IMAGINE MAILING LIST

COLLABORATORS			
	TITLE : IMAGINE MAILING LIST		
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REVISION HISTORY			
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Contents

1 IMAGINE MAILING LIST **1**

1.1 IMAGINE MAILING LIST NUMBER V65 . . . 1
1.2 IMAGINE MAILING LIST V65- CONTENTS . . . 1
1.3 IMAGINE MAILING LIST V65- CONTENTS . . . 28
1.4 MSG-1 Subject: Quick attribute prob . . . 55
1.5 MSG-2 Subject: Re: Motion Blur Trick . . . 55
1.6 MSG-3 Subject: Animated map requestor problems . . . 56
1.7 MSG-4 Subject: Aspect ratio . . . 56
1.8 MSG-5 Subject: Re: Re[2]: lensflare . . . 57
1.9 MSG-6 Subject: LOCK TO STATE . . . 57
1.10 MSG-7 Subject: Group can't be colored . . . 58
1.11 MSG-8 Subject: More Feminine Female . . . 58
1.12 MSG-9 Subject: Re: Quick attribute prob . . . 59
1.13 MSG-10 Subject: CD model/textures libraries . . . 60
1.14 MSG-11 Subject: Re: Quick attribute prob . . . 60
1.15 MSG-12 Subject: Re: Re[2]: lensflare . . . 61
1.16 MSG-13 Subject: Re: Group can't be colored . . . 62
1.17 MSG-14 Subject: Re: Question for PC users . . . 62
1.18 MSG-15 Subject: Re: ANIMATION PLAYER . . . 63
1.19 MSG-16 Subject: Re: Tear Drop Quickie . . . 64
1.20 MSG-17 Subject: Run Imagine under W95 . . . 64
1.21 MSG-18 Subject: Re: CD model/textures libraries . . . 66
1.22 MSG-19 Subject: Single sided mapping . . . 67
1.23 MSG-20 Subject: Re: Texture preview . . . 68
1.24 MSG-21 Subject: Re: Re[2]: lensflare . . . 68
1.25 MSG-22 Subject: Re: Quick attribute prob . . . 69
1.26 MSG-23 Subject: Texture preview . . . 70
1.27 MSG-24 Subject: Win95 . . . 70
1.28 MSG-25 Subject: Re: JPEG Pictures!!!{ . . . 71
1.29 MSG-26 Subject: Contests . . . 71

1.30 MSG-27 Subject: Re: A message from Mike... . . . 72
1.31 MSG-28 Subject: Re: JPEG Pictures!!!{ . . . 73
1.32 MSG-29 Subject: Re: Quick attribute prob . . . 73
1.33 MSG-30 Subject: Re: JPEG Pictures!!! . . . 74
1.34 MSG-31 Subject: Re: JPEG Pictures!!!{ . . . 74
1.35 MSG-32 Subject: Animation . . . 75
1.36 MSG-33 Subject: Re: Texture preview . . . 75
1.37 MSG-34 Subject: Re:Re:More Feminine Female . . . 76
1.38 MSG-35 Subject: Motion Blur... . . . 77
1.39 MSG-36 Subject: Re: CD model/textures libraries . . . 77
1.40 MSG-37 Subject: Re: Single sided mapping . . . 78
1.41 MSG-38 Subject: Re: Tear Drop Quickie . . . 79
1.42 MSG-39 Subject: Re: Tear Drop Quickie . . . 79
1.43 MSG-40 Subject: Water Splash (was Re: Tear Drop Quickie) . . . 80
1.44 MSG-41 Subject: Re: Texture preview . . . 80
1.45 MSG-42 Subject: Wustl archives . . . 81
1.46 MSG-43 Subject: Re: Texture preview . . . 81
1.47 MSG-44 Subject: RE: Win95 . . . 82
1.48 MSG-45 Subject: Re[2]: texture preview . . . 83
1.49 MSG-46 Subject: Animation . . . 84
1.50 MSG-47 Subject: Greg's Pics . . . 85
1.51 MSG-48 Subject: Feature request . . . 85
1.52 MSG-49 Subject: Shredding with brushmaps . . . 86
1.53 MSG-50 Subject: Re: Animation . . . 87
1.54 MSG-51 Subject: Imagine pc . . . 87
1.55 MSG-52 Subject: Quick Drapes/Curtains . . . 88
1.56 MSG-53 Subject: PC Imagine on Laptop . . . 88
1.57 MSG-54 Subject: Re: Texture preview . . . 89
1.58 MSG-55 Subject: Re: Animation . . . 90
1.59 MSG-56 Subject: Re: JPEG Pictures!!!{ . . . 91
1.60 MSG-57 Subject: Re: Texture preview . . . 92
1.61 MSG-58 Subject: Re: Greg's Pics . . . 92
1.62 MSG-59 Subject: Re: Greg's Pics . . . 93
1.63 MSG-60 Subject: Re: Animation . . . 94
1.64 MSG-61 Subject: GOODSTUFF . . . 95
1.65 MSG-62 Subject: Re[2]: texture preview . . . 95
1.66 MSG-63 Subject: Animation Contests . . . 96
1.67 MSG-64 Subject: Re: CD model/textures libraries . . . 96
1.68 MSG-65 Subject: Re: Imagine 2.0: What a Discovery! . . . 97

1.69 MSG-66 Subject: Layers . . . 97
1.70 MSG-67 Subject: PC Imagine on Laptop . . . 98
1.71 MSG-68 Subject: Phong errors, rotoscoping . . . 99
1.72 MSG-69 Subject: Question for PC users . . . 100
1.73 MSG-70 Subject: Re: Spline Int. . . . 100
1.74 MSG-71 Subject: Texture preview . . . 101
1.75 MSG-72 Subject: Re: PC Imagine on Laptop . . . 101
1.76 MSG-73 Subject: Pc help . . . 102
1.77 MSG-74 Subject: Pc imagine help . . . 102
1.78 MSG-75 Subject: Re: PC Imagine on Laptop . . . 103
1.79 MSG-76 Subject: PROBLEM with viewing image . . . 103
1.80 MSG-77 Subject: Web browsing w/o SLIP . . . 104
1.81 MSG-78 Subject: Re: Greg's Pics . . . 105
1.82 MSG-79 Subject: Re: Animation . . . 106
1.83 MSG-80 Subject: Re[2]: Single sided mapping . . . 107
1.84 MSG-81 Subject: Re: Animation . . . 107
1.85 MSG-82 Subject: Re: How To make a SUN? . . . 108
1.86 MSG-83 Subject: Re: Web browsing w/o SLIP . . . 109
1.87 MSG-84 Subject: Re: Animation . . . 110
1.88 MSG-85 Subject: Re: Phong errors, rotoscoping . . . 110
1.89 MSG-86 Subject: Re: Animation . . . 111
1.90 MSG-87 Subject: Re: An old challenge - How are diamonds done ? . . . 112
1.91 MSG-88 Subject: CD... . . . 114
1.92 MSG-89 Subject: Re: Single sided mapping . . . 115
1.93 MSG-90 Subject: CD model/textures libraries . . . 115
1.94 MSG-91 Subject: Re: How To make a SUN? . . . 116
1.95 MSG-92 Subject: Re: Spline Int. . . . 116
1.96 MSG-93 Subject: Re[2]: Single sided mapping . . . 117
1.97 MSG-94 Subject: Re: An old challenge - How are diamonds done ? . . . 118
1.98 MSG-95 Subject: Re: Single sided mapping . . . 119
1.99 MSG-96 Subject: LW vs Imagine rendering times . . . 120
1.100 MSG-97 Subject: IMLarc64.lha on Aminet . . . 120
1.101 MSG-98 Subject: Robotech robots . . . 120
1.102 MSG-99 Subject: Re: CD... . . . 121
1.103 MSG-100 Subject: Re: Imagine 3.3 screen sizes? . . . 122
1.104 MSG-101 Subject: Re: Autodesk 3D Studio - Wow!!! . . . 122
1.105 MSG-102 Subject: Autodesk 3D Studio . . . 123
1.106 MSG-103 Subject: Re: Imagine 3.3 screen sizes? . . . 123
1.107 MSG-104 Subject: Re: Autodesk 3D Studio - Wow!!! . . . 124

