a glass, tho, make sure that the wine object and glass object are NOT coplanar, in other words, not occupying the same space. You can accomplish this by scaling your wine object by something like .998 or so. You don't want too much "air" in between the glass and the wine, but you do need some. Also, make sure the sides of the glass have thickness, i.e., they need to be double-walled. Good luck!

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### 1.150 MSG-147 Subject: Re: PC 2 Amiga file transfers

Subject: Re: PC 2 Amiga file transfers  
Date: Wed, 26 Apr 1995 08:56:23  
From: wturber@PrimeNet.Com (Walter J. Turberville (III))

[snip]  
>

>Which brings me to a question: what's the most efficient way to  
>transfer hundreds of megabytes of animation files from the Pentium  
>to the Amiga? I have Link-It on order from Legendary Designs, but  
>it's been on order since November, and every time I call they give me  
>a new ship date about a month further away. This is starting to remind  
>me of the Toaster, which shipped about three years after the first time  
>New Tek told me they would be shipping by the end of the month.  
>Is an Ethernet card a viable option? What software would I need to  
>network the Amiga with my PC? Any other options? Anybody?

I'm told that ethernet is viable. You need Ami/TCP for the Amiga and TCP/IP for the PC. This will allow you to do FTPs to and from each machine. The main problem as I understand it is price. \$200-300 for an Amiga ethernet card and \$50-100 for a PC ethernet card. I have some info from some guy in the UK who is using some type of bridgeboard device that allows him the use a PC card in the Amiga. However, the "device" costs \$180.

The other option is to use CrossDos and an external PC formatted drive. Most people doing this (myself) use a Syquest. The advantage is versatility. You can use the SyQuest cartridges to bring files to service

---

bureaus etc. Also available are Bernoulli Disks and the brand new IOmega ZIP drive. The ZIP drive is \$200 and each 100 mb disk costs \$20. It also uses 25 mb disks that cost \$10. If you do not need to exchange files with others, this may be the best bet.

I (we) use a SyQuest 5200 which accepts 44mb, 88mb, and 200mb disks. A 200mb disc currently costs about \$80. The external drive costs \$500.

Hope this helps.

---

Walter (Jay) Turberville |wturber@primenet.com wturber@aol.com  
 Phoenix, AZ |http://www.primenet.com/~wturber  
 .....|ftp.primenet.com/users/w/wturber

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### 1.151 MSG-148 Subject: Confused user

Subject: Confused user  
 Date: Wed, 26 Apr 1995 10:16:18  
 From: FERNANDO PENA D'ANDREA <DANDREA@aton.inf.ufrgs.br>

Hi, guys! I'm back. I had some troubles with my mailing (it had bounced a lot of messages which I tryed to send, including replies to some felows that asked me for my object list, pix, ....). Sorry. If everything ran fine, you will find the list here in IML.

I'm having some trouble. I'm really new in the list and new in Imagine, so I have many, many questions, and I hope you can help me.  
 1st - What is the cylindrical light source? How I can use it properly?  
 2nd - What are Essences? How to get and use with Imagine 2.0?  
 3rd - What is a Bumpmap?  
 4th - What are the particles?

Please! I'm completely confused!

Thanks to any futurely given answers.

Fernando D'Andrea.  
 e-mail: dandrea@aton.inf.ufrgs.br  
 Fernando Pena D'Andrea.  
 E-Mail: dandrea@aton.inf.ufrgs.br

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### 1.152 MSG-149 Subject: WINE

Subject: WINE  
 Date: Wed, 26 Apr 1995 10:27:32  
 From: greg.tsadilas@hofbbs.com

I forgot who asked, but if you want to make a glass or bottle of brandy look denser in the middle than at the edges, use FAKELY.ITX, and have it affect the object's transparency. Make the front transparency value less than the side transparency value.

-GreG

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### 1.153 MSG-150 Subject: Re: Wine

Subject: Re: Wine  
 Date: Wed, 26 Apr 1995 10:39:23  
 From: FERNANDO PENA D'ANDREA <DANDREA@aton.inf.ufrgs.br>

It comes to my mail (April,26,1995):

> Nevertheless, my main question is; how do one make coloured fluid to look  
 > like coloured fluid??? Ie like brandy.  
 > If I make a fluid object (say I cut out the bottom of a glas and put a  
 > (sealed and scaled down) copy of this cut-out inside the glas) and make the  
 > object coloured and transparent. If I make it too transparent (high filter  
 > values) it will be more or less completely "see-through". If I don't make it  
 > transparent enough I won't see the background through the fluid! I just  
 > don't seem to be able to come up with a good compromise. :-(  
 > Also, a transparent object is equally transparent indifferent of how far a  
 > lightbeam travels through the object, but that's not the way it works in RL  
 > (real life, to all you non mudders;).  
 > If you take a fluid like brandy or wine and pour it in a glas (what the  
 > h\*ll, drink it directly from the bottle if you like) you will see "more  
 > colour" in the middle of the glas than you do at the edges simply because  
 > the light has to travel through more fluid in the middle.  
 > I want my fluid-objects to behave the same way!!  
 > Using fog is not a good idea since fog can't reflect or have hardness.

Well, it appears to be a problem with Imagine :( . If you pick a glass sphere and put it against a light source, you will see in a surface with receives the 'shadow' of the sphere. Not really a shadow, but the outlines of the shadow will be very dark, while the middle will concentrate all light which pass trough the ball. The effect is very close to lens. But in Imagine (I use 2.0), the shadow is the same as the shadow of a normal non-transparent object, just less dark than!!!!!!!!!!!!!!

It occurs because Imagine do not do with the 'light rays' ( in the truth are 'shadow rays') the same that it do with the rays

launched from the camera when it passes through the glass. There are no distortion in the light rays. It is a good enhancement to future versions of Imagine.

Fernando D'Andrea.

e-mail: dandrea@aton.inf.ufrgs.br

Fernando Pena D'Andrea.

E-Mail: dandrea@aton.inf.ufrgs.br

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### 1.154 MSG-151 Subject: Re: PC/Amiga graphics

Subject: Re: PC/Amiga graphics

Date: Wed, 26 Apr 1995 11:15:38

From: Mike McCool <mikemcoo@efn.org>

Hey Adam, et al,

I suppose what this boils down to, at least for me, is a kind of sick amazement that ibeamers don't seem to mind having the microsoft boys at their throats. Please excuse my politicizing the IML, but this argument doesn't seem to want to go away.

Having been raised in a tradition of respect for collective bargaining, I still have this naive notion that the word monopoly has negative connotations. Even my limited grasp of economic history lets me appreciate that the only reason the American working class was ever able to afford its own home much less the shirt on its back was because the TRUSTS were busted up.

Now microsoft has created a TRUST on a scale that would make even ole Henry and John D blush with jealousy. And already they've spent more on lawyers to shield them from the barrage of incoming Anti-trust suits than Escom spent purchasing Commodore.

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### 1.155 MSG-152 Subject: Imagine FAQ is on the Web

Subject: Imagine FAQ is on the Web

Date: Wed, 26 Apr 1995 11:37:58

From: zmievski@herbie.unl.edu (Andrey Zmievskiy)

You can find Imagine FAQ in HTML form on <http://websharx.com/~imagnie/faq>. I am going to update the FAQ to version 6 as soon as possible. Please, mail me any comments or suggestions. I am going to expand Imagine page very soon.

Andrey

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### 1.156 MSG-153 Subject: Re: PC 2 Amiga file transfers

Subject: Re: PC 2 Amiga file transfers  
Date: Wed, 26 Apr 1995 12:14:09  
From: Curcio Nicholas <curcion@db.erau.edu>

> >Which brings me to a question: what's the most efficient way to  
> >transfer hundreds of megabytes of animation files from the Pentium  
> >to the Amiga? I have Link-It on order from Legendary Designs, but  
> >it's been on order since November, and every time I call they give me  
> >a new ship date about a month further away. This is starting to remind  
> >me of the Toaster, which shipped about three years after the first time  
> >New Tek told me they would be shipping by the end of the month.  
> >Is an Ethernet card a viable option? What software would I need to  
> >network the Amiga with my PC? Any other options? Anybody?

Twin Express works fine for me. It is available on aminet and includes executables for the Ami and the PC. All you need is a null-modem cable. Because it uses the serial port, the PC will only let you use a baud rate of 115200. :( So, it gives a transfer rate of 10k per second.

There's another file on aminet called PC2Amiga, I think. I downloaded it, but I haven't tries it yet. It lets you assign the PC as a device, Sounds pretty cool. Hope this helps.

Nik

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### 1.157 MSG-154 Subject: Re: Imagine FAQ is on the Web

Subject: Re: Imagine FAQ is on the Web  
Date: Wed, 26 Apr 1995 13:08:06

---







Now, Amiga textures cannot be converted to the PC, they are motorola code and will not work with intel (unless someone would make a REALLY ingenious program :)  
What has to be done is some slight changes to the code and a recompilation on the PC using the right compiler/linker.  
As soon as I find a nice way of making PC versions of the textures, I will do so. (I still have doubts about sending my sources to someone I don't know very well)  
So don't think I am anti PC users, I really feel sorry for them (oops, couldn't help myself :)

Greetings, Milan

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### 1.162 MSG-159 Subject: Re: Re[2]: PC/Amiga graphics

Subject: Re: Re[2]: PC/Amiga graphics  
Date: Wed, 26 Apr 1995 15:50:42  
From: plucas@vt.edu (Perry Lucas)

> To all the PC nasties that I have managed to extract from the dark  
>shadow of list lurkers:  
>  
>Yes, I know about OS/2 and its multitasking capabilities. So, are you  
>able to run ImaginePC under OS/2 AND multitask and format floppies? Tell  
>me exactly how you are doing this, please? Or maybe you are running  
>ImaginePC under Windows NT AND multitasking and formatting floppies?  
>Please tell me how to do this. Thank you for your incredibly humble help.

Whatever the hell platform you use, it doesn't f\*cking matter. You use it because it gets the job done the way you want it and thats it. So end this stupid dribble about what is better and what is not.

Sick and Annoyed  
--Perry

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### 1.163 MSG-160 Subject: Re: Wine

Subject: Re: Wine  
Date: Wed, 26 Apr 1995 17:03:09

---

From: yrod@ozemail.com.au

What index of refraction are u using for these objects?

```
#####
YYY YYY RRRRRRRR 000000 DDDDDD
YYY YYY RRR RRR 000 000 DDD DDD
YYYYYYY RRRRRRRR 000 000 DDD DDD
YY RRR RRR 000 000 DDD DDD
YY RRR RRR 000000 DDDDDD
yrod@ozemail.com.au
A2000/030 FPU 4MB &-(
GeneralProtectionFaultFreeZone 8-)
#####
```

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## 1.164 MSG-161 Subject: Re: DXF to Imagine

Subject: Re: DXF to Imagine  
 Date: Wed, 26 Apr 1995 18:13:20  
 From: fredster@cyberport.net (Fred Aderhold)

```
>To: IML
>From: fredster@cyberport.net (Fred Aderhold)
>Subject: Re: DXF to Imagine
>
>
>>
>>Try povray.org /pub/povray/utilities/wc2pov25.zip
>>
>
>Actually, that's ftp.povray.org etc.
>
>The Internet - whatta concept!
>
>-----
>Fred Aderhold
>fredster@cyberport.net
>
>Relax, it's all just 1's and 0's
>
>-----
```

Fred Aderhold  
 fredster@cyberport.net

Relax, it's all just 1's and 0's

-----  
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### 1.165 MSG-162 Subject: Sorry Could Not Find Subject!

Date: Wed, 26 Apr 1995 18:18:58  
From: fredster@cyberport.net (Fred Aderhold)

>>  
>>Try povray.org /pub/povray/utilities/wc2pov25.zip  
>>  
>  
>Actually, that's ftp.povray.org etc.  
>  
>The Internet - whatta concept!  
>

Ooops, I was wrong, you don't have to have ftp on the front of that address.  
Oh well, we surf, we learn!

-----  
Fred Aderhold  
fredster@cyberport.net

Relax, it's all just 1's and 0's

-----  
Fred Aderhold  
fredster@cyberport.net

Relax, it's all just 1's and 0's  
-----

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### 1.166 MSG-163 Subject: Re: PC 2 Amiga file transfers

Subject: Re: PC 2 Amiga file transfers  
Date: Wed, 26 Apr 1995 18:46:30  
From: cjo@esrange.ssc.se

---

[snip]

>>Which brings me to a question: what's the most efficient way to  
>>transfer hundreds of megabytes of animation files from the Pentium  
>>to the Amiga?  
>>Is an Ethernet card a viable option? What software would I need to  
>>network the Amiga with my PC? Any other options? Anybody?

>I'm told that ethernet is viable. You need Ami/TCP for the Amiga and  
>TCP/IP for the PC. This will allow you to do FTPs to and from each machine.  
>The main problem as I understand it is price.

Couldn't you get the PC to talk IP over the serial or the parallell port?  
The Amiga can (with AmiTCP and a SanaII driver). OK, it might be slow, but  
the S/W is free for the Amiga and no extra hardware (except for a cable) is  
needed.

```

| Conny Joensson | Swedish Space Corp. Estrange |
| Kiruna | Satellite operations - Telecom Div. |
| Sweden | cjo@estrangle.ssc.se |

```

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## 1.167 MSG-164 Subject: Re: Wine

Subject: Re: Wine  
Date: Wed, 26 Apr 1995 19:20:39  
From: cjo@estrangle.ssc.se

> This is not really a soultion(again no pun intended) to your  
> problem

Ahh, I'm glad someone cougth my my drift. :-)

> but I just thought that I'd tell you about this so that you don't  
> expect as much from Imagine.

Yes. I am aware that Imagine has it's limits, and I can live with them.  
It's just that I know that there is quite an imaginative bunch of people out  
there and I wanted to see if someone else have come up with any nice tricks.

> -Mark Krenz

Anyway, thanks for your input.

```

| Conny Joensson | Swedish Space Corp. Estrange |
| Kiruna | Satellite operations - Telecom Div. |
| Sweden | cjo@estrangle.ssc.se |

```

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## 1.168 MSG-165 Subject: Re: Wine

Subject: Re: Wine  
Date: Wed, 26 Apr 1995 19:49:34  
From: cjo@esrange.ssc.se

>>Any suggestions on how to make surfaces look as hard as they do in that  
>>image are extremely welcome!

>Well, I imagine you've tried the obvious, i.e. setting the hardness to  
>maximum, giving it white specularly, and making it slightly reflective.

Yepp, I have.

>Not having seen the image you are trying to emulate, can you pin  
>down exactly what makes it look hard to you, and in what way your  
>renderings differ?

No, that's one of my problems, I can't quite "see"!  
Somehow I get the impression that the glass surfaces reflect rather much but  
are still highly transparent. But if I try to increase "reflect" for my  
object it comes out looking way too much like a metal, instead of glass.  
If "shinyness" would have worked with transparent objects I would have used  
that, but it doesn't.

>>Nevertheless, my main question is; how do one make coloured fluid to look  
>>like coloured fluid??? Ie like brandy.

>Here's one of the relevant entries from Dare To Imagine, which may be what  
>you're looking for:  
[snip]

Thanks. I'll try those.

>>If you take a fluid like brandy or wine and pour it in a glas (what the  
>>h\*ll, drink it directly from the bottle if you like) you will see "more  
>>colour" in the middle of the glas than you do at the edges simply because  
>>the light has to travel through more fluid in the middle.  
>>I want my fluid-objects to behave the same way!!

>Off the top of my head, what about enclosing a fog object with a  
>transparent casing, slightly larger than the fog object. You can then give  
>this transparent object the specular and reflective attributes you want.  
>Have to think about whether this will give you the effect you want...maybe  
>when combined with one of the various "ghost"-type textures.

Yes, this is what thought "off the top of my head" as well.  
I just wanted to see if anyone else on the list had any other ideas.  
(Actually, I have tried it, and it looks rather good!)

---

>>I think I have come up with a reasonable solution (no pun intended) to the  
>>"transparency" thing, but I would like some input from you guys (and  
>>girls!) on the list.

Hmm, only "male" answers so far. Where did all the girls go?

>>I hope I have set some minds to work...

>I hope so too, Conny. There's been a bit of a shortage of Imagine-related  
>posts lately, and more than a few about platforms.

Yeah! Tell me about it! I'm so fed up with this compuwar-thingy that it  
makes me sick!

Please everyone, STOP IT!!!!

> -Craig

---

|  |                |  |                                     |  |
|--|----------------|--|-------------------------------------|--|
|  | Conny Joensson |  | Swedish Space Corp. Estrange        |  |
|  | Kiruna         |  | Satellite operations - Telecom Div. |  |
|  | Sweden         |  | cjo@estrage.ssc.se                  |  |

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## 1.169 MSG-166 Subject: Re: PC/Amiga graphics

Subject: Re: PC/Amiga graphics  
Date: Wed, 26 Apr 1995 19:53:20  
From: Igor Gurovich <igorg@netcom.com>

igorg@netcom.com

On Wed, 26 Apr 1995, Ted Stethem wrote:

> One thing you will NEVER see a PC do is allow you to format a floppy and  
> let you go off and do other things. Maybe this might not sound like a big

What about OS/2. I have the latest version and there were times that I  
have been playing Doom(another thing you, Amigers, will never see), while  
downloading files, raytracing , and even, sometimes formatting floppies.  
It's too bad for Impulse that Imagine does not work in OS/2 and other  
PC-based multitasking systems. Don't forget that Imagine is not the only  
Modeller & Renderer in the world..

Look Amiga is dead! Stop mourning and move on. Get a Life! Back in late 80's  
while in Russia I was amazed by the Sinclair's Zx Spectrum, which was  
already dead everywhere else, harshly murdered by invasion of American  
IBM PC's. I thought that upon coming to America, I will continue using

---

Sir Sinlair's creation... HA-HA-HA!  
Now I am using former top-of-the-line Gateway 2000 486DX2-66 w/16 MB of RAM, 2MB VRAM and lots of other stuff.

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## 1.170 MSG-167 Subject: Re: Imagine FAQ is on the Web

Subject: Re: Imagine FAQ is on the Web  
Date: Wed, 26 Apr 1995 20:01:01  
From: cjo@esrange.ssc.se

>You can find Imagine FAQ in HTML form on  
><http://websharx.com/~imagnie/faq>. I am going to update the FAQ to  
>version 6 as soon as possible. Please, mail me any comments or  
>suggestions. I am going to expand Imagine page very soon.  
>Andrey

Anyone in northern Europe might find it faster to access the FAQ at  
"<http://www.kiruna.se/is/cjo/raytrace.html>".

Any comments on those pages too are also very welcome.

And Andrey, where have you found FAQ v6??

```

| Conny Joensson | Swedish Space Corp. Esrange |
| Kiruna | Satellite operations - Telecom Div. |
| Sweden | cjo@esrange.ssc.se |

```

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## 1.171 MSG-168 Subject: Re: WINE

Subject: Re: WINE  
Date: Wed, 26 Apr 1995 20:06:42  
From: cjo@esrange.ssc.se

> I forgot who asked, but if you want to make a glass or bottle of brandy  
> look denser in the middle than at the edges, use FAKELY.ITX, and have it  
> affect the object's transparency. Make the front transparency value less  
> than the side transparency value.



> -GreG

Really!?! I didn't know that, did I?

Thank you very much indeed!

```

| Conny Joensson | Swedish Space Corp. Estrange |
| Kiruna | Satellite operations - Telecom Div. |
| Sweden | cjo@estrage.ssc.se |

```

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### 1.172 MSG-169 Subject: Re: Imagine FAQ is on the Web

Subject: Re: Imagine FAQ is on the Web  
Date: Wed, 26 Apr 1995 20:31:18  
From: zmievski@herbie.unl.edu (Andrey Zmievskiy)

> I think you meant, "/~imagine/faq". Slight typo there.

Yes, was typing that on the terminal with sticky keys. Sorry.

Andrey

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### 1.173 MSG-170 Subject: Re: PC/Amiga graphics

Subject: Re: PC/Amiga graphics  
Date: Wed, 26 Apr 1995 23:29:19  
From: Adam Watkin <adam@wonderland.apana.org.au>

>  
> One thing you will NEVER see a PC do is allow you to format a floppy and  
> let you go off and do other things. Maybe this might not sound like a big  
> deal, but if you are like I am, I will be downloading and rendering and  
> doing file management and maybe even image converting, all at the same  
> time. So, with Directory Opus in the background, I occasionally have the  
> need to format a disk before I can uncompress a file to it. Then there  
> are the times I need to format several floppies or even two floppies at a  
> time and I can do that and not have to wait before I go on to other jobs.  
> Show me a PC that can do that!

Well most IBM PCs should be able to do that, hell last night on

mine I was formatting a disk, playing descent (a 3d game) and I was also watching over a file being downloaded from an ftp site using netscape. Also several terminals were running with the imagine mailing list being displayed and other novelties. This is on a P-90 with 16 megs which I guess you'll make a point about using a good machine, well I was playing magic carpet in a window while copying a large file to a floppy on a 486-33 and it was fine.

What you are talking about is an unfortunately limited experience when it comes to operating systems, Windows 95, Windows NT and various Unix based OS'. People really bag the PC for it's multitasking capabilities but they are heaps better at it than the Amiga, even my most die hard amiga friends have admitted that when using Windows 95 and Windows NT. MS-DOS is the problem, not the computer.

If I have sounded patronising or offensive I apologise as that was not the intention.

Bye,  
Adam.

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## 1.174 MSG-171 Subject: Sorry Could Not Find Subject!

Date: Wed, 26 Apr 1995 23:48:40  
From: Lawson Gold <lawson@lawson.demon.co.uk>

I'm having big troubles with easy\_mpeg. Once I start it generating, it gets to 5 frames (it's a 200 frame anim) & then sits & waits indefinitely for the next one (even though I know it's there). What am I missing?  
I'm on a 120068030mmu+88250Mhz if that makes any difference, I know the writer hasn't tested it on these.

Oh, to a previous mail item - Windows 95 isn't out yet (discounting the randomly crashing Beta versions) & Windows NT costs over a 100 (Server version over a 1000) - lot of money for the privilege of multitasking which Amiga users have taken for granted for 10 years....

Lawson Gold

lawson@lawson.demon.co.uk

--

~~~~~  
Lawson Gold - lawson@lawson.demon.co.uk (Demon Account)  
Connecting via Demon Internet, Finchley, London, N3 1TT. Tel: 081-349-0063  
-- Full IP Connectivity for a 10 UKP per month - no usage/online fees!! --

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## 1.175 MSG-172 Subject: Re: PC/Amiga graphics

Subject: Re: PC/Amiga graphics  
Date: Thu, 27 Apr 1995 00:07:41  
From: J Todd Felton <jtfelton@freenet.columbus.oh.us>

Frankly, you sound just like another high-school teenager who wants to fight with the other geeks as to how much better his C64 is than the other's Atari. I find this repulsive and immature. I don't know how or where you get your information but I can name several OS's for the PC's that will allow you to do the following item's you've mentioned.

It is apparent that you have not investigated the number of OS's that are available for PC based systems. There is definitely a much wider range of OS's for the PC than probably any other type of hardware. It's unfortunate that you comment as you do since your ignorance of computing technology and available operating system's is quite apparent. You'd be better off spending your time learning about computing technology than trying to express your biased opinions. DOS/Windows is only one of the many PC OS's I work with in a day.

It's unfortunate to see your message so close to a \*real\* posting in this group from a guy who wanted to investigate file transfer solutions between PC's and Amiga's. I like to see these kind's of postings since I seem to be one of the few people interested in creating a good overall production environment using both platforms and possibly more. Maybe I'm expecting a bit much for the average user.

I hope that I've not offended anyone since I am hoping to inspire some serious thought on the cross-platform issues all Imagine user's face. Maybe if more Amiga users would have been out there providing good solutions for graphics systems/networks for industry and home, we wouldn't be all holding our breath to see if the Amiga will survive Commodore's failure. It's more than just marketing folks, application plays a large role in the game.

It often angers me to know that a powerful platform may go out of existence and all people can say is "mine's still better... Your's can't do this or that." Especially when my PC does for me daily.

JTF

On Wed, 26 Apr 1995, Ted Stethem wrote:

> One thing you will NEVER see a PC do is allow you to format a floppy and  
> let you go off and do other things. Maybe this might not sound like a big  
> deal, but if you are like I am, I will be downloading and rendering and  
> doing file management and maybe even image converting, all at the same

> time. So, with Directory Opus in the background, I occasionally have the  
> need to format a disk before I can uncompress a file to it. Then there  
> are the times I need to format several floppies or even two floppies at a  
> time and I can do that and not have to wait before I go on to other jobs.  
> Show me a PC that can do that!  
> The other thing a PC will never allow you to do is have pull-down  
> graphic screens. I showed this to a die-hard PC guy and I thought his  
> eyeballs were going to drop out of their sockets. It was pretty funny.  
> And who runs Imagine without the need to go look at various files, or  
> convert that image you want to use for a brushmap or run Forge to  
> checkout that texture? It is too bad that PC types just cannot seem to  
> understand the significance of true pre-emptive multi-tasking.  
> Anyway, enough platform platitudes.

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## 1.176 MSG-173 Subject: Milan Textures

Subject: Milan Textures  
Date: Thu, 27 Apr 1995 00:32:10  
From: Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>

Milan,

Got the textures fine and tried out the Glass.itx right away. Can't believe how easy it is to do realistic looking glass now. The texture also renders very quickly. For some reason, your textures and Essence textures tend to render very quickly while many of the Impulse textures render very slowly. I notice you said you compiled with SAS C and it was once said on this list that Impulse uses some archaic hacked up Manx C compiler. I wonder if this could account for the rendering speed differences?

I will try the Clipmap texture next and see if it fixes some of the overlapping clipmap problems with multiple layers of clipmapped objects that Imagine seems to have developed starting in V2.9.

Really like that 3-D AnimFlare (lensflare) texture, too. Haven't really done much with it except a test render but it will be fun experimenting with that.

Thanks again and keep up the good work.

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## 1.177 MSG-174 Subject: Re: Imagine for Windows

Subject: Re: Imagine for Windows  
Date: Thu, 27 Apr 1995 01:08:38  
From: fredster@cyberport.net (Fred Aderhold)

>  
>Those of you anxiously waiting for the Windows version of Imagine might  
>>want to take note. Lightwave 3D is shipping for Windows and WinNT and  
>the above observation is pretty typical info from the Lightwave Mail  
>List. If you want Imagine to run under Windows, better start saving up  
>for memory! :)

I just spoke to Newtek today, and they said the beta version of LW is now shipping with the final release scheduled in about 8 weeks. They also said they were going to have a competitive upgrade program, but she couldn't tell me if Imagine was part of it yet.

-----  
Fred Aderhold  
fredster@cyberport.net

Relax, it's all just 1's and 0's

-----  
Fred Aderhold  
fredster@cyberport.net

Relax, it's all just 1's and 0's

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## 1.178 MSG-175 Subject: Imagine 3.3 requests

Subject: Imagine 3.3 requests  
Date: Thu, 27 Apr 1995 01:28:09  
From: Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>

Mike,

You say you are listening, so here is your chance to prove it. Several people on this list have stated they would prefer to see the interface improved in 3.3 over having new features added. I take it they mean the Action Editor/Stage Editor interface since I think the Detail Editor is just fine (of course, anything can be improved). However, I think Imagine should be modularized (I know you hate to hear this) but like Lightwave, where the Detail Editor would be comparable to the Modeler and the Action/Stage/Project Editor would be comparable to Lightwave. This way, the

---

entire program does not have to be loaded in RAM and also allows for multiple Projects to be loaded at the same time and rendering. There is no reason to have to load the Detail Editor, and especially the Forms Editor, with the Action/Stage/Project Editors. I know you have suggested just running multiple Imagine's, but it is kind of a high overhead in RAM to do this.

The other improvement I really, really would like to see in V3.3 is the option to load all the objects in the Stage and Project Editors just once to RAM, rather than having to re-load them for every frame. I know you have said this mode of operation is carried over from version to version for the sake of lower end configuration users that don't have the RAM, but it should be made an option for the higher end users that have sufficient RAM to do this. The access time for even a hard disk is three orders of magnitude longer than the access time for RAM and having to reload all the objects for EVERY frame is slowing the whole rendering process excessively. You have said to just load the entire project to RAM but this is placing an excessive burden on the RAM overhead and ends up being somewhat redundant, with the objects already in RAM and the program loading them into RAM again.

Browse buttons have been added to several requestors and it is about time the Attributes path error message in the Detail Editor be replaced with a requestor with Browse buttons. Not only would this help the reassignment of Attribute paths but would take care of the slash '/' and backslash '\' directory path difference between Amiga's and PC's.

Also, the PIC and ANIM viewer in the Detail Editor is a nice addition but I have found the ANIM viewer, and associated ANIM Brushmap Attribute, only seems to recognize 16-color Hi-res and 32-color Lo-res animation formats. In the documentation for V3.1, you state "you can now map to any object a FLC or ANIM." If you cannot provide for other ANIM formats for the Amiga, such as HAM, HAM-Interlace, HAM8, EHB, then you should allow the Amiga version to use FLC. This would also help to improve the compatibility of projects on both platforms.

Another nice addition to V3.3 would be a more complete set of documentation or at least tutorial examples, particularly for the Inverse Kinematics. It may just be me, but I think the implementation of IK could be greatly improved or better explained beyond the Freeze textfile included with V3.1. I have been looking at Freeze/Constrain and I think this is what you are referring to as IK but the IK I have seen implemented in other programs allow for a higher level of control, with parent to child relationships, and with a much easier to understand interface, including the setting of angular limits to rotation. As far as I can tell at this point, the Freeze menu basically restricts motion or rotation over an entire axis range. This is not particularly helpful, for example, when you are trying to restrict the motion of a knee. The knee cannot rotate in the local z or y axis, which is fine with Freeze to just prevent rotations in those axes, but then the rotation in the x-axis is still possible for 360 degrees, which wouldn't happen in real life. If this does not sound correct to you, maybe it is because the documentation was too sparse for me to comprehend the operation of this function which would seem to indicate a need for improvement in the documentation.

These are my top priorities for improvements and fixes I would like to see in V3.3. At this point, I agree with a lot of other Imagine users that I would rather see improvements and fixes of existing features over the addition of more new features. The only exception is the addition of a fast texture previewer. That would be a really nice new feature.

Well, I hope you will consider my requests. I think my suggestions would go a long way to improving the overall performance of Imagine.

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Thanks in advance for listening.

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### 1.179 MSG-176 Subject: Re: Re[2]: PC/Amiga graphics

Subject: Re: Re[2]: PC/Amiga graphics

Date: Thu, 27 Apr 1995 01:34:58

From: fredster@cyberport.net (Fred Aderhold)

> To all the PC nasties that I have managed to extract from the dark  
>shadow of list lurkers:  
>  
>Yes, I know about OS/2 and its multitasking capabilities. So, are you  
>able to run ImaginePC under OS/2 AND multitask and format floppies? Tell  
>me exactly how you are doing this, please? Or maybe you are running  
>ImaginePC under Windows NT AND multitasking and formatting floppies?  
>Please tell me how to do this. Thank you for your incredibly humble help.  
>  
>

No, I can't run Imagine PC under Windows. That's not Windows' fault. If a software company wants Windows users to use their product, they need to make it run under Windows. Or, we can accept the limitations of Imagine vrs Windows and move on with our lives. But I can start formatting floppies in a DOS box under Windows for Workgroups, ALT+TAB out and move on to something else, such as reply to your message, which I am doing now. WFWG has multitasking capabilities, yes. Does it work as well as the Amiga? Dunno, never had the opportunity to try one. If you say so, ok, I believe you. Hey, when I first learned about Video Toaster and LW3D and how the Amiga has been the graphic standard (thanx Mike!) I seriously started to figure out how to get a \$10,000 loan so I could get one. I'd love to be able to find an image map, or read a text file while in Imagine. (Actually, a simple shell to DOS function would go a long way in the next update)

My point? "Can't we all just get along?"

No nastiness intended!

-----  
Fred Aderhold  
fredster@cyberport.net

Relax, it's all just 1's and 0's  
-----

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## 1.180 MSG-177 Subject: WHO CARES

Subject: WHO CARES  
Date: Thu, 27 Apr 1995 01:52:37  
From: Brian V Salisbury <bvs@datalabs.com>

Even though I'm writing this message from a \$45,000 SGI Indigo 2 Exteme while taking a short break from an Alias model I am building to read my email, I still think it's cool to go home and use Imagine on ANY computer.

Imagine has features that some high end systems don't have. I dig Imagine, and thought that it would be cool to get on this mailing list and learn more from fellow Imagine users, REGARDLESS of their platform.

I use SGI, PC, Amiga, and Macintoshes. They are all fun to use.

The point is, NO ONE CARES WHAT COMPUTER YOU USE.

If Impulse was as close minded as some of the recent messages I've read, they would be out of business.

STICK TO THE POINT.

"IMAGINE MAILING LIST"

Have a nice day

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## 1.181 MSG-178 Subject: Anim playback

Subject: Anim playback  
Date: Thu, 27 Apr 1995 01:59:43  
From: "Anime a day..." <b7655@hopi.dtcc.edu>

fooled ya with the subject.. don't delete.. please enjoy a laugh...

On Wed, 26 Apr 1995, Igor Gurovich wrote:

- .vs -

> On Wed, 26 Apr 1995, Ted Stethem wrote:

---



>  
> > One thing you will NEVER see a PC do is allow you to format a floppy and  
> > let you go off and do other things. Maybe this might not sound like a big  
>  
> What about OS/2. I have the latest version and there were times that I  
> IBM PC's. I thought that upon coming to America, I will continue using  
> Sir Sinlair's creation... HA-HA-HA!  
> Now I am using former top-of-the-line Gateway 2000 486DX2-66 w/16 MB of  
> RAM, 2MB VRAM and lots of other stuff.  
>  
>

The eternal fire of c.s.a.a. has spreadith to the IML... I think this energy is what powers the U.F.O's and if we can somehow harness it we 'might' have enough power to stop the 'mega-weapon' (i.e. MST3000) which Bill Gates is unleashing.. not Windows '9xyu , but his Microsoft Internet service which I won't mutter the name in fear of it's wrath...

bye now, play nice..

I won't tell you what computer I use, but my Ti99/4a has an EXTERNAL speech synth., and allows you the luxury to store data on normal Cassette tapes! And they double as 'bio-rhythmic' mind soothers when the tapes are played in a decent walk-man...can't what to get those 'NEW' China64's, maybe they'll have internal 1200 baud this time.. keep your fingers crossed </\>

Bill

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## 1.182 MSG-179 Subject: States

Subject: States  
Date: Thu, 27 Apr 1995 02:06:03  
From: Tony\_Bernauer@comlink.mpx.com.au (Tony Bernauer)

Hi folks,

I've been trying to make a group of objects into some STATES. To explain, there is a tute type message in the "Dare to imagine" book which explains how to use the CONSTRAIN command to cre a moving piston. At the end of the post it it says that you need to creat some states. Unfortunately I can't the states to work. I create a DEFAULT state. I then rotate the disk and the piston moves. I create some other states. If I later select STATES/SET TO and select any of the previous states I created I don't get that state. Has anyone managed to get this to work ? I've tried various things like changing back to PICK GROUPS before creating states, to no avail.

Thanks, Tony

-- Via DLG Pro v1.0

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### 1.183 MSG-180 Subject: Forget this

Subject: Forget this  
Date: Thu, 27 Apr 1995 03:45:29  
From: stargzr!afraser@efn.org (Private)

Sigh...here it goes again. "My amiga's better then your IBM ptttffftt!" I sent a unsubscribe letter to the server for imagine earlier-here goes a public one, since the other one didn't. The imagine e-mailing list is busy enough, but with this garbage...well. forget it. Please unsibscribe me from this list, which has had too high a noise-signal ratio for my tastes lately.

--