1.108 MSG-105 Subject: Re: Single sided mapping . . . 125
1.109 MSG-106 Subject: Re: I need a Job!! . . . 126
1.110 MSG-107 Subject: Autodesk 3D Studio - Wow!!! . . . 127
1.111 MSG-108 Subject: Re: Autodesk 3D Studio - Wow!!! . . . 127
1.112 MSG-109 Subject: Viewpoint Datalabs . . . 129
1.113 MSG-110 Subject: Imagine 3.3 Screen Res. . . . 129
1.114 MSG-111 Subject: Global Fog animation problem . . . 129
1.115 MSG-112 Subject: Re: Robotech robots . . . 130
1.116 MSG-113 Subject: Re: Global Fog animation problem . . . 130
1.117 MSG-114 Subject: Re:Re: lensflare . . . 131
1.118 MSG-115 Subject: Re: Global Fog animation (doh!) . . . 132
1.119 MSG-116 Subject: Re: Amiga->PC/LAN . . . 132
1.120 MSG-117 Subject: Re: Lensflare . . . 133
1.121 MSG-118 Subject: Re: Layers . . . 134
1.122 MSG-119 Subject: Velocity scaling . . . 134
1.123 MSG-120 Subject: Re: Lensflare . . . 135
1.124 MSG-121 Subject: Re: Imagine 3.3 Screen Res. . . . 136
1.125 MSG-122 Subject: Re: Lensflare . . . 136
1.126 MSG-123 Subject: Viewpoint . . . 137
1.127 MSG-124 Subject: Re: Global Fog animation problem . . . 137
1.128 MSG-125 Subject: Re: Phong errors, rotoscoping . . . 138
1.129 MSG-126 Subject: Re: PROBLEM with viewing image . . . 138
1.130 MSG-127 Subject: Re: Single sided mapping . . . 139
1.131 MSG-128 Subject: Re: Velocity scaling . . . 140
1.132 MSG-129 Subject: Fog . . . 140
1.133 MSG-130 Subject: Q-Motions . . . 141
1.134 MSG-131 Subject: Splash . . . 141
1.135 MSG-132 Subject: Ship Textures and Lightwave Lens-Flares In Imagine . . . 142
1.136 MSG-133 Subject: Re: Amiga->PC/LAN . . . 143
1.137 MSG-134 Subject: Re: Imagine 3.3 Screen Res. . . . 144
1.138 MSG-135 Subject: Re: Q-Motions . . . 145
1.139 MSG-136 Subject: T3dInfo beta testers . . . 147
1.140 MSG-137 Subject: Re: Animation . . . 148
1.141 MSG-138 Subject: Re: Imagine 3.3 Screen Res. . . . 149
1.142 MSG-139 Subject: Re: Autodesk 3D Studio - Wow!!! . . . 150
1.143 MSG-140 Subject: Re: Global Fog animation (doh!) . . . 150
1.144 MSG-141 Subject: Re: Imagine 3.3 Screen Res. . . . 151
1.145 MSG-142 Subject: Re: Single sided mapping . . . 151
1.146 MSG-143 Subject: Re: Imagine 3.3 Screen Res. . . . 152

1.147 MSG-144 Subject: GreG . . . 153
1.148 MSG-145 Subject: Re: Velocity scaling . . . 153
1.149 MSG-146 Subject: Re: Velocity scaling . . . 155
1.150 MSG-147 Subject: Heightfields ? . . . 157
1.151 MSG-148 Subject: I'm back... . . . 157
1.152 MSG-149 Subject: Re: Heightfields ? . . . 158
1.153 MSG-150 Subject: Demo pic of upcoming Imagine soft shadows . . . 158
1.154 MSG-151 Subject: Lightwave demo on the web 159
1.155 MSG-152 Subject: Retina problems . . . 159
1.156 MSG-153 Subject: Siggraph Imagine user meet! . . . 160
1.157 MSG-154 Subject: Web Page Moved . . . 160
1.158 MSG-155 Subject: Re: Re[2]: lensflare . . . 160
1.159 MSG-156 Subject: Re: Fog . . . 161
1.160 MSG-157 Subject: Re: Single sided mapping . . . 161
1.161 MSG-158 Subject: Re: Velocity scaling . . . 163
1.162 MSG-159 Subject: Re: An old challenge - How are diamonds done ? . . . 163
1.163 MSG-160 Subject: Re: Imagine 3.3 Screen Res. . . . 164
1.164 MSG-161 Subject: Re: Velocity scaling . . . 164
1.165 MSG-162 Subject: Re: Velocity scaling . . . 165
1.166 MSG-163 Subject: Re:Re: lensflare . . . 166
1.167 MSG-164 Subject: Re: Velocity Scaling . . . 167
1.168 MSG-165 Subject: RE: Beyond Imagination . . . 167
1.169 MSG-166 Subject: Re: Imagine 3.3 Screen Res. . . . 169
1.170 MSG-167 Subject: Re: Retina problems . . . 169
1.171 MSG-168 Subject: Fonts . . . 170
1.172 MSG-169 Subject: Re: Craig Collins . . . 170
1.173 MSG-170 Subject: Imagine 2.0 . . . 172
1.174 MSG-171 Subject: Rendering Resolution . . . 172
1.175 MSG-172 Subject: Re: Imagine upgrade . . . 173
1.176 MSG-173 Subject: Amiga IFF . . . 174
1.177 MSG-174 Subject: Craig Collins . . . 175
1.178 MSG-175 Subject: Re: Creating landscapes . . . 175
1.179 MSG-176 Subject: Re: Creating landscapes . . . 176
1.180 MSG-177 Subject: Re: Creating landscapes . . . 177
1.181 MSG-178 Subject: Re: Help-Im2.0 . . . 177
1.182 MSG-179 Subject: Help-Im2.0 . . . 178
1.183 MSG-180 Subject: Re: Amiga IFF . . . 178
1.184 MSG-181 Subject: Rendering Resolution . . . 179
1.185 MSG-182 Subject: Imagine upgrade . . . 179