```

Systems Administrator.-->Stargazer BBS Sysop |Does your mother know that|
Internet Address----->stargzr!admin@efn.org |you read these kinds of |
Computer Consultant----->Fraser's edge consulting|things? |

```

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### 1.184 MSG-181 Subject: Re: Wine

Subject: Re: Wine  
Date: Thu, 27 Apr 1995 04:46:51  
From: Catherine A Tromanhauser <ctroman@uoguelph.ca>

On Tue, 25 Apr 1995 cjo@esrange.ssc.se wrote:

> A few weeks ago Douglas Smith of Ireland asked the IML for advice on how to  
> model a bicycle, but from what I can recall no one seemed to come up with  
> any constructive answers (or did I just miss them...?)  
>  
> Anyways, now I have got a modelling question of my own.  
> I was looking at an image in issue 17 of the 3D Artist magazine.

> On one of the first pages is an image from AutoCAD (I think it was).  
> It contains a tile ground and a few glasses, two of them empty, one with  
> brandy and one with some green slimy stuff in it. All of the surfaces in  
> that image looks extremely "hard", the tileing, the glas and the fluid.  
>  
> Any suggestions on how to make surfaces look as hard as they do in that  
> image are extremely welcome! I have been trying to replicate that image but  
> haven't quite succeeded. :-(  
>  
> Nevertheless, my main question is; how do one make coloured fluid to look  
> like coloured fluid??? Ie like brandy.  
> If I make a fluid object (say I cut out the bottom of a glas and put a  
> (sealed and scaled down) copy of this cut-out inside the glas) and make the  
> object coloured and transparent. If I make it too transparent (high filter  
> values) it will be more or less completely "see-through". If I don't make it  
> transparent enough I won't see the background through the fluid! I just  
> don't seem to be able to come up with a good compromise. :-(  
> Also, a transparent object is equally transparent indifferent of how far a  
> lightbeam travels through the object, but that's not the way it works in RL  
> (real life, to all you non mudders;).  
> If you take a fluid like brandy or wine and pour it in a glas (what the  
> h\*ll, drink it directly from the bottle if you like) you will see "more  
> colour" in the middle of the glas than you do at the edges simply because  
> the light has to travel through more fluid in the middle.  
> I want my fluid-objects to behave the same way!!  
> Using fog is not a good idea since fog can't reflect or have hardness.  
>  
> Does anyone have any good suggestions to any of these problems? Please!?!  
>  
> I think I have come up with a reasonable solution (no pun intended) to the  
> "transparency" thing, but I would like some input from you guys (and girls!)  
> on the list.  
>  
> I hope I have set some minds to work...  
>  
How about a fog object inside the transluscent object inside the glass?  
The fog giving it density, the transluscent giving it hardness and  
reflection and the glass as itself?  
Haven't tried it, just a thought.

Sully

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## 1.185 MSG-182 Subject: The purpose of IML

Subject: The purpose of IML  
Date: Thu, 27 Apr 1995 05:06:45  
From: plucas@vt.edu (Perry Lucas)

---

>Gee, if something as trivial as this gets you sick and annoyed, I would  
>suggest some professional counseling. Get well soon.  
>  
>>  
>> Sick and Annoyed  
>> --Perry

Ted,

I happen to be a student of psychology and if you wish to discuss my  
mental health I will gladly do so, but as you can see many of the other  
users here are also irritated at this prolonged and unsolvable problem of  
which is better. The little free time that I do have is very important  
to me and I was irritated last night that over half of my messages received  
from IML were on wasted bandwidth.

If you wish to continue this debate, take it to [alt.computers.intractable.null](mailto:alt.computers.intractable.null)

Good-Day  
Perry

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## 1.186 MSG-183 Subject: Re: Imagine Textures

Subject: Re: Imagine Textures  
Date: Thu, 27 Apr 1995 07:18:27  
From: Rodney McNeel <[rodman@infinity.ccsi.com](mailto:rodman@infinity.ccsi.com)>

Myself for your textures as well, especially if they are Amiga. And Thank  
You for you're efforts!  
[rodman@infinity.ccsi.com](mailto:rodman@infinity.ccsi.com)

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## 1.187 MSG-184 Subject: New Imagine Textures

Subject: New Imagine Textures  
Date: Thu, 27 Apr 1995 07:31:53  
From: [tome@next.com.au](mailto:tome@next.com.au) (Tom Ellard)

>From: [milan@dieppe.artmediatech.nl](mailto:milan@dieppe.artmediatech.nl) (Milan Polle)

---



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## 1.189 MSG-186 Subject: Please stop th silly platform discussion!

Subject: Please stop th silly platform discussion!  
 Date: Thu, 27 Apr 1995 11:16:06  
 From: tdv94mhd@cs.umu.se

Lately there hasn't been much imagine related discussions on the IML  
 There only is this silly platform discussions about platforms  
 (i.e. "my computer is much better than yours ..Hihi")...

Please stop this silly sort of things, and concentrate on making some  
 interesting stuff about imagine instead...

--

```

=====0000=====0000=====0000=====0000=====
| HomePage | | Mattias Hornlund |
| http://www.ts.umu.se/~xiter | | Blabarsv. 10 |
|_____| | 90337 Umea |
| |_____| Sweden |
| |_____||
| | email: tdv94mhd@cs.umu.se |
| | xiter@ts.umu.se |
|_____||
=====

```

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## 1.190 MSG-187 Subject: Imagine

Subject: Imagine  
 Date: Thu, 27 Apr 1995 11:23:14  
 From: Steve McLaughlin <stevemcl@VNET.IBM.COM>

Hi, i've sent you 12 files, each one 600 lines, and the last(12th) is 130  
 lines.

If you don't get them all , let me know,  
 thanks!

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## 1.191 MSG-188 Subject: Re: Wine

Subject: Re: Wine  
Date: Thu, 27 Apr 1995 11:24:50  
From: Marty Nussbaum <martyn@asu.edu>

On Wed, 26 Apr 1995 cjo@esrange.ssc.se wrote:

> >>Nevertheless, my main question is; how do one make coloured fluid to look  
> >>like coloured fluid??? Ie like brandy.  
>  
> >>If you take a fluid like brandy or wine and pour it in a glas (what the  
> >>h\*ll, drink it directly from the bottle if you like) you will see "more  
> >>colour" in the middle of the glas than you do at the edges simply because  
> >>the light has to travel through more fluid in the middle.  
> >>I want my fluid-objects to behave the same way!!

When ever I get stuck and can't do something, I look at the other software packages that I have to see how they would do something. Then I try to use that info to create the effect that I wantin imagine. What all this leads up to is I have a book called "3D Studio Special Effects" by New Riders Publishing. In it there is a tutorial on making a glass of water w/ ice cubes. The ice has the effect that you guys are looking for. I haven't done this one yet but will in the next couple of days to see how it was done then I'll try it in imagine. I'll let ya'll know how it turns out.

Marty

```

* ACK!! *
* Hairball! *

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 U
```

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## 1.192 MSG-189 Subject: Re: TextureStudio on aminet!!

Subject: Re: TextureStudio on aminet!!  
Date: Thu, 27 Apr 1995 11:47:31  
From: alain@clr34ae.der.edf.fr (A. Valleton)

> All amiga imagine users!!  
> I don't think anyone else has posted this yet so I will! :)  
>





From: Mike McCool <mikemcoo@efn.org>

My message server wacko'd as I was posting my previous response, so if this is redundant, shoot me. But change your stack size. Author says so. I ain't used easyMPEG, but I assume he meant change the stack size UP.

On Thu, 27 Apr 1995 cjo@esrange.ssc.se wrote:

```
> Lawson Gold wrote;
>
> > I'm having big troubles with easy_mpeg. Once I start it generating, it
> > gets to 5 frames (it's a 200 frame anim) & then sits & waits indefinitely
> > for the next one (even though I know it's there).What am I missing? I'm
> > on a 120068030mmu+88250Mhz if that makes any difference, I know the writer
> > hasn't tested it on these.
>
> Same thing happens to me! (Amiga 500 + GVP A530 w 40MHz EC030 & '882)
>
> Anyone?
>
> -----
> | Conny Joensson | Swedish Space Corp. Esrange |
> | Kiruna | Satellite operations - Telecom Div. |
> | Sweden | cjo@esrange.ssc.se |
> -----
>
```

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## 1.194 MSG-191 Subject: What has happened to the IML!!

Subject: What has happened to the IML!!

Date: Thu, 27 Apr 1995 12:32:11

From: rbyrne@3dform.edex.edu.au (Robert Byrne) (Robert Byrne)

Hello Perry, in <9504270048.AA27516@email.sp.paramax.com> on Apr 26=20you wrote:  
 > Whatever the hell platform you use, it doesn't f\*cking matter. You u=se it=20  
 > because it gets the job done the way you want it and thats it. So en=d this>  
 > stupid dribble about what is better and what is not.>=20> Sick and Annoyed> --Pe  
 rry>=20You took the words right out of my mouth. I'm fed up!I subscribed to the  
 IML to learn the intricacies of Imagine and hopeful=lyenlighten others, not to r  
 ead all this dribble.As far as I'm concerned if your computer can render an imag  
 e, that's al=lthat matters.This (IML) is a great forum. I recently made a comme  
 nt about the starfields in Imagine and immediately received an email from the Pr  
 esident =ofImpulse asking what improvements I would like to see. This sought of  
 feed-back is great and I'm sure Mike Halvorson and everyone else has be=tterthin  
 gs to do then sift through rubbish mail.Come on people, stay on topic, lets talk  
 Imagine.Thread ENDED.-- Bob: Robert Byrne : A computer owner :

Thread 67



A mailing list dedicated to Imagine (running on both computers) is certainly no place for this crap!

Have a nice day, though :-)

--

AlV.

```

 \ | /
 @-@
-----oOO-(_) -OOo-----

--
-- with 3IP; use type 3IP.Alain_VALLETON;
--


```

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**1.197 MSG-194 Subject: Re: WHO CARES**

Subject: Re: WHO CARES  
 Date: Thu, 27 Apr 1995 13:31:48  
 From: Dylan Neill <dylann@pcug.org.au>

On Wed, 26 Apr 1995, Brian V Salisbury wrote:

> Even though I'm writing this message from a \$45,000 SGI Indigo 2 Exteme while  
 > taking a short break from an Alias model I am building to read my email, I  
 > still think it's cool to go home and use Imagine on ANY computer.  
 >  
 > Imagine has features that some high end systems don't have.

Yes, I remember trying to make a wood floor in Alias. I just went home and rendered the hard wood texture and put it on as a image map on Alias. I don't know of any other program with over 100 procedural textures! :)

----

```

 | \ / |
 o o
 oOO_=(^)=_OOo

| |
| |
| Gumby Death Man (Dylan Neill) |
| Email: dylann@pcug.org.au WWW: http://www.pcug.org.au/~dylann/ |
| |
| |

```

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## 1.198 MSG-195 Subject: Re: Wine

Subject: Re: Wine  
Date: Thu, 27 Apr 1995 14:04:42  
From: Martin Keitel <mk-tel@sik.ppoy.fi>

On Tue, 25 Apr 1995 cjo@esrange.ssc.se wrote:

> brandy and one with some green slimy stuff in it. All of the surfaces in  
> that image looks extremely "hard", the tileing, the glas and the fluid.  
>  
> Any suggestions on how to make surfaces look as hard as they do in that  
> image are extremely welcome! I have been trying to replicate that image but  
> haven't quite succeeded. :-(

Now I am not quite sure what you mean by "hard", especially with hard fluid...

I suppose you have tried to adjust the hardness and specularity in object attributes. Hardness controls the sharpness of the specularity highlights and thus has no effect without specularity.

If you want more sharpness to the image, there are a few advices I can give.

1. Use as high pixel resolution as possible (this is obvious).
2. Adjust the "anti-aliasing treshold" from preferences to a higher value (50 or 60); this reduces the anti-aliasing effect.
3. Use high resolution in brush maps. Imagine blurs brush maps a little to make the "jaggies" seem less apparent.
4. Use lots of points (vertices) in steep curves when modelling, especially in glass objects. This of course makes the objects consume more memory, but they seem more realistic and sharper.
5. Do not use roughness attribute more than very little. Instead use "bumpnoise"-texture (or some other bump-texture, like pebbled) in a small scale to add "life" or coolness on dull-looking soft surfaces.

> Nevertheless, my main question is; how do one make coloured fluid to look  
> like coloured fluid??? Ie like brandy.  
> If you take a fluid like brandy or wine and pour it in a glas (what the  
> h\*ll, drink it directly from the bottle if you like) you will see "more  
> colour" in the middle of the glas than you do at the edges simply because  
> the light has to travel through more fluid in the middle.  
> I want my fluid-objects to behave the same way!!

To make an object seem more transparent in the edges you can use the fakely-texture (or radial in some cases). I'm not sure this will produce a realistic fluid though (I guess I'll try it soon). To my experience it is harder to make realistic fluid (or glass for that matter) with Imagine than it is with Real 3D. But on the other hand I haven't seen any program that makes transparent objects look so good as Real does (even if it does it very very slowly).

One last hint; use index of refraction very cautiously. Even a value like

---

1.1 will have a very apparent effect.

Marty K

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## 1.199 MSG-196 Subject: Imagine 2.0 on PC and memory

Subject: Imagine 2.0 on PC and memory  
Date: Thu, 27 Apr 1995 14:46:12  
From: jkee@motown.ge.com

I'm not sure this is a problem or not, but I'm unable to render two objects. Both object files are about 1.7meg I have 20 meg of memory. However, if I try to render these objects with nothing else in the project, it starts it's normal initializing and then reports there isn't enough RAM to render the objects. This is a scanline not a raytrace, if that makes a difference.

Is there a setting for memory in Imagine 2.0 that I'm missing?

Making changes to the oct-tree memory, whatever that is, seems to make no difference.

Jon

jkee@motown.ge.com  
Lockheed Martin  
Government Electronics Systems Division  
Moorestown, New Jersey

---

Written laws are like spiders' webs and will, like them, only entangle and hold the poor and weak while the rich and powerful easily break through them.

Anacharcis, Scythian philosopher, 600 B.C.

---

Banking was conceived in iniquity and born in sin. Bankers own the earth. Take it away from them, but leave them the power to create money, and with the flick of a pen, they will create enough money to buy it back again and again.

Josiah Stamp, Former Presidnet, Bank of England

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3D| GraFX Haus BBS || mike.vandersommen@caddy.uu.silcom.com |=3D =3D| Sa  
 nta Barbara, Ca. || \_\_\_\_\_ |=3D =3D| ". .whe  
 re the 4 Horsemen of the Apocalypse play golf..." |=3D =3D| 14.4k  
 v.32bis 24 hours - 805-683-1388 |=3D \\_\_\_\_\_  
 \_\_\_\_\_/---- =FE InterNet - GraFX Haus BBS - Sant  
 a Barbara, Ca - (805) 683-1388

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## 1.202 MSG-199 Subject: Re: TextureStudio on aminet!!

Subject: Re: TextureStudio on aminet!!  
 Date: Thu, 27 Apr 1995 16:09:43  
 From: Ian Smith <iansmith@moose.erie.net>

On Thu, 27 Apr 1995, joop van de wege wrote:  
 > I used it last night and it GURU'd everytime on me when I loaded a supplied  
 > texture and then a Imagine texture. GURU 80...03  
 > Looks like it is not completly bug free :)

It works on my machine.. just tried it with Radar.itx and BeamMeUp.itx.

However, all the menus are blank! Makes using it rather difficult...  
 A great program however, works with all the user-textures I have  
 written and collected too. I just wish it could render directly to  
 DCTV or graphic boards.

--  
 IanSmith@moose.erie.net

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## 1.203 MSG-200 Subject: FIRE! FIRE! (shut up Beavis)

Subject: FIRE! FIRE! (shut up Beavis)  
 Date: Thu, 27 Apr 1995 16:17:02  
 From: milan@Dieppe.artmediatech.nl (Milan Polle)

Hi all,

I'm afraid that I have started a PC/Amiga war on the list. That wasn't  
 my intention. It was just one message too much saying I had to buy a PC.  
 I better not fly off the handle again.  
 I'm sure PC users don't like people saying bad things about their systems  
 the same as Amiga users. And the things said are not always correct.

This leads to even more Amiga trashing. I don't like Doom (we Amigans are flooded with doom-style demos and soon games), the Amiga is not dead and it is used in media and animation related companies A LOT.

LET'S STOP THIS NONSENSE NOW!!!! THIS IS THE LAST MESSAGE ABOUT IT  
DON'T REPLY TO IT!!!!

About the texture question (Hi Ted!), it could well be that SAS makes the fast code (SAS is quite good). I don't know (if I had programmed the stuff in assembly, I could take all the credit for the speed :) I don't think the layer bug will be solved with the clipmap texture, it makes nicer edges and doesn't need the backlight flag anymore, those are the only changes. Well, have fun with it (I know I have making them).

About the wineglass messages, try my glass texture (if you are working on an Amiga, sorry) it can change attributes according to the thickness of a glass (or fog) object.

Let your Imagination run wild (on any system),

Greetings, Milan

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## 1.204 MSG-201 Subject: Re: Confused user

Subject: Re: Confused user  
Date: Thu, 27 Apr 1995 16:22:21  
From: Roger Straub <straub@csn.org>

On Wed, 26 Apr 1995, FERNANDO PENA D'ANDREA wrote:

> Hi, guys! I'm back. I had some troubles with my mailing (it had  
> bounced a lot of messages which I tryed to send, including replies to  
> some felows that asked me for my object list, pix, ....). Sorry. If  
> everything ran fine, you will find the list here in IML.  
> I'm having some trouble. I'm really new in the list and new in  
> Imagine, so I have many, many questions, and I hope you can help me.  
> 1st - What is the cylindrical light source? How I can use it properly?

The cylindrical light source is kind of like a spotlight. You can set it's diameter in the requester(I think; I'm using 3.0) and it produces a circular spot of light on a flat surface.

> 2nd - What are Essences? How to get and use with Imagine 2.0?

Essence is a set of procedural textures that you can use with Imagine. Actually, it's TWO sets of textures - volumes 1 and 2. The company is

---



Apex, but I don't know their number.

> 3rd - What is a Bumpmap?

A bumpmap is a picture file that you apply to an object's surface to change the way the object is shaded. The picture is a greyscale image, and the colors darker than neutral grey represent indentations, while the lighter colors represent protuberances. When you apply the map to the object and render, the bumps will not actually show up on the object when viewed from the side, but will be shaded as if they are actually modeled into the object.

> 4th - What are the particles?

There are two kinds of particles. The type available in the Detail editor let you assign a certain shape to replace each triangle face in an object. You could create a fountain made from spheres, or make a delta shaped formation and assign a duck object to replace each face. The kind in the Action editor is different. It is an Effect, and works kind of like Explode. You set several parameters which allow the forces of nature to act on the triangles of your object. There was a tutorial posted here in time gone by which describes how to create a column of smoke flowing out of a chimney or smokestack using particles.

> Please! I'm completely confused!

Aren't we all. =)

>  
> Thanks to any futurely given answers.  
>  
> Fernando D'Andrea.  
> e-mail: dandrea@aton.inf.ufrgs.br  
> Fernando Pena D'Andrea.  
> E-Mail: dandrea@aton.inf.ufrgs.br  
>  
>

See ya,  
Roger

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## 1.205 MSG-202 Subject: Re: Easy mpeg

Subject: Re: Easy mpeg  
Date: Thu, 27 Apr 1995 16:41:32  
From: cjo@esrange.ssc.se

Lawson Gold wrote;

> I'm having big troubles with easy\_mpeg. Once I start it generating, it

---

> gets to 5 frames (it's a 200 frame anim) & then sits & waits indefinitely  
 > for the next one (even though I know it's there).What am I missing? I'm  
 > on a 120068030mmu+88250Mhz if that makes any difference, I know the writer  
 > hasn't tested it on these.

Same thing happens to me! (Amiga 500 + GVP A530 w 40MHz EC030 & '882)

Anyone?

```

| Conny Joensson | Swedish Space Corp. Estrange |
| Kiruna | Satellite operations - Telecom Div. |
| Sweden | cjo@estrang.ssc.se |

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## 1.206 MSG-203 Subject: Imagine 3.x or 4.0?

Subject: Imagine 3.x or 4.0?

Date: Thu, 27 Apr 1995 17:43:52

From: Richard Heidebrecht <rheidebr@freenet.niagara.com>

I got started with Imagine 2.0 (PC) through a great book called "3D Modelling Lab" that came with a full-featured copy. It also came with an order

form in the back, allowing me to upgrade to version 3.0 for \$300 (instead of \$695, according to the book). If I were to upgrade to 3.0, how much would it cost to upgrade to the latest version (isn't 3.24)? Would it be worth it, or should I save my money for version 4.0 when it comes out ( I thought I read somewhere that it was due out fairly soon, but I could be completely wrong)? I am a little short on cash, but I've got room in my budget for Imagine, and would appreciate any help.

BTW, what are some of the differences between v2.0, v3.0, and v3.24?

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## 1.207 MSG-204 Subject: Morphing

Subject: Morphing

Date: Thu, 27 Apr 1995 17:53:31

From: Marty Nussbaum <martyn@asu.edu>

Hello All,

Got a quick question. I am trying to morph a small sphere, radius 50 units, into a large sphere, 300 units. When I do a wireframe view of the animation the sphere acts like a balloon. What I mean is that the small sphere expands to about 175 units then back to its original size. I have no problem morphing the sphere to a square, just when I'm trying to enlarge the sphere. Is there another way to accomplish this? What I'm trying to do is the shock wave that Doug Kelly had posted some time ago. Thanks in advance for any help.

Marty

```

* ACK!! *
* Hairball! *

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 \|o.O'
 =()=
 U
```

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## 1.208 MSG-205 Subject: Re: TextureStudio on aminet!!

Subject: Re: TextureStudio on aminet!!  
 Date: Thu, 27 Apr 1995 18:03:22  
 From: Mike McCool <mikemcoo@efn.org>

>

> However, all the menus are blank! Makes using it rather difficult...

Blank on my machine, too. I just thought it was my weird workbench palette. Fortunately, the keyboard equivalents are nicely posted in the dox. This is really a sweet program.

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## 1.209 MSG-206 Subject: Re: TextureStudio on aminet!!

Subject: Re: TextureStudio on aminet!!  
 Date: Thu, 27 Apr 1995 18:09:07  
 From: Joop.vandeWege@MEDEW.ENTO.WAU.NL (joop van de wege)

> A texture playground program has been uploaded to aminet

> gfx/3d/TextureStudio.lha  
 >. It renders Imagine3 textures on an 020+/co-pro computer. Rendering  
 >onto spheres/plane/cylinders. Shareware version is limited to  
 >manipulating only the first 8 (of 16) texture variables. (Basically  
 >'Forge' for imagine textures)  
 > It's neat. Get it. Play with it. And wonder why impulse didn't have  
 >one of their own ages ago.

I used it last night and it GURU'd everytime on me when I loaded a supplied  
 texture and then a Imagine texture. GURU 80...03  
 Looks like it is not completly bug free :)  
 Besides that it allows only HAM8/HAM6 render screens. What happened to the  
 256color mode provided by all gfxcards?  
 Why no modular system for 16/24bit modes on gfxcards?

I'll try to contact the makers of this nifty program and ask them to fix and  
 enhance their programs.

greetings Joop

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## 1.210 MSG-207 Subject: Eagle model

Subject: Eagle model  
 Date: Thu, 27 Apr 1995 18:09:23  
 From: /PN=Douglas.DEF.Smith/OU=Aerodynamics \$/ Weights/

FROM too long. Original FROM is 'Douglas Smith <"/PN=Douglas.DEF.Smith/OU=Aerody  
 namics \$/ Weights/"@Woodford.AVRO.bae.eurokom.ie> (Tel 061-439-5050x3956  
 )'

----- Original Message Follows -----

Hello !

I have seen a couple of pictures on aminet of an Eagle.

This is the spacecraft from space 1999, not the bird.

The model is not on Aminet, as far as I can tell, so does anyone  
 out there have it, or know where I can find it.

Thanks in Advance.

Doug Smith.