1.186 MSG-183 Subject: Re: Pentax . . . 180
1.187 MSG-184 Subject: Re: Rendering Resolution . . . 180
1.188 MSG-185 Subject: Re: Creating landscapes . . . 181
1.189 MSG-186 Subject: Upgrading... . . . 182
1.190 MSG-187 Subject: Re: Rendering Resolution . . . 183
1.191 MSG-188 Subject: Re: Fonts . . . 184
1.192 MSG-189 Subject: Manuals please . . . 184
1.193 MSG-190 Subject: Field Rendering . . . 185
1.194 MSG-191 Subject: Re: Beyond Imagine . . . 186
1.195 MSG-192 Subject: Re: Amiga IFF . . . 186
1.196 MSG-193 Subject: Re: Rendering Resolution . . . 187
1.197 MSG-194 Subject: Back From Siggraph . . . 188
1.198 MSG-195 Subject: IML-FAQ#07 upped . . . 188
1.199 MSG-196 Subject: ModePro? . . . 189
1.200 MSG-197 Subject: 50mhz cpu plug-in? . . . 189
1.201 MSG-198 Subject: Rendering Resolution . . . 190
1.202 MSG-199 Subject: Re: Field Rendering . . . 191
1.203 MSG-200 Subject: Blaq! away until Aug. 21 . . . 191
1.204 MSG-201 Subject: Re: 50mhz cpu plug-in? . . . 192
1.205 MSG-202 Subject: Sparkles . . . 192
1.206 MSG-203 Subject: Texture/States problem . . . 193
1.207 MSG-204 Subject: Interesting 194
1.208 MSG-205 Subject: Re: Back From Siggraph . . . 195
1.209 MSG-206 Subject: Velocity in v4.0 ??? . . . 196
1.210 MSG-207 Subject: Bones animation . . . 196
1.211 MSG-208 Subject: Re: Field Rendering . . . 197
1.212 MSG-209 Subject: Re: Field Rendering . . . 198
1.213 MSG-210 Subject: Re: Interesting 198
1.214 MSG-211 Subject: Re:ModePro? . . . 199
1.215 MSG-212 Subject: Re: Interesting 200
1.216 MSG-213 Subject: Amiga IFF . . . 201
1.217 MSG-214 Subject: Re: Imagine 2.0 . . . 202
1.218 MSG-215 Subject: Re: Creating landscapes . . . 203
1.219 MSG-216 Subject: IML overload . . . 203
1.220 MSG-217 Subject: RE:Velocity in v4.0 ??? . . . 204
1.221 MSG-218 Subject: Re: An old challenge - How are diamonds done ? . . . 204
1.222 MSG-219 Subject: Re: Amiga IFF . . . 205
1.223 MSG-220 Subject: Re:ModePro? . . . 206
1.224 MSG-221 Subject: Re: Creating landscapes . . . 207

1.225 MSG-222 Subject: Re: Creating landscapes . . . 207
1.226 MSG-223 Subject: Re: Amiga IFF . . . 208
1.227 MSG-224 Subject: Ram drive when using imagine . . . 208
1.228 MSG-225 Subject: ISL PC version . . . 209
1.229 MSG-226 Subject: Hide/unhide subgroups . . . 209
1.230 MSG-227 Subject: Re: Creating landscapes . . . 210
1.231 MSG-228 Subject: Re: Hide/unhide subgroups . . . 210
1.232 MSG-229 Subject: Re: Creating landscapes . . . 211
1.233 MSG-230 Subject: Re: Rendering Resolution . . . 212
1.234 MSG-231 Subject: Re:Re: lensflare . . . 213
1.235 MSG-232 Subject: Re: Hide/unhide subgroups . . . 214
1.236 MSG-233 Subject: Hide/Unhide subgroups . . . 214
1.237 MSG-234 Subject: Re: An old challenge - How are diamonds done ? . . . 215
1.238 MSG-235 Subject: Re: Creating landscapes . . . 215
1.239 MSG-236 Subject: Re: Creating landscapes . . . 216
1.240 MSG-237 Subject: Hmmmmm . . . 216
1.241 MSG-238 Subject: FIRE . . . 217
1.242 MSG-239 Subject: Re: 3.3Prob . . . 218
1.243 MSG-240 Subject: Re: ISL PC version . . . 218
1.244 MSG-241 Subject: 3.3Prob . . . 219
1.245 MSG-242 Subject: Re:Textures/States problem . . . 220
1.246 MSG-243 Subject: Re: Interesting 220
1.247 MSG-244 Subject: Re: Ram drive when using imagine . . . 221
1.248 MSG-245 Subject: Quickie (multiple stages) . . . 222
1.249 MSG-246 Subject: FIRE . . . 223
1.250 MSG-247 Subject: Re: FIRE . . . 223
1.251 MSG-248 Subject: Re: 3.3Prob . . . 224
1.252 MSG-249 Subject: Re: FIRE . . . 225
1.253 MSG-250 Subject: Re: Ram drive when using imagine . . . 225
1.254 MSG-251 Subject: Rotoscoping . . . 226
1.255 MSG-252 Subject: Wish List . . . 226
1.256 MSG-253 Subject: Impulse + Siggraph 95 . . . 227
1.257 MSG-254 Subject: Bones man. Bones. . . . 228
1.258 MSG-255 Subject: Re: FIRE . . . 229
1.259 MSG-256 Subject: Wish list . . . 230
1.260 MSG-257 Subject: Re: Rotoscoping . . . 230
1.261 MSG-258 Subject: Re: Field Rendering . . . 230
1.262 MSG-259 Subject: Re: Bones man. Bones. . . . 231
1.263 MSG-260 Subject: Tool Survey Results 8^(. . . 233

1.264 MSG-261 Subject: Re: Bones man. Bones. . . . 234
1.265 MSG-262 Subject: Slice . . . 235
1.266 MSG-263 Subject: Re: Wish List . . . 236
1.267 MSG-264 Subject: Imagine 3.0 . . . 237
1.268 MSG-265 Subject: Q-motion . . . 237
1.269 MSG-266 Subject: Undocumented Textures/Effects . . . 238
1.270 MSG-267 Subject: Re[2]: Textures/States problem . . . 239
1.271 MSG-268 Subject: Re: Q-motion . . . 240
1.272 MSG-269 Subject: Re: Wish list . . . 241
1.273 MSG-270 Subject: Re: Memory Constraints . . . 241
1.274 MSG-271 Subject: Re: Undocumented Textures/Effects . . . 242
1.275 MSG-272 Subject: Contains Premiere 4.0 info . . . 243
1.276 MSG-273 Subject: Tutorial on 3D LANDSCAPES . . . 243
1.277 MSG-274 Subject: Slow Rendering With Fog! . . . 244
1.278 MSG-275 Subject: Memory Constraints . . . 245
1.279 MSG-276 Subject: Re: Convert Image Question . . . 246
1.280 MSG-277 Subject: Re: Tutorial on 3D LANDSCAPES . . . 247
1.281 MSG-278 Subject: Re:Textures/States problem . . . 247
1.282 MSG-279 Subject: Re: Imagine 3.0 . . . 248
1.283 MSG-280 Subject: RE: Q-motion . . . 248
1.284 MSG-281 Subject: Re: Memory Constraints . . . 249
1.285 MSG-282 Subject: Dare2Imagine a complete version . . . 250
1.286 MSG-283 Subject: No 3D splines for 4.0? . . . 250
1.287 MSG-284 Subject: Re: Bones man. Bones. . . . 251
1.288 MSG-285 Subject: Re: Bones man. Bones. . . . 252
1.289 MSG-286 Subject: Re: Dare2Imagine a complete version . . . 253
1.290 MSG-287 Subject: Convert Image Question . . . 254
1.291 MSG-288 Subject: Re: Quickie (multiple stages) . . . 254
1.292 MSG-289 Subject: Texture Preview . . . 255
1.293 MSG-290 Subject: RE: Q-motion . . . 255
1.294 MSG-291 Subject: Re:Impulse Im4.0 . . . 256
1.295 MSG-292 Subject: Re: 3.3Prob . . . 257
1.296 MSG-293 Subject: Re: Dare2Imagine a complete version . . . 257
1.297 MSG-294 Subject: Re: An old challenge - How are diamonds done ? . . . 258
1.298 MSG-295 Subject: Re: Quickie (multiple stages) . . . 258
1.299 MSG-296 Subject: Re: Undocumented Textures/Effects . . . 259
1.300 MSG-297 Subject: Re: Wish list . . . 260
1.301 MSG-298 Subject: Re:Textures/States problem . . . 260
1.302 MSG-299 Subject: Re: Memory Constraints . . . 261