==Imagine Mini FAQ=====

PCs are not better than Amigas, they are different (Vive la difference)

---

If you are having display problems run UNIVESA - Read the FAQ  
If you cannot get imagine to run on your PC try imagine /noxms , or clean boot  
Essence textures are not available on the PC (at the moment)  
Calm down, talk clearly and quietly about your experiences in using Imagine.

---

Flames to doug@eyemagic.demon.co.uk - not the list.

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### 1.211 MSG-208 Subject: VISTA gfx card

Subject: VISTA gfx card  
Date: Thu, 27 Apr 1995 18:19:57  
From: voc0137@comune.bologna.it

Hi eveyone! Yesterday I paid a visit to a videoanimation-production-agency (phhu!) in Milano, and they used only PCs for their work (mainly for TV stations, and commercials), but beefed up with a gfx card they called VISTA, used together with a dedicated paint/imageprocessing program called Rio. What I would like to know is what kind of card that is, it's technical specifications, pricing and so forth. Is anyone out there using this kind of stuff, or is the PAR solution always preferred?

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### 1.212 MSG-209 Subject: Milan Textures

Subject: Milan Textures  
Date: Thu, 27 Apr 1995 18:33:30  
From: Scott Lundholm <scottie@lynx.sr.hp.com>

> I have finished 10 new textures (well some of them are updates)  
> If you want the textures, reply to this and I will reply with the  
> uuencoded file.  
>  
> Milan

Yes, Please. I would love them. I can be E-mailed at the address in my sig.  
Thanks in advance.

Scott Lundholm

---

```

| Amiga 500/030 at 38Mhz w/68882 at | Email scottie@sr.hp.com |
| 50Mhz, 8Meg of 32-bit RAM, Bodega | N6GMJ |
| Bay w/105M,450M, & 1G Hard Drives,| HAM radio operator, Electronics |
| HP PaintJet, 16" HP Programmable | junkie, Computer Nerd, 3D Rendering |
| Multisynch w/Retina 24bit card. | Enthusiast, and graphics fanatic!!! |

```

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### 1.213 MSG-210 Subject: TextureStudio on aminet!!

Subject: TextureStudio on aminet!!  
Date: Thu, 27 Apr 1995 18:56:21  
From: Mike Cheng <memfc@alinga.newcastle.edu.au>

All amiga imagine users!!

I don't think anyone else has posted this yet so I will! :)

A texture playground program has been uploaded to aminet  
gfx/3d/TextureStudio.lha

It renders Imagine3 textures on an 020+/co-pro computer. Rendering onto spheres/plane/cylinders. Shareware version is limited to manipulating only the first 8 (of 16) texture variables. (Basically 'Forge' for imagine textures)

It's neat. Get it. Play with it. And wonder why impulse didn't have one of their own ages ago.

MIKE (Cstar on #amiga)  
memfc@alinga.newcastle.edu.au Michael.Cheng@launchpad.unc.edu  
<http://joffre.newcastle.edu.au/>

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### 1.214 MSG-211 Subject: Re: Confused user

Subject: Re: Confused user  
Date: Thu, 27 Apr 1995 19:55:42  
From: cjo@esrange.ssc.se

Fernando D'Andrea wrote;

---

> I'm having some trouble. I'm really new in the list and new in  
>Imagine, so I have many, many questions, and I hope you can help me.

>1st - What is the cylindrical light source? How I can use it properly?

A "normal" lightsource in Imagine is a "point" emitting light homogenically in all directions. However you can create other types of lightsources. Go into "detail". Create an axis. Pick it and go to "attributes" and click "light". To make a cylindrical lightsource click "parallell" and "round(X)". A round, parallell lightsource emits light in one direction only, along the Y axis, and the beam is X units in radius. In short: a cylindrical lightsource. Get it?

>2nd - What are Essences? How to get and use with Imagine 2.0?

Essence is a third party texture collection, produced by Apex software.

>3rd - What is a Bumpmap?

If you add a brushmap to an object you can make it affect the apparent "height" of the surface. Normally you apply it as "colour" wich would map your brush on the object (mapping a mercator map of the world onto a sphere would create an earth globe), and with bump you could make the mountains.

>4th - What are the particles?

If you apply "particles" to an object you can "replace" all the triangles of the object by other smaller objects. Imagine an animation where you explode a spaceship. Instead of having the triangles exploding from the object centre, you could have cylinders, or cubes, or spheres, or any other shape you like. It would make your explosion look more realistic up close.

> Please! I'm completely confused!  
> Thanks to any futurely given answers.

Hey, this is what the IML is for, right? (Not compuvars! \*growl\*)

```

| Conny Joensson | Swedish Space Corp. Estrange |
| Kiruna | Satellite operations - Telecom Div. |
| Sweden | cjo@estrage.ssc.se |

```

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## 1.215 MSG-212 Subject: Bye bye!

Subject: Bye bye!  
Date: Thu, 27 Apr 1995 21:34:59  
From: mbc@po.cwru.edu (Michael Comet)

Hello everyone (or goodbye),

I am writing to say that I have written the IML request list to be unsubscribed from the IML.

As some may know I am the original maintainer of the FAQ for this list. I have had a great time participating here and talking to other Imagine users over the past few years.

A new person has taken over the FAQ, in fact he just emailed the new FAQ #6 to the list a few days ago.

Thanks to everyone and keep up the renderings! If you wish to find me I will be reading the newsgroup comp.graphics.packages.lightwave as I have volunteered to create the FAQ for that area.

Mike Comet  
mbc@po.cwru.edu

```
+-----+
| Mike Comet - mbc@po.cwru.edu - Case Western Reserve University |
| Graphics & Anims! http://www.cwru.edu/0/cwrunet/homes/comet/index.html |
+-----+
```

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## 1.216 MSG-213 Subject: Lightwave ML

Subject: Lightwave ML  
Date: Thu, 27 Apr 1995 22:38:00  
From: peter.borcherds@beect.iaccess.za (Peter Borcherds)

I know this has been asked before, but I am looking for the e-mail address for the Lightwave-3D mailing list. If anyone knows it, please let me know.

Thanks.

Peter Borcherds E-Mail: peter.borcherds@beect.iaccess.za

```
=====
---Greetings from the Southern Hemisphere--- :*)
```

```
Amiga 4000/030 68882/40mhz 540mb HD 10mb RAM
=====
```

\* AmyBW v2.11 \*

.... 27 Apr 95 23:38:26

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## 1.217 MSG-214 Subject: Re: Imagine 3.x or 4.0?

Subject: Re: Imagine 3.x or 4.0?  
Date: Thu, 27 Apr 1995 22:39:00  
From: Roger Straub <straub@csn.org>

On Thu, 27 Apr 1995, Richard Heidebrecht wrote:

>  
> of \$695, according to the book). If I were to upgrade to 3.0, how much  
> would it cost to upgrade to the latest version (isn't 3.24)? Would it

The latest version is 3.2, and is available via the Constant Upgrade Program(tm). What it basically says is that you pay \$100 for ALL of the versions between 3.0 and 4.0, whenever that may come out.

>  
> BTW, what are some of the differences between v2.0, v3.0, and v3.24?  
>

I couldn't tell ya - I'm still using 3.0, as I can't afford to buy the constant upgrade program, at the moment. A day will come...

See ya,  
Roger

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## 1.218 MSG-215 Subject: Esscence textures

Subject: Esscence textures  
Date: Thu, 27 Apr 1995 22:47:48  
From: Broctune@aol.com

I am thinking of buying the Esscence textures, could somebody please give me a list of them.

Thanx in advance

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**1.219 MSG-216 Subject: Re: Eagle model**

Subject: Re: Eagle model  
Date: Fri, 28 Apr 1995 03:07:18  
From: rbyrne@3dform.edex.edu.au (Robert Byrne) (Robert Byrne)

Hello Douglas, on Apr 27 you wrote:

> Hello !  
>  
> I have seen a couple of pictures on aminet of an Eagle.  
>  
> This is the spacecraft from space 1999, not the bird.  
>  
> The model is not on Aminet, as far as I can tell, so does anyone  
> out there have it, or know where I can find it.  
>  
> Thanks in Advance.  
>  
> Doug Smith.

I have EAGL1999 on LightROM V1. It's in the mail.

--Bob

: Robert (Bob) Byrne : rbyrne@3dform.edex.edu.au :  
: Amiga A3000/25 : Ballina, NSW Australia :

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**1.220 MSG-217 Subject: TEXTURESTUDIO O**

Subject: TEXTURESTUDIO O  
Date: Fri, 28 Apr 1995 05:09:07  
From: greg.tsadilas@hofbbs.com

I urge all Amiga users to check out the TextureStudio that was recently mentioned. It's great to support shareware if you have a need for the software.

I just wanted to let everyone who may not know, that Imagine 3.3 will have a texture playground. The texture box has been redesigned allowing you to see the changes you make right there in the editor. The texture is rendered right there in the editor on your choice of 2 pre-defined objects. Some other sexy mods were made to it also...but I'll let everyone wait to see them. <g>

-GreG

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## 1.221 MSG-218 Subject: Re: Wine

Subject: Re: Wine  
Date: Fri, 28 Apr 1995 06:34:39  
From: SGiff68285@aol.com

<<Nevertheless, my main question is; how do one make coloured fluid to look like coloured fluid??? Ie like brandy.  
If I make a fluid object (say I cut out the bottom of a glas and put a (sealed and scaled down) copy of this cut-out inside the glas) and make the object coloured and transparent. If I make it too transparent (high filter values) it will be more or less completely "see-through". If I don't make it transparent enough I won't see the background through the fluid! I just don't seem to be able to come up with a good compromise. >>

There is a texture on the PC version of Imagine (not sure about Amiga) called Transpar.itx. Essentially it is the same as turning on filter in the attributes requester, except that it keeps the color of the object at full value. So if you want to make a colored red glass ball that is fully transparent but fully red you can. It also works great for liquid. Hope this helps.

Stephen G.

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## 1.222 MSG-219 Subject: Help?

Subject: Help?  
Date: Fri, 28 Apr 1995 11:33:29  
From: Andrew Conway <conway@astro.gla.ac.uk>

Dear Folks,  
Sorry to waste virtual space but how do I unsubscribe from the IML?  
I'm going on holiday soon and my email server, well she cannae take it Captain,  
so I have to leave the list.  
many thanks in advance  
Andrew

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**1.223 MSG-220 Subject: Show your creativity!**

Subject: Show your creativity!  
 Date: Fri, 28 Apr 1995 11:37:58  
 From: FERNANDO PENA D'ANDREA <DANDREA@aton.inf.ufrgs.br>

Some friends, which uses imagine too, told me that is possible to make textures to the Imagine , even 2.0, if you be capace of programming. True? If the answer is "yeah! It is!", why all you which knows about programming don't try? I didn't try yet because I simply have no know-how about.

Please, try! We need more and more Imagine stuff!

/////  
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 \*\*\*\*\*  
 Fernando Pena D'Andrea.  
 E-Mail: dandrea@aton.inf.ufrgs.br  
 \*\*\*\*\*

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**1.224 MSG-221 Subject: Re: Imagine 2.0 on PC and memory**

Subject: Re: Imagine 2.0 on PC and memory  
 Date: Fri, 28 Apr 1995 11:38:43  
 From: zmievski@herbie.unl.edu (Andrey Zmievskiy)

> I'm not sure this is a problem or not, but I'm unable  
 > to render two objects. Both object files are about 1.7meg  
 > I have 20 meg of memory. However, if I try to render  
 > these objects with nothing else in the project, it  
 > starts it's normal initializing and then reports theer  
 > isn't enough RAM to render the objects. This is a scanline  
 > not a raytrace, if that makes a difference.

Are you using a lot of brushmaps on those objects?

Andrey

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**1.225 MSG-222 Subject: Sorry Could Not Find Subject!**

Date: Fri, 28 Apr 1995 11:57:43  
From: FERNANDO PENA D'ANDREA <DANDREA@aton.inf.ufrgs.br>

To you which sent me a mail asking for my poor object list:  
-just the coolest ones. ;)  
-they uses few ram. :)  
-you probabilly have all this ones :(

- o X-Wing Star Fighter (Turbosilver)
- o Y-Wing Star Fighter (Turbosilver)
- o NCC Enterprise (Very simple and very small)
- o Enterprise New Generation (good but common)
- o Some animals (Salamander, Sea shell, Lady Bug, Dragon Fly, ...)
- o Some vegetals
- o A Chevy 57 with MORE than 880k!
- o A Camaro
- o A Ferrari (I dont know the model)
- o A totally full moving man (or robot), but very ugly and simple.  
It's at lest proportional to a real man. Made by MYSELF!
- o Some Chess pieces.
- o A lot of well-made STARSHIPS!
- o The AH-64 Apache! (Turbosilver).

All turbosilver objects can be read by Amiga Imagine. I don't know if Imagine Pc does read, but if the Amiga and PC Imagine objects are compatible, you can use the Amiga version to convert.

I have a lot of pictures wich I use as brushmaps (IFF24) which I will send uuencoded futurely. Wait and you'll see! Marble, oak wood, ashen wood, etc... etc...

\*\*\*\*\*  
Fernando Pena D'Andrea.  
E-Mail: dandrea@aton.inf.ufrgs.br  
\*\*\*\*\*

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**1.226 MSG-223 Subject: RE: Eagle Model**

Subject: RE: Eagle Model  
Date: Fri, 28 Apr 1995 12:12:46  
From: GREG BILKE <gjbl@mofocom.com>

Doug,

---

I have an Eagle model (one of my favorite spaceship designs, BTW) that I got from Portal about a year ago. If you wish, I can uuencode it and mail it to you or ftp it somewhere convenient.

Let me know.

Greg Bilke  
gjb1@mofo.com

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## 1.227 MSG-224 Subject: Re: Esscence textures

Subject: Re: Esscence textures

Date: Fri, 28 Apr 1995 12:15:49

From: rbyrne@3dform.edex.edu.au (Robert Byrne) (Robert Byrne)

Hello Broctune, in <950427173905\_98638929@aol.com> on Apr 27 you wrote:

> I am thinking of buying the Esscence textures, could somebody please give me  
> a list of them.

These are the textures supplied with Essence Vol II Version 3.0 :-

### Bumpythings (dir)

|              |                 |
|--------------|-----------------|
| Burnish.itx  | Clusterbump.itx |
| Crumpled.itx | Faceted.itx     |
| Pitted.itx   | Stucco.itx      |

### MiscII (dir)

|                |                |
|----------------|----------------|
| Bumparray.itx  | Fiber.itx      |
| Julia.itx      | Polkabump1.itx |
| Polkabump2.itx | Polkabump3.itx |
| RadarScope.itx | Woodgrain.itx  |

### Organic (dir)

|            |            |
|------------|------------|
| Crust1.itx | Crust2.itx |
| Crust3.itx | Fleck1.itx |
| Fleck2.itx | Fleck3.itx |
| Vein1.itx  | Vein2.itx  |
| Vein3.itx  |            |

### Space (dir)

|                  |                     |
|------------------|---------------------|
| Cyclone.itx      | Cylindhullplate.itx |
| Gasplanet.itx    | Hullplate.itx       |
| Latlonlines.itx  | Machinery.itx       |
| Planetring.itx   | Plasma.itx          |
| Radmachinery.itx |                     |

### Tiles (dir)

|                   |                |
|-------------------|----------------|
| Cedarshingles.itx | Flagstones.itx |
| Scales.itx        | Shingles.itx   |

Softchecks.itx

Water (dir)

Caustics.itx

Randomripple.itx

Waterdrop.itx

Raindrops.itx

Seawaves.itx

Waterdropref.itx

-- Bob

: Robert (Bob) Byrne : rbyrne@3dform.edex.edu.au :  
: Amiga A3000/25 : Ballina, NSW Australia :

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## 1.228 MSG-225 Subject: Re:Imagine for Windows II

Subject: Re:Imagine for Windows II

Date: Fri, 28 Apr 1995 12:45:34

From: Joao.Martins@individual.puug.pt (Joao Martins)

>Ok...after receiving a scolding from Mike Halvorson on the above  
>statement, here's my addendum.

>

>How many people think they will actually have as much FREE RAM using  
>Imagine for Windows/NT as they currently do running it under DOS?  
>Raise your hands.

>

>(I can't believe I'm saying this.....)

How about some Virtual Memory, Mike ? Although Win3.1 will trash away at  
your disk (i.e., all things running will go REAL slow), Win95 (wich I  
prowdly own a Beta version) will do it nice and swifty.

Besides, I'm running Win95 with 8 megs of ram. After the thing loads, it  
says I've got 7.3 megs of PHYSICAL memory FREE. I thing that will give any  
decent-coded raytracer a space to breed. If I recall, the maximum I got  
under DOS where 7.5 megs, without disk cache, Sound Blaster, CD-ROM and  
keyboard drivers. In Win95, I've got all that and more.

>My observation was ONLY that any program running under various versions  
>of Windows will dramatically increase the need for RAM as opposed to  
>DOS only programs to maintain comparable functionality. It was NOT to  
>imply Imagine for Windows is going to need 32 megs because Lightwave for  
>Windows might.

Ooops, a bit of a mistake. First of all, what IS exactly Imagine for Windows  
? Is it for Win 3.1 or Win 95 ? If it's for the latter, memory savings will  
be on the order of the day, cause you can build a GUI just with the standart  
functions (the same goes for Win3.1, but at a lesser degree).

Besides, I think 32Mb is way to far off the edge. Not only that puts a HUGE  
chunk of potential buyers of the ride, but it's exessive. The raytracing

---

code is compact, and if all popular MS-DOS based ray-tracing programs have lived happily with 8 megs, I can't see why just because it's running in a window is going to eat up another 8. As I said before, most of the stuff needed to make a window is already there, and it's only occupying a small slice of memory.

Also, a final on the first question: Windows is flexible. Its not allowing, but its flexible. So, who's stopping you from declaring an application as needing physical memory to run ? It CAN be done (at least in Win3.1).

>(I'm sure no one else even THOUGHT of this before)

Well, probably the guys at Impulse did, and they'r probably doing a hell of a job trying to cut down on the memory bill (I hope).

>...sheesh.

Shooosh ;)

PS: Just a bit of static: On your other article about Imagine for Windows, you said that:

- a) There was no true preemptive multitasking on the PC.  
Not true. Windows 95 is preemptive multitasking.
- b) There could never be a pop-down graphic (I think that's what you said).  
Sorry, dude, I'm not following you. What's that ?

-----  
Joao Martins  
jmartins@individual.puug.pt  
Running a 486-DX2 at 66Mhz, with SB16, Double-Speed CD-ROM and Windows 95 (Beta)

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## 1.229 MSG-226 Subject: Re: Imagine 3.x or 4.0?

Subject: Re: Imagine 3.x or 4.0?  
Date: Fri, 28 Apr 1995 12:48:28  
From: rbyrne@3dform.edex.edu.au (Robert Byrne) (Robert Byrne)

On Thu, 27 Apr 1995, Richard Heidebrecht wrote:

> BTW, what are some of the differences between v2.0, v3.0, and v3.24?

Here is an old file I had tucked away from around December '94.

IMAGINE 3.1 NEW FEATURES LIST

---



Attributes in the Stage.

Now you can get at any of the attributes of any object in the Stage editor. This new feature has come from many users who wanted to change the values of lights and felt that having to go back and forth to the Detail editor was a bit too much. We agree and have fixed this problem. But we did it for all objects that you make not just lights.

State Morphing

While morphing faces and points in the STATES function is easy, this function would not allow you to morph textures and other properties. Now States has full morphing of all aspects of the objects attributes. SO now making those amazing textures included with Imagine look even more realistic will be a real easy task.

DXF

Our first pass at DXF was not that great, well now we have this format nailed to the wall. YOU Should be able to load any DXF object in any number of ways similar to 3D Studio and other programs. WE have tested as many different formats as we could find and they all load just fine. Also the saving of DXF objects has been improved along with the loading. So exporting objects properly will be proper for other rendering systems.

Smart Bones

Using bones is a great new feature of Imagine, but the assigning of the triangles to the various axes is a real pain, you can never remember what axis you were working on and keeping a naming convention in mind is a real problem. Now with the addition of two new menu items, you scan simply click on the axis that you want to assign a set of triangles to for both large and small, the menu items will name and make the new subgroup for you, so all you really have to do is select the triangles and click on the axis that you want to be its bone. Much easier and we are sure this feature will make character animation much simpler.

Backdrop Images.

Several users have wanted to import an image into the Spline editor so that they could build up a logo or some other object based upon a scanned image. Now with the Load Backdrop image function you can do this in any worksurface editor. What's more you can now load in not only IFF, TIFF, TGA, RGBN but as well ANIMS and FLC files. This function will make doing ROTOSCOPING for video or other animations a real simple process.

Light source and Object views

Many users have asked for a view from objects other than the camera, we looked into this idea and decided that it would indeed be worth the time. As such, the perspective views that you can now see are not limited to the camera, you can see what a light or any other object sees in the scene. This will make it easier to get a sense of where shadows

---

will be or if the light source that you have made will cast the light in the proper place.

#### Field Rendering

For users of single frame systems, you will now be able to create very smooth and jitter free animations with the Field Rendering option. Simply click on the Field render button in the Subproject menu, push the go button and it just works, Very cool and very smooth.

#### Flic and Anim brushes.

You have always been able to wrap a series of images to an object, but now you can wrap an animation onto an objects and not have to hassle with the single images. Using this in conjunction with the stage editor you can capture video, use the load backdrop image in the stage and do some serious rotoscoping.

#### Show Pic

Many times after making a quickrender and saving it, you want to take another look, now you can click on the showpic button, find the pic you want to view and Imagine will show it for you without having to launch another program or exit to DOS.

#### Anim and Flic built in players.

Showing anims or flic files have been done only from outside the software, now you can view these types of animation files directly in Imagine 3.1

: Robert (Bob) Byrne : rbyrne@3dform.edex.edu.au :  
: Amiga A3000/25 : Ballina, NSW Australia :

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### 1.230 MSG-227 Subject: Re: Lightwave ML

Subject: Re: Lightwave ML  
Date: Fri, 28 Apr 1995 12:53:38  
From: rbyrne@3dform.edex.edu.au (Robert Byrne) (Robert Byrne)

Hello Peter, on Apr 27 you wrote:

> I know this has been asked before, but I am looking for the e-mail address  
> for the Lightwave-3D mailing list. If anyone knows it, please let me know.

-----

---

Email address: lightwave-l@netcom.com  
subscribe address: listserv@netcom.com  
body of message: subscribe lightwave-l <optional address>  
end

-- Bob

: Robert (Bob) Byrne : rbyrne@3dform.edex.edu.au :  
: Amiga A3000/25 : Ballina, NSW Australia :

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### 1.231 MSG-228 Subject: The purpose of IML

Subject: The purpose of IML  
Date: Fri, 28 Apr 1995 14:02:00  
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

-> which is better. The little free time that I do have is very impo=rt a-> to m  
e and I was irritated last night that over half of my messages= re-> from IML we  
re on wasted bandwidth.->-> If you wish to continue this debate, take it to alt.  
computers.intr=act Why not just direct this stuff to the person/persons involved  
instead= of IML. There have been twice as many messages on "I hate Amiga vs. IBMM  
essages" than actual messages on the subject.--- =FE InterNet - GraFX Haus BBS -  
Santa Barbara, Ca - (805) 683-1388

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### 1.232 MSG-229 Subject: Imag 2.0 PC and mem

Subject: Imag 2.0 PC and mem  
Date: Fri, 28 Apr 1995 14:56:55  
From: surentrr@vax.sbu.ac.uk

Hi to all, I just made a discovery while using imagine 2.0 :

If you want to render a anim or still  
quickrender a object in the detail or stage editor and you  
get an out of RAM message dont lose hope ! I've found that for some objects  
which require a bit more mem than your own config, render fine in the project ed  
itor. This is due to the fact that the wireframe/shaded viewports in imagine  
require memory . But in the project editor this memory is not used.  
So basically you set your scene up (lights/cam/objects) goto the project editor  
and select new ,set the output options, click ok and render .

Ramesh Suren

---

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### 1.233 MSG-230 Subject: FTP sites, toaster, lightwave, Real3d mailing lists

Subject: FTP sites, toaster, lightwave, Real3d mailing lists  
Date: Fri, 28 Apr 1995 16:58:40  
From: Steve McLaughlin <stevemcl@VNET.IBM.COM>

Here is a list of resources that you might find helpfull, objects from other formats can be translated to Imagine format.

The lightwave mailing list is at:  
subscribe lightwave-l to listserv@netcom.com

Message archives are kept on Netcom in an anonymous ftp directory. These files can be found in "/ftp/pub/djmccoy/Lightwave" by ftping to ftp.netcom.com.

The toaster mailing list is at:  
subscribe toaster-l to listserv@netcom.com

Message archives are kept on Netcom in an anonymous ftp directory. These files can be found in "/ftp/pub/djmccoy/Toaster" by ftping to ftp.netcom.com.

The Real 3d mailing list is at:  
subscribe Real3d to listserv@uwa.edu.au

FTP sites:

R3D  
---  
ftp site at uunorth.north.net  
cd /pub/realsoft/USER\_EXCH

Lightwave:  
-----  
FTP tomahawk.welch.jhu.edu  
cd /pub/LW/objects

Lots of good stuff here!:  
FTP avalon.chinalake.navy.mil  
cd /pub

Steve McLaughlin - stevemcl@VNET.IBM.COM

---

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## 1.234 MSG-231 Subject: Re: Wine

Subject: Re: Wine  
Date: Fri, 28 Apr 1995 18:50:09  
From: cjo@esrange.ssc.se

Marty Nussbaum wrote;

> I have a book called "3D Studio Special Effects" by New  
> Riders Publishing. In it there is a tutorial on making a glass of water w/  
> ice cubes. The ice has the effect that you guys are looking for. I haven't  
> done this one yet but will in the next couple of days to see how it was  
> done then I'll try it in imagine. I'll let ya'll know how it turns out.

Do that!!!

---

|  |                |  |                                     |  |
|--|----------------|--|-------------------------------------|--|
|  | Conny Joensson |  | Swedish Space Corp. Estrange        |  |
|  | Kiruna         |  | Satellite operations - Telecom Div. |  |
|  | Sweden         |  | cjo@esrange.ssc.se                  |  |

---

From: cjo@esrange.ssc.se  
Bcc:

---

> About the wineglass messages, try my glass texture (if you are working  
> on an Amiga, sorry) it can change attributes according to the thickness  
> of a glass (or fog) object.

Thanks Milan! I just received them. I'll try it out as soon as I get home!

---

|  |                |  |                                     |  |
|--|----------------|--|-------------------------------------|--|
|  | Conny Joensson |  | Swedish Space Corp. Estrange        |  |
|  | Kiruna         |  | Satellite operations - Telecom Div. |  |
|  | Sweden         |  | cjo@esrange.ssc.se                  |  |

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## 1.235 MSG-232 Subject: Sorry

Subject: Sorry  
Date: Fri, 28 Apr 1995 19:05:48  
From: Joao.Martins@individual.puug.pt (Joao Martins)

---

Sorry everyone about the tripled reply to Mike about Imagine for Windows.  
It was a mistake in my E-mail manager.

-----

Joao Martins  
jmartins@individual.puug.pt  
Running a 486-DX2 at 66Mhz, with SB16, Double-Speed CD-ROM and Windows 95  
(Beta)

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### 1.236 MSG-233 Subject: Re: States

Subject: Re: States  
Date: Fri, 28 Apr 1995 19:12:05  
From: cjo@esrange.ssc.se

Tony Bernauer wrote;

>I've been trying to make a group of objects into some STATES. To explain,  
>there is a tute type message in the "Dare to imagine" book which explains  
>how to use the CONSTRAIN command to cre a moving piston. At the end of the  
>post it it says that you need to creat some states. Unfortunately I can't  
>the states to work. I create a DEFAULT state. I then rotate the disk and  
>the piston moves. I create some other states. If I later select STATES/SET  
>TO and select any of the previous states I created I don't get that state.  
>Has anyone managed to get this to work ? I've tried various things like  
>changing back to PICK GROUPS before creating states, to no avail.

Make sure that you NEVER change ANYTHING from state to state on the major  
parent axis. Your object HAS to have a static reference.

Try adding an extra axis and grouping your object to that before you create  
your states. Then add the new states to this "new" object.

Better?

-----  
| Conny Joensson | Swedish Space Corp. Esrange |  
| Kiruna | Satellite operations - Telecom Div. |  
| Sweden | cjo@esrange.ssc.se |  
-----

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**1.237 MSG-234 Subject: Re: Wine**

Subject: Re: Wine  
Date: Fri, 28 Apr 1995 19:17:31  
From: cjo@esrange.ssc.se

Bob Byrne wrote;

>> Somehow I get the impression that the glass surfaces reflect rather much  
>> but are still highly transparent. But if I try to increase "reflect"  
>> for my object it comes out looking way too much like a metal, instead of  
>> glass. If "shinyness" would have worked with transparent objects I would  
>> have used that, but it doesn't.

> I have'nt investigated your problem with realistic fluids but as far as  
> glass goes, have you considered trying a Global Brushmap to bring out the  
> reflections in your glass. I've had good results with chrome and glass  
> when combined with a quality brushmap, particularly one with a variety of  
> colours.

I have tried it, but not to any extent. The one or two tries I made didn't  
get me the results I wanted at all so I gave up. Maybe I should try some  
more.