1.303 MSG-300 Subject: Texture Preview . . . 262
1.304 MSG-301 Subject: Re: Convert Image Question . . . 262
1.305 MSG-302 Subject: Re: Bones man. Bones. . . . 263
1.306 MSG-303 Subject: Lightwave EMail list . . . 264
1.307 MSG-304 Subject: Re: Premiere - MJpeg . . . 264
1.308 MSG-305 Subject: Re: Convert Image Question . . . 265
1.309 MSG-306 Subject: Re: Memory Constraints . . . 265
1.310 MSG-307 Subject: Re: Re[2]: Textures/States problem . . . 266
1.311 MSG-308 Subject: Re:Impulse Im4.0 . . . 267
1.312 MSG-309 Subject: Re: Bones man. Bones. . . . 268
1.313 MSG-310 Subject: Re: Slice . . . 269
1.314 MSG-311 Subject: MJPEG cleared up maybe . . . 270
1.315 MSG-312 Subject: Win95. . . . 270
1.316 MSG-313 Subject: Re: Memory Constraints . . . 271
1.317 MSG-314 Subject: Re: Slice . . . 272
1.318 MSG-315 Subject: The Great Diamond Challenge - Great Diamonds at Last !!!! . . . 272
1.319 MSG-316 Subject: Re: Wish List . . . 274
1.320 MSG-317 Subject: Re: Convert Image Question . . . 275
1.321 MSG-318 Subject: Re: Slice . . . 276
1.322 MSG-319 Subject: Re: Wish List . . . 276
1.323 MSG-320 Subject: Re[2]: Memory Constraints . . . 277
1.324 MSG-321 Subject: IML-FAQ#08: what's new . . . 277
1.325 MSG-322 Subject: Transition frames . . . 279
1.326 MSG-323 Subject: Re: Memory Constraints . . . 279
1.327 MSG-324 Subject: Melt? . . . 280
1.328 MSG-325 Subject: Re: Wish List . . . 280
1.329 MSG-326 Subject: Small & Big Bones . . . 281
1.330 MSG-327 Subject: Small & Big Bones . . . 282
1.331 MSG-328 Subject: PC IMAGINE for sale . . . 282
1.332 MSG-329 Subject: Re: Melt? . . . 283
1.333 MSG-330 Subject: Re: Convert Image Question . . . 283
1.334 MSG-331 Subject: MJPEG . . . 284
1.335 MSG-332 Subject: Re: PC IMAGINE for sale . . . 285
1.336 MSG-333 Subject: Re: Quickie (multiple stages) . . . 285
1.337 MSG-334 Subject: Re: Quickie (multiple stages) . . . 286
1.338 MSG-335 Subject: Re: Slice . . . 286
1.339 MSG-336 Subject: Job Offer . . . 287
1.340 MSG-337 Subject: Dust2.04 . . . 288
1.341 MSG-338 Subject: Speaking of the Melt utility . . . 288

1.342 MSG-339 Subject: Will 4.0 support Picasso . . . 288
1.343 MSG-340 Subject: Re: Melt? . . . 289
1.344 MSG-341 Subject: Re: Transition frames . . . 290
1.345 MSG-342 Subject: Re: Memory Constraints . . . 290
1.346 MSG-343 Subject: Imagine Won't Multitask? . . . 291
1.347 MSG-344 Subject: Re: Dust2.04 . . . 291
1.348 MSG-345 Subject: Imagine LT . . . 292
1.349 MSG-346 Subject: Imagine LT . . . 292
1.350 MSG-347 Subject: Re: Transition frames . . . 293
1.351 MSG-348 Subject: Re: Imagine LT . . . 294
1.352 MSG-349 Subject: Re: Imagine Won't Multitask? . . . 295
1.353 MSG-350 Subject: Re: Dust2.04 . . . 295
1.354 MSG-351 Subject: Re: Imagine 3.3 questions. . . . 296
1.355 MSG-352 Subject: How to use Caustics? . . . 297
1.356 MSG-353 Subject: Re: How to use Caustics? . . . 297
1.357 MSG-354 Subject: Logo textures . . . 298
1.358 MSG-355 Subject: Anti-aliasing . . . 299
1.359 MSG-356 Subject: Hello . . . 299
1.360 MSG-357 Subject: Re: Merge points . . . 300
1.361 MSG-358 Subject: Hello . . . 300
1.362 MSG-359 Subject: Re: Anti-aliasing . . . 301
1.363 MSG-360 Subject: RE:re how to use caustics . . . 302
1.364 MSG-361 Subject: Re[2]: Merge Points . . . 302
1.365 MSG-362 Subject: Re:Logo textures . . . 302
1.366 MSG-363 Subject: Memory question . . . 303
1.367 MSG-364 Subject: Re:Merge Points . . . 304
1.368 MSG-365 Subject: Re: Merge points . . . 304
1.369 MSG-366 Subject: Re: Imagine 3.3 questions. . . . 305
1.370 MSG-367 Subject: Re: Memory question . . . 306
1.371 MSG-368 Subject: The mouse button fault . . . 306
1.372 MSG-369 Subject: Amiga & pc . . . 307
1.373 MSG-370 Subject: Sorry Could Not Find Subject! . . . 308
1.374 MSG-371 Subject: Re: Memory question . . . 308
1.375 MSG-372 Subject: Re: Job Offer . . . 309
1.376 MSG-373 Subject: Memory question . . . 310
1.377 MSG-374 Subject: Re: Amiga & pc . . . 311
1.378 MSG-375 Subject: Something about Dust... . . . 311
1.379 MSG-376 Subject: Re: Football (Soccer) . . . 312
1.380 MSG-377 Subject: Football (Soccer) . . . 313

1.381 MSG-378 Subject: Re: Amiga & pc . . . 313
1.382 MSG-379 Subject: Re: . . . 314
1.383 MSG-380 Subject: Global fx & PAR . . . 315
1.384 MSG-381 Subject: Re: Football (Soccer) . . . 316
1.385 MSG-382 Subject: Computer software graphics . . . 316
1.386 MSG-383 Subject: Re: Amiga & pc . . . 317
1.387 MSG-384 Subject: Re: Football (Soccer) . . . 317
1.388 MSG-385 Subject: Re: Computer software graphics . . . 318
1.389 MSG-386 Subject: Re:Merge Points . . . 319
1.390 MSG-387 Subject: Pentagram, HELP! . . . 319
1.391 MSG-388 Subject: Re: Merge Points . . . 320
1.392 MSG-389 Subject: Impulse!!! Webpage??? Suggestion.... . . . 321
1.393 MSG-390 Subject: Re: Global fx & PAR . . . 321
1.394 MSG-391 Subject: Re: Amiga & pc . . . 322
1.395 MSG-392 Subject: Re: Pentagram, HELP! . . . 323
1.396 MSG-393 Subject: Re: Amiga & pc . . . 323
1.397 MSG-394 Subject: Re[2]: Merge Points . . . 324
1.398 MSG-395 Subject: Re: Merge Points . . . 325
1.399 MSG-396 Subject: Re: Impulse!!! Webpage??? Suggestion.... . . . 325
1.400 MSG-397 Subject: 040 patch for Imagine? CyberPatch? . . . 326
1.401 MSG-398 Subject: Re: Bad chunk size - help!! . . . 327
1.402 MSG-399 Subject: Re: Bad chunk size - help!! . . . 327
1.403 MSG-400 Subject: Bad chunk size - help!! . . . 328
1.404 MSG-401 Subject: Re: 040 patch for Imagine? CyberPatch? . . . 329
1.405 MSG-402 Subject: Re: Bad chunk size - help!! . . . 330
1.406 MSG-403 Subject: Re: Bad chunk size - help!! . . . 331
1.407 MSG-404 Subject: Straight phong highlights . . . 331
1.408 MSG-405 Subject: RE:Velocitiy in v4.0 ??? . . . 333
1.409 MSG-406 Subject: Re: Straight phong highlights . . . 334
1.410 MSG-407 Subject: Re: Bad chunk size - help!! . . . 334
1.411 MSG-408 Subject: Re: Compuserve . . . 335
1.412 MSG-409 Subject: IML-FAQ#08 - What's new . . . 336
1.413 MSG-410 Subject: Where are you! . . . 337
1.414 MSG-411 Subject: Compuserve . . . 338
1.415 MSG-412 Subject: Re: 040 patch for Imagine? CyberPatch? . . . 338
1.416 MSG-413 Subject: IML-FAQ#08 Now Online . . . 339
1.417 MSG-414 Subject: Selective . . . 339
1.418 MSG-415 Subject: Re: Logo textures . . . 340
1.419 MSG-416 Subject: Windows95 . . . 341

1.420 MSG-417 Subject: Re: Bad chunk size - help!! . . . 341
1.421 MSG-418 Subject: Re: 040 patch for Imagine? CyberPatch? . . . 342
1.422 MSG-419 Subject: Re: 040 patch for Imagine? CyberPatch? . . . 343
1.423 MSG-420 Subject: Re: 040 patch for Imagine? CyberPatch? . . . 344
1.424 MSG-421 Subject: Re: Problems . . . 344
1.425 MSG-422 Subject: Re: Bad chunk size - hel . . . 345
1.426 MSG-423 Subject: Problems . . . 346
1.427 MSG-424 Subject: Compuserve . . . 347
1.428 MSG-425 Subject: Jurassic Park . . . 348
1.429 MSG-426 Subject: Re: Jurassic Park . . . 348
1.430 MSG-427 Subject: RE:Mail bounce . . . 349
1.431 MSG-428 Subject: Problems . . . 349
1.432 MSG-429 Subject: Re: 040 patch for Imagine? CyberPatch? . . . 350
1.433 MSG-430 Subject: Re: Problems . . . 351
1.434 MSG-431 Subject: Compuserve . . . 351
1.435 MSG-432 Subject: Computer software graphics . . . 352
1.436 MSG-433 Subject: Re: Impulse!!! Webpage??? Suggestion.... . . . 353
1.437 MSG-434 Subject: A3000 speed hack . . . 353
1.438 MSG-435 Subject: Recent FAQ . . . 354
1.439 MSG-436 Subject: CD-ROM's . . . 354
1.440 MSG-437 Subject: Re: A3000 speed hack . . . 355
1.441 MSG-438 Subject: Re: A3000 speed hack . . . 356
1.442 MSG-439 Subject: Recent FAQ . . . 356
1.443 MSG-440 Subject: Re: Wish List . . . 357
1.444 MSG-441 Subject: A3000 speed hack . . . 357
1.445 MSG-442 Subject: Re: Geodesic dome . . . 358
1.446 MSG-443 Subject: Re: Bad chunk size - help!! . . . 359
1.447 MSG-444 Subject: '040 Optimizations (Re: 040 patch for Imagine? CyberPatch?) . . . 360
1.448 MSG-445 Subject: Re: A3000 speed hack . . . 360
1.449 MSG-446 Subject: Re: '040 Optimizations (Re: 040 patch for Imagine? CyberPatch? . . . 361
1.450 MSG-447 Subject: PC Essence . . . 362
1.451 MSG-448 Subject: Re: Wish List . . . 362
1.452 MSG-449 Subject: Re: Recent FAQ . . . 363
1.453 MSG-450 Subject: Re: Recent FAQ . . . 364
1.454 MSG-451 Subject: Re: Wish List . . . 364
1.455 MSG-452 Subject: Re: A3000 speed hack . . . 365
1.456 MSG-453 Subject: Re: '040 Optimizations (Re: 040 patch for Imagine? CyberPat . . . 365
1.457 MSG-454 Subject: Re: Creating landscapes . . . 366
1.458 MSG-455 Subject: Imagine LT . . . 366

1.459 MSG-456 Subject: Re:Merge Points . . . 367
1.460 MSG-457 Subject: Re: Merge Points . . . 368
1.461 MSG-458 Subject: Quickie (multiple stages) . . . 368
1.462 MSG-459 Subject: RE: Wish List . . . 369
1.463 MSG-460 Subject: RE: Wish List . . . 370
1.464 MSG-461 Subject: RE:Soccer ball . . . 370
1.465 MSG-462 Subject: RE: Wish List . . . 371
1.466 MSG-463 Subject: Re: Football (Soccer) . . . 371
1.467 MSG-464 Subject: Imagine mailing list . . . 372
1.468 MSG-465 Subject: Geodesic dome . . . 373
1.469 MSG-466 Subject: Re: Wish List . . . 373
1.470 MSG-467 Subject: Re: Imagine mailing list . . . 374
1.471 MSG-468 Subject: Re: Geodesic dome . . . 375
1.472 MSG-469 Subject: Re: Geodesic dome . . . 375
1.473 MSG-470 Subject: Re: ’040 Optimizations (Re: 040 patch for Imagine? CyberPat . . . 376
1.474 MSG-471 Subject: Re: A3000 speed hack . . . 377
1.475 MSG-472 Subject: Re: A3000 speed hack . . . 378
1.476 MSG-473 Subject: Revolving light . . . 379
1.477 MSG-474 Subject: Re: ’040 Optimizations (Re: 040 patch for Imagine? CyberPat . . . 380
1.478 MSG-475 Subject: Re: ’040 Optimizations (Re: 040 patch for Imagine? CyberPatch? . . . 381
1.479 MSG-476 Subject: Re: Windows95 . . . 381
1.480 MSG-477 Subject: Re: Geodesic dome . . . 382
1.481 MSG-478 Subject: Beyond.zip . . . 383
1.482 MSG-479 Subject: Re: PC Essence . . . 383
1.483 MSG-480 Subject: Re: Wish List . . . 384
1.484 MSG-481 Subject: Here we go again... . . . 385
1.485 MSG-482 Subject: Another Geodisic dome idea . . . 385
1.486 MSG-483 Subject: Re: Merge Points . . . 386
1.487 MSG-484 Subject: Re: PC Essence . . . 387
1.488 MSG-485 Subject: Re: Imagine Tutorials . . . 388
1.489 MSG-486 Subject: Re: Geodesic dome . . . 388
1.490 MSG-487 Subject: The fractured dome . . . 389
1.491 MSG-488 Subject: Re: Geodesic dome . . . 390
1.492 MSG-489 Subject: Creating Lanscapes . . . 390
1.493 MSG-490 Subject: Re: ’040 Optimizations . . . 391
1.494 MSG-491 Subject: Re: Geodesic dome . . . 391
1.495 MSG-492 Subject: Creating Lanscapes . . . 392
1.496 MSG-493 Subject: Re: Wish List . . . 392
1.497 MSG-494 Subject: Imagine Tutorials . . . 393

1.498 MSG-495 Subject: Re: Geodesic Dome 394
1.499 MSG-496 Subject: Re: Merge Points 394
1.500 MSG-497 Subject: Re: ’040 Optimizations (Re: 040 patch for Imagine? CyberPat 395
1.501 MSG-498 Subject: Re: Wish List 396
1.502 MSG-499 Subject: PC Essence + ... 397
1.503 MSG-500 Subject: Re: Wish List 398
1.504 MSG-501 Subject: Re: Geodesic dome 399