What do you mean by "a quality brushmap" and "a variety of colours"?

```

| Conny Joensson | Swedish Space Corp. Esrange |
| Kiruna | Satellite operations - Telecom Div. |
| Sweden | cjo@esrange.ssc.se |

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**1.238 MSG-235 Subject: Question**

Subject: Question  
Date: Fri, 28 Apr 1995 20:22:22  
From: Paul Thompson <shinobi@gold.interlog.com>

I'm not sure about this, but if textures were programmed for the Amiga  
version of Imagine, couldn't a willing person convert them to the PC?  
Provided, of course, that the author was willing to release the source code.

Paul

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## 1.239 MSG-236 Subject: Real3D3

Subject: Real3D3

Date: Fri, 28 Apr 1995 20:53:08

From: Darren Priestnall <darren@hanger.demon.co.uk>

I know this is the Imagine mailing list but I've just been informed by Aactiva that Real 3D V3 is official available.

I've seen some test render's and MMMYYYY GG0000ODDD does it look stunning.

I know Real3D's always had one of the best rendering engine's (shame about the interface) available, but ALIAS would be hard pushed to top the quality.

There's a dinosaur image which look's like it's come straight out of Jurassic Park, some glass wear which is by far the best 3D image of this kind I've ever seen and I picture of a watch which look's amazing. I don't think the interface has had much of a overhaul though :( just a few new tool's for speeding up productivity.

Some new feature's include (I won't list them all because there are literally hundred's).....3D studio import/export, intelligent object's (not only are the force's of nature such as gravity, friction kinetic energy etc. programmable, you can now tell object's how to act when in certain conditions or when they come in to contact with other object's), new atmospheric effect's to add to all the ones in V2, Open post processing including Lens flair, global fog, neon, laser etc. etc), Shrink wrapping which allow's object's to leave 'footprint's' etc as they pass by (a example is you could use bone's with constraints and joint friction to animate a person, gravity and friction etc would cause the person to propel herself forward when placed in contact with the floor and footprint's would be left where she walked, quite a good sandy beach animation.), every kind of mapping you can think of including some I've never heard of on Imagine or Lightwave, Key framing, even better collision detection, object fade's which is like a transparency utility separate to the filter setting for special effect's and even Faster rendering.

Well, there's more and anyone who's seen what Real3D can do will understand

---



that it should be a SUPER powerful package (probably still got a terrible interface though).

Oh yes, does anyone know of any good Lightwave book's ? I've heard about a organic modelling book but I was wondering if there were any more.

Oh, lastly, I opened up my A3000 the other day and noticed a fast expansion slot which if I'm not mistaken is the same as the A500 side slot. Is it the same ? my friend has a A500 but he want's to upgrade to a A2000 he can get cheap but he doesn't want to loose his hard drive if possible.

Any idea's ?

Oh, and does any one know of a Lightwave mailing list ?

--

~=====~  
 Darren Priestnall - darren@hanger.demon.co.uk (PandGImaging)  
 Connecting via Demon Internet, Finchley, London, N3 1TT. Tel: 081-349-0063  
 -- Full IP Connectivity for a 10 UKP per month - no usage/online fees!! --

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**1.240 MSG-237 Subject: Re: How do I get 2 textures on 1 object**

Subject: Re: How do I get 2 textures on 1 object  
 Date: Sat, 29 Apr 1995 00:27:46  
 From: Marty Nussbaum <martyn@asu.edu>

On Mon, 17 Apr 1995, Andrey Zmievskiy wrote:

> On IBM platform, there are special textures written by Steve Blackmon which  
 > allow you to do just that - blend one texture into another.  
 >  
 > Andrey

Tell us more, where can we get these?

Marty

```

* ACK!! *
* Hairball! *

 _ _ /|
 \| o.O'
 =(____)=
 U

```

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## 1.241 MSG-238 Subject: Re: Show your creativity!

Subject: Re: Show your creativity!  
Date: Sat, 29 Apr 1995 01:13:50  
From: rbyrne@3dform.edex.edu.au (Robert Byrne) (Robert Byrne)

Hello FERNANDO, on Apr 28 you wrote:

> Some friends, which uses imagine too, told me that is possible  
> to make textures to the Imagine , even 2.0, if you be capace of  
> programming. True? If the answer is "yeah! It is!", why all you which  
> knows about programming don't try? I didn't try yet because I simply  
> have no know-how about.

> Please, try! We need more and more Imagine stuff!

If your using an Amiga version check the Aminet listings, Fernando. There are so many extras out there for Imagine it's hard to keep up. Seems to be a new version of Dust (great program) every other week and loads of textures, objects, objects with tutorials (by Carmen Rizzolo).

Speaking of Carmen Rizzolo, does anyone know the name of the Star Trek type space station he recently released, heard it mentioned as awesome.

-- Bob

: Robert (Bob) Byrne : rbyrne@3dform.edex.edu.au :  
: Amiga A3000/25 : Ballina, NSW Australia :

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## 1.242 MSG-239 Subject: Re: Wine

Subject: Re: Wine  
Date: Sat, 29 Apr 1995 01:46:58  
From: rbyrne@3dform.edex.edu.au (Robert Byrne) (Robert Byrne)

Hello Conny, on Apr 28 you wrote:

RB> > I have'nt investigated your problem with realistic fluids but as far as  
> > glass goes, have you considered trying a Global Brushmap to bring out the  
> > reflections in your glass. I've had good results with chrome and glass  
> > when combined with a quality brushmap, particularly one with a variety of  
> > colours.

> I have tried it, but not to any extent. The one or two tries I made didn't  
> get me the results I wanted at all so I gave up. Maybe I should try some  
> more.  
>  
> What do you mean by "a quality brushmap" and "a variety of colours"?

Something that is true 24-bit not a 32 colour conversion.

I have used a 24-bit image of a pile of jewels (sapphire, diamonds, emeralds  
etc) as a global brush for glass reflections - works well.

For chrome, my favourite is a pic (I think it came with OpalVision) with  
large fluffy clouds. It adds a subtle tinge of grey/blue to the  
reflections.

-- Bob

: Robert (Bob) Byrne : rbyrne@3dform.edex.edu.au :  
: Amiga A3000/25 : Ballina, NSW Australia :

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## 1.243 MSG-240 Subject: Glass texture

Subject: Glass texture

Date: Sat, 29 Apr 1995 02:11:15

From: rbyrne@3dform.edex.edu.au (Robert Byrne) (Robert Byrne)

I just did a test render (full trace) of Milan Polle's Glass texture and  
got a slight flaw in the object. There are about four faces around the  
equator of the sphere that are black.

Here's the set-up:-

Two default primitive spheres, both with glass attributes, one with the  
Glass.itx texture. These are placed just above a ground plane which has  
the DancSprk texture. The Glass texture settings are standard except  
Thickness is 10, Filter is 0,0,0 and Color is 255,0,0.  
There are two light sources, one is directly behind the camera, cast  
shadows OFF, the other is above the spheres, cast shadows ON.

Perhaps the object needs a wall, ie. a smaller sphere inside the one I'm  
using.

Has anyone had similar results.

-- Bob

: Robert (Bob) Byrne : rbyrne@3dform.edex.edu.au :

---

: Amiga A3000/25 : Ballina, NSW Australia :

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### 1.244 MSG-241 Subject: Re: Glass texture

Subject: Re: Glass texture  
Date: Sat, 29 Apr 1995 03:31:19  
From: rbyrne@3dform.edex.edu.au (Robert Byrne) (Robert Byrne)

Well I just rendered the same scene (two glass spheres) but changed the objects slightly. I put a smaller sphere (radius 40 units) inside the original sphere and joined them.

This time I get a few white faces on the equator of the sphere, not black as before.

-- Bob

: Robert (Bob) Byrne : rbyrne@3dform.edex.edu.au :  
: Amiga A3000/25 : Ballina, NSW Australia :

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### 1.245 MSG-242 Subject: PC 2 Amiga redux...

Subject: PC 2 Amiga redux...  
Date: Sat, 29 Apr 1995 04:30:05  
From: jprusins@cybergrafix.com (John Prusinski)

Thanks to all who responded to my original post! A bunch of useful information came my way; also some that was somewhat redundant only because I probably wasn't specific enough in my note. I do already have a Syquest drive and CrossDOS, and I have tried null modem transfers; it's not unusual for me to have 900 to 1500 frame animations, however, so every second of transfer time counts. And even with 1.5 gigs of HD, disk space is at a premium, too, so ideally I'd like to be able to render directly to the PAR from Imagine/PC, as I used to do on the A3000. So if there's a way to set it up so that the PC just sees the A3000 (and the PAR) as just another drive, that would be ideal for me.

Someone mentioned a piece of software on Aminet that will allow direct SCSI transfers, so that may do it for me if it works; otherwise I may have



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## 1.247 MSG-244 Subject: Re: Imagine for Windows II

Subject: Re: Imagine for Windows II  
Date: Sat, 29 Apr 1995 06:07:14  
From: Falko@aol.com

>How many people think they will actually have as much FREE RAM >using  
>Imagine for Windows/NT as they currently do running it under DOS?  
>Raise your hands.

Please don't forget the availability of Virtual Memory under all versions of Windows. And Windows 95 does Automatic VM management and It is fast too. (Yes, I am running Win95 Final Beta at this time and am quite happy with it.)

As to Imagine for Windows - I hope they will program it at least to the Win32s spec as this will allow for Win31/Win311 with Win32s extensions as well as running native 32bit under Win95 and WinNT. Yes, I know this spec does not make full use of WinNT or Win95 32bit API's but it would allow native 32 bit operation as well as full preemptive multitasking. As for the look and feel - I'd like to retain the quad-view editors ( please not multiple sub-windows in host window - uses too much real estate) but move the view-buttons to one place on the screen. Also don't get carried away with the tool pallettes. User defineable power-bars/button bars are a must! Seperate the render from the from the front-end so I can render as a seperate task and continue fine tuning the object/project I'm working on.

Falko

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## 1.248 MSG-245 Subject: Re: Re:Imagine for Windows II

Subject: Re: Re:Imagine for Windows II  
Date: Sat, 29 Apr 1995 06:41:36  
From: Falko@aol.com

>PS: Just a bit of static: On your other article about Imagine for Windows,  
>you said that:  
> a) There was no true preemptive multitasking on the PC.  
> Not true. Windows 95 is preemptive multitasking.  
>  
> b) There could never be a pop-down graphic (I think that's what  
you said).

---

> Sorry, dude, I'm not following you. What's that ?

It's not pop-down graphic - it's the ability (quite amazing actually) of the amiga to "pull down" the ENTIRE current display screen to see another screen/program that is running in the background. Imagine ( no pun intended ) that you have a stack of photographs. Each one is a full-screen program running. Put them all in a imaginary picture frame that has a framed "display" area and a hidden sliding window or moonroof like storage area. Now put your finger (mouse) on the current photo (screen) and slowly push (pull) it down into the hidden storage area. The photo (screen) behind it is slowly revealed from the top down while you can still see part of the current photo (screen) at the bottom. Get the picture? (pun intended). This can be done repeatedly with multiple screens. Imagine three or more photos "fanned" vertically so you can see part of each within the framed display area. Even more amazing, the screens may be different resolutions and color depths. The Amiga OS automatically remaps all visible screens to the highest resolution.

There - how's that from a PC/Windows Advocate.

Falko

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## 1.249 MSG-246 Subject: Re: PC/Amiga graphics

Subject: Re: PC/Amiga graphics

Date: Sat, 29 Apr 1995 06:53:53

From: Falko@aol.com

Apologies to all about that lengthy post. I got caught up in the moment. Did not mean to perpetuate the "Versus Battle". Only to correct misinformation. If you follow some of my subsequent posts you will see that my primary is Imagine.

Falko

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## 1.250 MSG-247 Subject: CD's For Imagine

Subject: CD's For Imagine

Date: Sat, 29 Apr 1995 09:07:14

From: changc9@rpi.edu (Cedric Georges Chang)

Any recommendations of good CD's for use with Imagine? I'm interested in hearing about any type of CD's which could be useful, not just

---

object CD's.

So far I have Texture City Pro-100, which has some good quality bitmap textures, and Light ROM Volume 1. Light ROM has about 11MB worth of Imagine specific items, plus brushmaps, bumpmaps, and objects in other formats (which are still useful if you have Pixel Pro or Interchange).

Cedric

--

```

Cedric Chang Mechanical Engineer // Amiga 3000 '040
changc9@rpi.edu Rensselaer Polytechnic Institute \X/ EGS Piccolo

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## 1.251 MSG-248 Subject: Oops! Light-ROM Mistake

Subject: Oops! Light-ROM Mistake

Date: Sat, 29 Apr 1995 09:24:00

From: changc9@rpi.edu (Cedric Georges Chang)

In my previous posting asking about CD's for Imagine, I made an error about the amount of Imagine specific items on the Light-Rom CD; there is around 108MB of material, not 11MB.