Chapter 1

IMAGINE MAILING LIST

1.1 IMAGINE MAILING LIST NUMBER V65

```
                                This GUIDE File was generated by an
                          IMAGINE MAILING LIST PROCESSOR
                            Written By Joop van de Wege
                                      © 1994

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+---------------------------------oOO-(_)-OOo---------------------------------+
|                                                                              |
| This is the Imagine Mailing List (imagine@email.sp.paramax.com) Archive #65  |
| covering messages from Aug 01 1995 to Aug 31 1995.                           |
|                                                                              |
| If you have any questions or problems with this file, E-mail J van de Wege   |
| at Joop.vandeWege@medew.ento.wau.nl                                          |
| To join the IML, send email to: imagine-request@email.eag.unisysgsg.com      |
| with the subject line : subscribe                                            |
|                                                                              |
|      Thanks goes to: Neil Miller for the Imagine Mailing List Processor      |
|                      Nik Vukovljak for the archives                          |
+------------------------------------------------------------------------------+
```

Turn the Page

1.2 IMAGINE MAILING LIST V65- CONTENTS


```
                Click-->
                   1
                 MSG-   1  Subject: Quick attribute prob
Click-->
                   2
                 MSG-   2  Subject: Re: Motion Blur Trick
Click-->
```

3
MSG- 3 Subject: Animated map requestor problems
Click-->
4
MSG- 4 Subject: Aspect ratio
Click-->
5
MSG- 5 Subject: Re: Re[2]: lensflare
Click-->
6
MSG- 6 Subject: LOCK TO STATE
Click-->
7
MSG- 7 Subject: Group can’t be colored
Click-->
8
MSG- 8 Subject: More Feminine Female
Click-->
9
MSG- 9 Subject: Re: Quick attribute prob
Click-->
10
MSG- 10 Subject: CD model/textures libraries
Click-->
11
MSG- 11 Subject: Re: Quick attribute prob
Click-->
12
MSG- 12 Subject: Re: Re[2]: lensflare
Click-->
13
MSG- 13 Subject: Re: group can’t be colored
Click-->
14
MSG- 14 Subject: Re: Question for PC users
Click-->
15
MSG- 15 Subject: Re: ANIMATION PLAYER
Click-->
16
MSG- 16 Subject: Re: Tear Drop Quickie
Click-->
17
MSG- 17 Subject: Run Imagine under W95
Click-->
18
MSG- 18 Subject: Re: CD model/textures libraries
Click-->
19
MSG- 19 Subject: Single sided mapping
Click-->
20
MSG- 20 Subject: Re: texture preview
Click-->
21
MSG- 21 Subject: Re: Re[2]: lensflare
Click-->

```
                 22
                MSG-  22  Subject: Re: Quick attribute prob
Click-->
                 23
                MSG-  23  Subject: Texture preview
Click-->
                 24
                MSG-  24  Subject: Win95
Click-->
                 25
                MSG-  25  Subject: Re: JPEG Pictures!!!{
Click-->
                 26
                MSG-  26  Subject: Contests
Click-->
                 27
                MSG-  27  Subject: Re: A message from Mike...
Click-->
                 28
                MSG-  28  Subject: Re: JPEG Pictures!!!{
Click-->
                 29
                MSG-  29  Subject: Re: Quick attribute prob
Click-->
                 30
                MSG-  30  Subject: Re: JPEG Pictures!!!
Click-->
                 31
                MSG-  31  Subject: Re: JPEG Pictures!!!{
Click-->
                 32
                MSG-  32  Subject: Animation
Click-->
                 33
                MSG-  33  Subject: Re: texture preview
Click-->
                 34
                MSG-  34  Subject: Re:Re:More Feminine Female
Click-->
                 35
                MSG-  35  Subject: Motion Blur...
Click-->
                 36
                MSG-  36  Subject: Re: CD model/textures libraries
Click-->
                 37
                MSG-  37  Subject: Re: Single sided mapping
Click-->
                 38
                MSG-  38  Subject: Re: Tear Drop Quickie
Click-->
                 39
                MSG-  39  Subject: Re: Tear Drop Quickie
Click-->
                 40
                MSG-  40  Subject: Water Splash (was Re: Tear Drop Quickie)
Click-->
```

41
MSG- 41 Subject: Re: texture preview
Click-->
42
MSG- 42 Subject: Wustl archives
Click-->
43
MSG- 43 Subject: Re: texture preview
Click-->
44
MSG- 44 Subject: RE: Win95
Click-->
45
MSG- 45 Subject: Re[2]: texture preview
Click-->
46
MSG- 46 Subject: Animation
Click-->
47
MSG- 47 Subject: Greg's Pics
Click-->
48
MSG- 48 Subject: Feature request
Click-->
49
MSG- 49 Subject: Shredding with brushmaps
Click-->
50
MSG- 50 Subject: Re: Animation
Click-->
51
MSG- 51 Subject: Imagine pc
Click-->
52
MSG- 52 Subject: Quick Drapes/Curtains
Click-->
53
MSG- 53 Subject: PC Imagine on Laptop
Click-->
54
MSG- 54 Subject: Re: texture preview
Click-->
55
MSG- 55 Subject: Re: Animation
Click-->
56
MSG- 56 Subject: Re: JPEG Pictures!!!{
Click-->
57
MSG- 57 Subject: Re: texture preview
Click-->
58
MSG- 58 Subject: Re: Greg's Pics
Click-->
59
MSG- 59 Subject: Re: Greg's Pics
Click-->

60
MSG- 60 Subject: Re: Animation
Click-->
61
MSG- 61 Subject: GOODSTUFF
Click-->
62
MSG- 62 Subject: Re[2]: texture preview
Click-->
63
MSG- 63 Subject: Animation Contests
Click-->
64
MSG- 64 Subject: Re: CD model/textures libraries
Click-->
65
MSG- 65 Subject: Re: Imagine 2.0: What a Discovery!
Click-->
66
MSG- 66 Subject: Layers
Click-->
67
MSG- 67 Subject: PC Imagine on Laptop
Click-->
68
MSG- 68 Subject: Phong errors, rotoscoping
Click-->
69
MSG- 69 Subject: Question for PC users
Click-->
70
MSG- 70 Subject: Re: Spline Int.
Click-->
71
MSG- 71 Subject: Texture preview
Click-->
72
MSG- 72 Subject: Re: PC Imagine on Laptop
Click-->
73
MSG- 73 Subject: Pc help
Click-->
74
MSG- 74 Subject: Pc imagine help
Click-->
75
MSG- 75 Subject: Re: PC Imagine on Laptop
Click-->
76
MSG- 76 Subject: PROBLEM with viewing image
Click-->
77
MSG- 77 Subject: Web browsing w/o SLIP
Click-->
78
MSG- 78 Subject: Re: Greg's Pics
Click-->

```
                 79
                MSG-  79  Subject: Re: Animation
Click-->
                 80
                MSG-  80  Subject: Re[2]: Single sided mapping
Click-->
                 81
                MSG-  81  Subject: Re: Animation
Click-->
                 82
                MSG-  82  Subject: Re: How To make a SUN?
Click-->
                 83
                MSG-  83  Subject: Re: Web browsing w/o SLIP
Click-->
                 84
                MSG-  84  Subject: Re: Animation
Click-->
                 85
                MSG-  85  Subject: Re: phong errors, rotoscoping
Click-->
                 86
                MSG-  86  Subject: Re: Animation
Click-->
                 87
                MSG-  87  Subject: Re: An old challenge - How are diamonds done ?
Click-->
                 88
                MSG-  88  Subject: CD...
Click-->
                 89
                MSG-  89  Subject: Re: Single sided mapping
Click-->
                 90
                MSG-  90  Subject: CD model/textures libraries
Click-->
                 91
                MSG-  91  Subject: Re: How To make a SUN?
Click-->
                 92
                MSG-  92  Subject: Re: Spline Int.
Click-->
                 93
                MSG-  93  Subject: Re[2]: Single sided mapping
Click-->
                 94
                MSG-  94  Subject: Re: An old challenge - How are diamonds done ?
Click-->
                 95
                MSG-  95  Subject: Re: Single sided mapping
Click-->
                 96
                MSG-  96  Subject: LW vs Imagine rendering times
Click-->
                 97
                MSG-  97  Subject: IMLarc64.lha on Aminet
Click-->
```

```
                 98
                MSG-  98  Subject: Robotech robots
Click-->
                 99
                MSG-  99  Subject: Re: CD...
Click-->
                100
                MSG- 100  Subject: Re: Imagine 3.3 screen sizes?
Click-->
                101
                MSG- 101  Subject: Re: Autodesk 3D Studio - Wow!!!
Click-->
                102
                MSG- 102  Subject: Autodesk 3D Studio
Click-->
                103
                MSG- 103  Subject: Re: Imagine 3.3 screen sizes?
Click-->
                104
                MSG- 104  Subject: Re: Autodesk 3D Studio - Wow!!!
Click-->
                105
                MSG- 105  Subject: Re: Single sided mapping
Click-->
                106
                MSG- 106  Subject: Re: I need a Job!!
Click-->
                107
                MSG- 107  Subject: Autodesk 3D Studio - Wow!!!
Click-->
                108
                MSG- 108  Subject: Re: Autodesk 3D Studio - Wow!!!
Click-->
                109
                MSG- 109  Subject: Viewpoint Datalabs
Click-->
                110
                MSG- 110  Subject: Imagine 3.3 Screen Res.
Click-->
                111
                MSG- 111  Subject: Global Fog animation problem
Click-->
                112
                MSG- 112  Subject: Re: robotech robots
Click-->
                113
                MSG- 113  Subject: Re: Global Fog animation problem
Click-->
                114
                MSG- 114  Subject: Re:Re: lensflare
Click-->
                115
                MSG- 115  Subject: Re: Global Fog animation (doh!)
Click-->
                116
                MSG- 116  Subject: Re: Amiga->PC/LAN
Click-->
```

```
                117
                MSG- 117  Subject: Re: lensflare
Click-->
                118
                MSG- 118  Subject: Re: layers
Click-->
                119
                MSG- 119  Subject: Velocity scaling
Click-->
                120
                MSG- 120  Subject: Re: lensflare
Click-->
                121
                MSG- 121  Subject: Re: Imagine 3.3 Screen Res.
Click-->
                122
                MSG- 122  Subject: Re: lensflare
Click-->
                123
                MSG- 123  Subject: Viewpoint
Click-->
                124
                MSG- 124  Subject: Re: Global Fog animation problem
Click-->
                125
                MSG- 125  Subject: Re: phong errors, rotoscoping
Click-->
                126
                MSG- 126  Subject: Re: PROBLEM with viewing image
Click-->
                127
                MSG- 127  Subject: Re: Single sided mapping
Click-->
                128
                MSG- 128  Subject: Re: Velocity scaling
Click-->
                129
                MSG- 129  Subject: Fog
Click-->
                130
                MSG- 130  Subject: Q-Motions
Click-->
                131
                MSG- 131  Subject: Splash
Click-->
                132
                MSG- 132  Subject: Ship Textures and Lightwave Lens-Flares In  ↩
                   Imagine
Click-->
                133
                MSG- 133  Subject: Re: Amiga->PC/LAN
Click-->
                134
                MSG- 134  Subject: Re: Imagine 3.3 Screen Res.
Click-->
                135
                MSG- 135  Subject: Re: Q-Motions
```

```
Click-->
                136
                MSG- 136  Subject: T3dInfo beta testers
Click-->
                137
                MSG- 137  Subject: Re: Animation
Click-->
                138
                MSG- 138  Subject: Re: Imagine 3.3 Screen Res.
Click-->
                139
                MSG- 139  Subject: Re: Autodesk 3D Studio - Wow!!!
Click-->
                140
                MSG- 140  Subject: Re: Global Fog animation (doh!)
Click-->
                141
                MSG- 141  Subject: Re: Imagine 3.3 Screen Res.
Click-->
                142
                MSG- 142  Subject: Re: Single sided mapping
Click-->
                143
                MSG- 143  Subject: Re: Imagine 3.3 Screen Res.
Click-->
                144
                MSG- 144  Subject: GreG
Click-->
                145
                MSG- 145  Subject: Re: Velocity scaling
Click-->
                146
                MSG- 146  Subject: Re: Velocity scaling
Click-->
                147
                MSG- 147  Subject: Heightfields ?
Click-->
                148
                MSG- 148  Subject: I'm back...
Click-->
                149
                MSG- 149  Subject: Re: Heightfields ?
Click-->
                150
                MSG- 150  Subject: Demo pic of upcoming Imagine soft shadows
Click-->
                151
                MSG- 151  Subject: Lightwave demo on the web ...
Click-->
                152
                MSG- 152  Subject: Retina problems
Click-->
                153
                MSG- 153  Subject: Siggraph Imagine user meet!
Click-->
                154
                MSG- 154  Subject: Web Page Moved
```

```
Click-->
                155
                MSG- 155  Subject: Re: Re[2]: lensflare
Click-->
                156
                MSG- 156  Subject: Re: Fog
Click-->
                157
                MSG- 157  Subject: Re: Single sided mapping
Click-->
                158
                MSG- 158  Subject: Re: Velocity scaling
Click-->
                159
                MSG- 159  Subject: Re: An old challenge - How are diamonds done ?
Click-->
                160
                MSG- 160  Subject: Re: Imagine 3.3 Screen Res.
Click-->
                161
                MSG- 161  Subject: Re: Velocity scaling
Click-->
                162
                MSG- 162  Subject: Re: Velocity scaling
Click-->
                163
                MSG- 163  Subject: Re:Re: lensflare
Click-->
                164
                MSG- 164  Subject: Re: Velocity Scaling
Click-->
                165
                MSG- 165  Subject: RE: Beyond Imagination
Click-->
                166
                MSG- 166  Subject: Re: Imagine 3.3 Screen Res.
Click-->
                167
                MSG- 167  Subject: Re: Retina problems
Click-->
                168
                MSG- 168  Subject: Fonts
Click-->
                169
                MSG- 169  Subject: Re: Craig Collins
Click-->
                170
                MSG- 170  Subject: Imagine 2.0
Click-->
                171
                MSG- 171  Subject: Rendering Resolution
Click-->
                172
                MSG- 172  Subject: Re: Imagine upgrade
Click-->
                173
                MSG- 173  Subject: Amiga IFF
```

```
Click-->
                174
                MSG- 174  Subject: Craig Collins