Cedric

--

```

Cedric Chang Mechanical Engineer // Amiga 3000 '040
changc9@rpi.edu Rensselaer Polytechnic Institute \X/ EGS Piccolo

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## 1.252 MSG-249 Subject: Re: Wine

Subject: Re: Wine

Date: Sat, 29 Apr 1995 11:10:37

From: Kelly Computer Consultants <kcc@wariat.org>

Just FYI, if you have access to the CD-ROM version of Photoshop v.2.5.1 there is a very nice JPEG of a glass of red wine against a white background, at high enough resolution that you can examine the meniscus and other reflection/refraction phenomena very closely.



The file is #99 in the hi-res directory.

Doug Kelly  
Kelly Computer Consultants

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### 1.253 MSG-250 Subject: Re: Snapshots archive large

Subject: Re: Snapshots archive large  
Date: Sat, 29 Apr 1995 14:06:02  
From: hellers\_m@istvax.ist.lu (Hellers Mike)

Hi Joop,

>>>>And how good is the, finally, new software??  
>>>Looks very nice. I'll mail you a couple of screenshots of you like.  
>>Oh yes, please do it.  
>Even if the lha archive is about 1.3MB large?  
>  
>If your mailer doesn't have a problem with, mail me and I'll reply with the  
>attachment. It will contain 4-5 picture snapshot taken with HRControl and  
>processed a bit with Adpro to reduce its size. Not much I'll admit :)  
>  
Well, normally, there shouldn't be a problem, but until know, the biggest  
mail I got had something around 700kB.  
So, please give it a try, and then we will see.

Thanks in advance!  
BTW, I ordered last thursday ProBench V2.0!

by,  
.....mike

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### 1.254 MSG-251 Subject: My computer made me stressed & depressed-positive ions

Subject: My computer made me stressed & depressed-positive ions  
Date: Sat, 29 Apr 1995 14:22:37  
From: Daniels222@aol.com

Hello Netters,

---

As an engineer who spent 12 hour days programming Fortran in college, and who now sits in front of a computer all day at work, I thought you might find this interesting.

On 2/14/95 CBS Evening News with Connie Chung, Dr. Bob Arnot did a story about negative ions and their effect on mood. They talked about a study done at Columbia University where exposure to a high density negative ion generator was as effective in treating winter depression as medication.

I became very interested because I have suffered from depression and anxiety for years, and I did some research on the benefits of negative ions.

This research turned out to be especially interesting to me because I found a newspaper article discussing the fact that computer monitors emit positive ions - the opposite of negative ions. In the article, a consultant to the FDA says that computer monitors give off large amounts of positive ions and can actually cause depression, stress, fatigue, etc. in people who sit in front of computers a lot - like all of us Netters - and that we need negative ion replenishment.

After reading the article, I realized that I always felt especially irritable, stressed, and depressed after long days in front of my computer.

In doing the research, I found that negative ions have shown to be therapeutic for stress, irritability, fatigue, depression, etc. So I purchased a small, high density generator and it has given me substantial relief from my symptoms.

If any of you would like me to e-mail you that newspaper article, the transcript of the CBS news story, as well as the other research that I have compiled, just e-mail me at Daniels222@aol.com.

-dan

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## 1.255 MSG-252 Subject: Re: Easy mpeg

Subject: Re: Easy mpeg  
Date: Sat, 29 Apr 1995 14:30:40  
From: H.KUECK@AIGM.westfalen.de (Hendrik Kueck)

MM> Mess with the stack size. Another post from someone having similar  
MM> problems mentioned a note from the author to that effect: change the  
MM> stack. I've never tried easyMPEG, but I assume the suggestion is to set  
MM> the stack UP.

I think that it was me who told you. Raising the stack size worked for me. But Easy\_Mpeg also does not work if you give names that contain special characters. So its best just to use standart characters. As I am german I once used German "Umlaute" ( I do not know the english word, sorry) in the name of the dest. file and

---

it took me quite long to find out that this was why it did not work.  
Perhaps there are even more things that can cause Easy\_Mpeg not to work correctly, but I got to work it with my 1200/030/882/6MB. And it is really easy to use. But I do not know how the author achieved compression 1:100 with the settings IPBP and the compression factors 2 4 and 6 for I,P and B frames. Does anyone have better settings which give good compression and good results?

Bye,  
Hendrik

Sorry for my bad english, if it should be bad.

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### 1.256 MSG-253 Subject: Re: How do I get 2 textures on 1 object

Subject: Re: How do I get 2 textures on 1 object  
Date: Sat, 29 Apr 1995 15:34:15  
From: zmievski@herbie.unl.edu (Andrey Zmievskiy)

> Tell us more, where can we get these?

You can ftp to websharx.com and they are in imagine/pc/blackmon directory.

Andrey

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### 1.257 MSG-254 Subject: Thanks

Subject: Thanks  
Date: Sat, 29 Apr 1995 18:58:11  
From: Darren Priestnall <darren@hanger.demon.co.uk>

thank's everyone for their mail and help regarding the A3000 fast slot and the new Real3D 3 software.

I assure you, there is a fast slot running close to the front of my A3000 at right-angles to the Zorro 3 slot's. Apparently, I am told the slot is not the same as the A500 fast slot

---

but is the same as the A4000's where you can connect accelerator's. I have heard from several people who are running A4000 accelerator card's using the A3000 fast slot, apparently though, the A3000 casing can not be closed with the card's attached so you must either leave the machine open or construct some new housing.....sound's intriguing though.

Oh yes, STOPTHISUSANDTHEMARGUMENT.

I use the Amiga with Lightwave, Real3D and Imagine but I must admit that at the high end rendering range of system's, the Pentium's are fast and cheap compared to a comparable A4000 with 060 card.

Stop arguing and start talking 3D.....it's like the argument's I used to have in the prehistoric day's over who had the best system...me with my spectrum, or my friends with their C64's and BBC computer's.....daft really isn't it.

--

~  
 =====~  
 Darren Priestnall - darren@hanger.demon.co.uk (PandGImaging)  
 Connecting via Demon Internet, Finchley, London, N3 1TT. Tel: 081-349-0063  
 -- Full IP Connectivity for a 10 UKP per month - no usage/online fees!! --

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## 1.258 MSG-255 Subject: Re: Show your creativity!

Subject: Re: Show your creativity!  
 Date: Sat, 29 Apr 1995 20:17:59  
 From: Roger Straub <straub@csn.org>

On Sat, 29 Apr 1995, Robert Byrne wrote:

>  
 > Speaking of Carmen Rizzolo, does anyone know the name of the Star Trek type  
 > space station he recently released, heard it mentioned as awesome.  
 >

It's called SpaceDock.lha, and is on aminet under gfx/3dobj. It's MASSIVELY HUGE, and includes states.

> -- Bob  
 >  
 > : Robert (Bob) Byrne : rbyrne@3dform.edex.edu.au :  
 > : Amiga A3000/25 : Ballina, NSW Australia :  
 >  
 >

See ya,

---

Roger

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## 1.259 MSG-256 Subject: TEXTURE-STUDIO

Subject: TEXTURE-STUDIO

Date: Sat, 29 Apr 1995 20:43:02

From: Dave Rhodes <dave@darhodes.demon.co.uk>

I've just been through my texture drawer to see what works with the most excellent program Texture Studio, and the only ones that crash it for me, are the old (Imagine 2.0 I think) ones, which I'll list below, because if you're like me, you won't remember which ones came with which version.

|         |           |        |        |
|---------|-----------|--------|--------|
| Angular | Bricks    | Camo   | Checks |
| Checks2 | Disturbed | Dots   | Grid   |
| Linear  | Pastella  | Radial | Spots  |
| Waves   | Wood      |        |        |

All the textures I've got from this list seem to be OK too.. I love this program, I couldn't afford Essence and Forge, so it's the answer to my prayers. I've sent off my registration and it's back to waiting for the posty again !

(just like waiting for Im. 3.0 -but not for nearly a year.)

BTW it's on Aminet in gfx/3d

Best regards

Dave

--

~-----~  
 Dave Rhodes - dave@darhodes.demon.co.uk - Yorkshire - England -  
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## 1.260 MSG-257 Subject: Re: PC 2 Amiga file transfers

Subject: Re: PC 2 Amiga file transfers

Date: Sat, 29 Apr 1995 21:02:49

From: Anders\_Lattermann@p24.anet.bbs.bad.se (Anders Lattermann)

CN> There's another file on aminet called PC2Amiga, I think. I down=loaded=20

CN> it, but I haven't tries it yet. It lets you assign the PC as a =device,

CN> Sounds pretty cool. Hope this helps.

I've been looking after this one but couldn't find it on the Aminet m=irror=20

site ftp.luth.se. Anyone who know where it is to be found?

/Anders Lattermann - Jag =E4r PC aktiv!

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## 1.261 MSG-258 Subject: Help!

Subject: Help!

Date: Sat, 29 Apr 1995 21:49:11

From: Marty Nussbaum <martyn@asu.edu>

Greetings All,

I'm having difficulty with the Stage Editor & the Project Editor. After I make changes in the Stage Ed. and save them, I do a quick render to just make sure that the image is what I'm looking for. Sure enough, it looks like what I want. Then when I goto the Project Ed. and render the whole thing, it renders the old images that I made corrections to instead of the corrected images. I will then go back into the Stage Ed and do a quick render on any frame and it will be the image with the corrections. I'm using ver. 3.2 on the PC. Whats happening is that in the Stage Ed. I have shadows casting (which I want) and when I render in the Project Ed. there are no shadows. What gives? Is this one of the bugs? Any insight will be appreciated. This is an assignment that I need to turn in on 5/3/95. Many thanks in advance,

Marty

```

* ACK!! *
* Hairball! *

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## 1.262 MSG-259 Subject: RE: 040 Imagine

Subject: RE: 040 Imagine  
Date: Sat, 29 Apr 1995 23:07:53  
From: Charles Blaquiere <blaq@io.org>

Please folks, this is getting tiresome. Amiga vs. PC threads belong in comp.sys.amiga.advocacy, or comp.sys.amiga.software, or comp.sys.amiga.hardware. We subscribe to this mailing list to get \_Imagine\_-related material.

Notice that I am not disputing your right to post Amiga vs. PC comparisons, just gently pointing you to a more appropriate area.

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## 1.263 MSG-260 Subject: Diminish intensity?

Subject: Diminish intensity?  
Date: Sat, 29 Apr 1995 23:52:56  
From: Charles Blaquiere <blaq@io.org>

> From: amadaeus@ccwf.cc.utexas.edu

>

>

> In imagine 2.0, how does one determine the rate at which the intensity  
> of a light diminishes?

| Distance | Color |
|----------|-------|
| -----    | ----- |
| 100      | 255   |
| 200      | 255   |
| 300      | 216   |
| 400      | 162   |
| 500      | 129   |
| 600      | 108   |
| 700      | 92    |
| 800      | 81    |
| 900      | 72    |
| 1000     | 64    |

The light I used had intensities of 255, 255, 255. As you can see, illumination stays constant for 256 units, after which it drops exponentially by 50% every 256 units.

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## 1.264 MSG-261 Subject: Genlock button

Subject: Genlock button  
Date: Sun, 30 Apr 1995 00:25:53  
From: Charles Blaquiere <blaq@io.org>

> From: Gareth Qually <gareth.ually@beect.iaccess.za>  
>  
>  
> Where has the genlock button gone? The global requester in the Action  
> editor used to have it but no longer. I have version 3.0  
>  
> If it no longer exists, how do I create a genlocked background for my  
> animation?

Some future version of Imagine will allow you to create alpha channels in addition to regular renders. An alpha channel is a 256-level greyscale image which is used to define transparency levels. For example, a pixel which corresponds to the background in Imagine would receive a value of 0 in the alpha image; a pixel belonging to an opaque object, whatever its color, would receive 255; and a pixel belonging to a semi-transparent object, where half the background showed through, would receive an alpha level of 128.

With the additional information provided by the alpha channel, you will be able to composite Imagine renders on top of backgrounds with perfect results; the 256 levels will allow for semi-transparent objects, and, more important, fully anti-aliased edges. (With the current genlock method, a pixel is either color 0 or not. Pixels which are half-covered by object edges will show a color halfway between the object's and the background's, but since this color is not color 0, they will appear completely opaque against the background. This leads to ugly, blocky object edges.)

Of course, a 256-level alpha channel can only be used by image processing programs, such as Imagemaster or ImageFX. Hardware genlocks still rely on the old color-0 scheme. If you need to overlay Imagine renders on top of live video using a hardware genlock, then follow this procedure:

- Create a backdrop image using a color which is guaranteed not to appear in your render. I suggest 240, 0, 0, which is a red so intense that no videographer should even consider using it. 240 is also a multiple of 16, which means that it can be rendered in native Amiga graphics (4096-color palette) without any dithering. (The corresponding Amiga color will be 15, 0, 0)
  - Generate your render in 24-bit mode.
-



- Use a decent image processing program to convert the 24-bit image down to standard Amiga color resolution, while locking palette color 0 to 15, 0, 0.

The dithering process may create some stray pixels inside the red area, close to object edges. If this poses a problem, tell me and I can walk you through a couple of procedures to automatically remove them, if you're using Imagemaster.

In addition, Imagine's anti-aliasing will create reddish borders on the outermost pixel of each object. This effect also appeared when Imagine had its own color-0 logic; you may want to use a different color, such as 0, 0, 0, as a backdrop. If none of your objects have 0, 0, 0 as a color, setting your Globals ambient light to 1, 1, 1 or higher will ensure that no shadow will be darker than the ambient setting, thus ensuring that 0, 0, 0 will not appear on any foreground object.

If this solution isn't satisfactory, please continue the conversation and we'll find some other way.

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## 1.265 MSG-262 Subject: Re: Mirroring Objects

Subject: Re: Mirroring Objects

Date: Sun, 30 Apr 1995 00:51:46

From: dalamar@MIT.EDU (Craig Andera )

You can effectively mirror an object by applying a scaling transformation (R/A-T, choose the scale transformation) with a negative value in one of the dimensions. That is, scaling X by -1.0, Y and Z by 1.0 will mirror the object across the YZ plane. You can play with the axes to get exactly the mirroring you want, but if you have your objects set up "normally" where your person-model is facing you in the front view, I think scaling Y by -1.0 should be what you're after.

-Craig

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## 1.266 MSG-263 Subject: Re: Mirroring Objects

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Subject: Re: Mirroring Objects  
Date: Sun, 30 Apr 1995 01:32:33  
From: Ian Smith <iansmith@moose.erie.net>

On Sat, 29 Apr 1995, Andrew A Krieg wrote:  
> [...] I was wondering if there is a  
> way to "mirror" an object so that I would have two objects, one being the  
> reflection of the other. [...]

Yep, although it is not well documented. Just scale the object by -1 in the direction you need. It should work for grouped objects like your hand too, but I can't be sure. Let us know how Imagine handles it.

--  
IanSmith@moose.erie.net

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## 1.267 MSG-264 Subject: Mirroring Objects

Subject: Mirroring Objects  
Date: Sun, 30 Apr 1995 03:10:12  
From: kriegaa@nextwork.rose-hulman.edu (Andrew A Krieg)

Hello! I've been using Imagine 3.0 since December and have just recently upgraded to 3.2. I think it's a wonderful program. It allows me to do stuff I've always dreamed of doing.

Anyway, I have a question. I'm currently working on a human figure. I'm using the forms editor to make the basic shapes which I then combine point to point in the detail editor. I was wondering if there is a way to "mirror" an object so that I would have two objects, one being the reflection of the other. For example, I have a rather complex left hand and I would like to be able to make an identically proportioned right hand without connecting and positioning the points to match the left. If there is a way to do this, please let me know. However, if there is currently no way to do this, I think a "mirror" function would be a wonderful time-saving addition to upcoming versions of Imagine.

Thank you.

Andy Krieg  
kriegaa@nextwork.rose-hulman.edu

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**1.268 MSG-265 Subject: Re: Mirroring Objects**

Subject: Re: Mirroring Objects  
Date: Sun, 30 Apr 1995 13:51:21  
From: Ayalon Hermony <ila2024@zeus.datasrv.co.il>

Hello,

You already have posts about scaling with -X or -Y.

Let me add, I find it usefull sometimes, to move the object's axis to be in the center, to be on X=0 or Y=0 (depends on which one you - scale) this way, if you have a right arm, and you want the mirrored object to be exactly in its place across the body, it will.  
You can later return the axis to its former position.

Just remmeber to move the axis locally (like shift-m) if you do it in the Transformation.

How do you come back from 3D ?  
Ayalon M. Hermony, Internet: ila2024@datasrv.co.il

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**1.269 MSG-266 Subject: Re: Mirroring Objects**

Subject: Re: Mirroring Objects  
Date: Sun, 30 Apr 1995 15:30:19  
From: Dylan Neill <dylann@pcug.org.au>

On Sat, 29 Apr 1995, Andrew A Krieg wrote:

> Anyway, I have a question. I'm am currently working on a human  
> figure. I'm using the forms editor to make the basic shapes which I then  
> combine point to point in the detail editor. I was wondering if there is a  
> way to "mirror" an object so that I would have two objects, one being the  
> relfection of the other. For example, I have a rather complex left hand and  
> I would like to be able to make an identically proportioned right hand  
> without connecting and positioning the points to match the left. If there  
> is a way to do this, please let me know. However, if there is currently no  
> way to do this, I think a "mirror" function would be a wonderful time-saving  
> addition to upcoming versions of Imagine.  
>

Its already there 'cept its not called mirror! :) Well, I tell a lie,  
there is a bodgey way to do it quickly.... Select the transform menu.  
This will bring up a box where you can enter numbers to do things like

---

scaling and rotation (just in case you haven't seen it yet). Then all you have to do is scale it LOCALLY on the axis you want to mirror (probably X in your case) by -1

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| ' ' ' U ' ' ' |
| Gumby Death Man (Dylan Neill) Amiga 1200/6/120 486DX2-66/24/500 |
| Email: dylann@pcug.org.au WWW: http://www.pcug.org.au/~dylann/ |
|_____|
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