Click-->
                175
                MSG- 175  Subject: Re: Creating landscapes
Click-->
                176
                MSG- 176  Subject: Re: Creating landscapes
Click-->
                177
                MSG- 177  Subject: Re: Creating landscapes
Click-->
                178
                MSG- 178  Subject: Re: Help-Im2.0
Click-->
                179
                MSG- 179  Subject: Help-Im2.0
Click-->
                180
                MSG- 180  Subject: Re: Amiga IFF
Click-->
                181
                MSG- 181  Subject: Rendering Resolution
Click-->
                182
                MSG- 182  Subject: Imagine upgrade
Click-->
                183
                MSG- 183  Subject: Re: Pentax
Click-->
                184
                MSG- 184  Subject: Re: Rendering Resolution
Click-->
                185
                MSG- 185  Subject: Re: Creating landscapes
Click-->
                186
                MSG- 186  Subject: Upgrading...
Click-->
                187
                MSG- 187  Subject: Re: Rendering Resolution
Click-->
                188
                MSG- 188  Subject: Re: fonts
Click-->
                189
                MSG- 189  Subject: Manuals please
Click-->
                190
                MSG- 190  Subject: Field Rendering
Click-->
                191
                MSG- 191  Subject: Re: Beyond Imagine
Click-->
                192
                MSG- 192  Subject: Re: Amiga IFF
```

```
Click-->
                193
                MSG- 193  Subject: Re: Rendering Resolution
Click-->
                194
                MSG- 194  Subject: Back From Siggraph
Click-->
                195
                MSG- 195  Subject: IML-FAQ#07 upped
Click-->
                196
                MSG- 196  Subject: ModePro?
Click-->
                197
                MSG- 197  Subject: 50mhz cpu plug-in?
Click-->
                198
                MSG- 198  Subject: Rendering Resolution
Click-->
                199
                MSG- 199  Subject: Re: Field Rendering
Click-->
                200
                MSG- 200  Subject: Blaq! away until Aug. 21
Click-->
                201
                MSG- 201  Subject: Re: 50mhz cpu plug-in?
Click-->
                202
                MSG- 202  Subject: Sparkles
Click-->
                203
                MSG- 203  Subject: Texture/States problem
Click-->
                204
                MSG- 204  Subject: Interesting ...
Click-->
                205
                MSG- 205  Subject: Re: Back From Siggraph
Click-->
                206
                MSG- 206  Subject: Veloctiy in v4.0 ???
Click-->
                207
                MSG- 207  Subject: Bones animation
Click-->
                208
                MSG- 208  Subject: Re: Field Rendering
Click-->
                209
                MSG- 209  Subject: Re: Field Rendering
Click-->
                210
                MSG- 210  Subject: Re: Interesting ...
Click-->
                211
                MSG- 211  Subject: Re:ModePro?
```

```
Click-->
                212
                MSG- 212  Subject: Re: Interesting ...
Click-->
                213
                MSG- 213  Subject: Amiga IFF
Click-->
                214
                MSG- 214  Subject: Re: imagine 2.0
Click-->
                215
                MSG- 215  Subject: Re: Creating landscapes
Click-->
                216
                MSG- 216  Subject: IML overload
Click-->
                217
                MSG- 217  Subject: RE:Veloctiy in v4.0 ???
Click-->
                218
                MSG- 218  Subject: Re: An old challenge - How are diamonds done ?
Click-->
                219
                MSG- 219  Subject: Re: Amiga IFF
Click-->
                220
                MSG- 220  Subject: Re:ModePro?
Click-->
                221
                MSG- 221  Subject: Re: Creating landscapes
Click-->
                222
                MSG- 222  Subject: Re: Creating landscapes
Click-->
                223
                MSG- 223  Subject: Re: Amiga IFF
Click-->
                224
                MSG- 224  Subject: Ram drive when using imagine
Click-->
                225
                MSG- 225  Subject: ISL PC version
Click-->
                226
                MSG- 226  Subject: Hide/unhide subgroups
Click-->
                227
                MSG- 227  Subject: Re: Creating landscapes
Click-->
                228
                MSG- 228  Subject: Re: hide/unhide subgroups
Click-->
                229
                MSG- 229  Subject: Re: Creating landscapes
Click-->
                230
                MSG- 230  Subject: Re: Rendering Resolution
```

```
Click-->
                231
                MSG- 231  Subject: Re:Re: lensflare
Click-->
                232
                MSG- 232  Subject: Re: hide/unhide subgroups
Click-->
                233
                MSG- 233  Subject: Hide/Unhide subgroups
Click-->
                234
                MSG- 234  Subject: Re: An old challenge - How are diamonds done ?
Click-->
                235
                MSG- 235  Subject: Re: Creating landscapes
Click-->
                236
                MSG- 236  Subject: Re: Creating landscapes
Click-->
                237
                MSG- 237  Subject: Hmmmmm
Click-->
                238
                MSG- 238  Subject: FIRE
Click-->
                239
                MSG- 239  Subject: Re: 3.3Prob
Click-->
                240
                MSG- 240  Subject: Re: ISL PC version
Click-->
                241
                MSG- 241  Subject: 3.3Prob
Click-->
                242
                MSG- 242  Subject: Re:Textures/States problem
Click-->
                243
                MSG- 243  Subject: Re: Interesting ...
Click-->
                244
                MSG- 244  Subject: Re: ram drive when using imagine
Click-->
                245
                MSG- 245  Subject: Quickie (multiple stages)
Click-->
                246
                MSG- 246  Subject: FIRE
Click-->
                247
                MSG- 247  Subject: Re: FIRE
Click-->
                248
                MSG- 248  Subject: Re: 3.3Prob
Click-->
                249
                MSG- 249  Subject: Re: FIRE
```

```
Click-->
                250
                MSG- 250  Subject: Re: ram drive when using imagine
Click-->
                251
                MSG- 251  Subject: Rotoscoping
Click-->
                252
                MSG- 252  Subject: Wish List
Click-->
                253
                MSG- 253  Subject: Impulse + Siggraph 95
Click-->
                254
                MSG- 254  Subject: Bones man. Bones.
Click-->
                255
                MSG- 255  Subject: Re: FIRE
Click-->
                256
                MSG- 256  Subject: Wish list
Click-->
                257
                MSG- 257  Subject: Re: rotoscoping
Click-->
                258
                MSG- 258  Subject: Re: Field Rendering
Click-->
                259
                MSG- 259  Subject: Re: Bones man. Bones.
Click-->
                260
                MSG- 260  Subject: Tool Survey Results 8^(
Click-->
                261
                MSG- 261  Subject: Re: Bones man. Bones.
Click-->
                262
                MSG- 262  Subject: Slice
Click-->
                263
                MSG- 263  Subject: Re: Wish List
Click-->
                264
                MSG- 264  Subject: Imagine 3.0
Click-->
                265
                MSG- 265  Subject: Q-motion
Click-->
                266
                MSG- 266  Subject: Undocumented Textures/Effects
Click-->
                267
                MSG- 267  Subject: Re[2]: Textures/States problem
Click-->
                268
                MSG- 268  Subject: Re: Q-motion
```

```
Click-->
                269
                MSG- 269  Subject: Re: wish list
Click-->
                270
                MSG- 270  Subject: Re: Memory Constraints
Click-->
                271
                MSG- 271  Subject: Re: Undocumented Textures/Effects
Click-->
                272
                MSG- 272  Subject: Contains Premiere 4.0 info
Click-->
                273
                MSG- 273  Subject: Tutorial on 3D LANDSCAPES
Click-->
                274
                MSG- 274  Subject: Slow Rendering With Fog!
Click-->
                275
                MSG- 275  Subject: Memory Constraints
Click-->
                276
                MSG- 276  Subject: Re: Convert Image Question
Click-->
                277
                MSG- 277  Subject: Re: Tutorial on 3D LANDSCAPES
Click-->
                278
                MSG- 278  Subject: Re:Textures/States problem
Click-->
                279
                MSG- 279  Subject: Re: Imagine 3.0
Click-->
                280
                MSG- 280  Subject: RE: Q-motion
Click-->
                281
                MSG- 281  Subject: Re: Memory Constraints
Click-->
                282
                MSG- 282  Subject: Dare2Imagine a complete version
Click-->
                283
                MSG- 283  Subject: No 3D splines for 4.0?
Click-->
                284
                MSG- 284  Subject: Re: Bones man.  Bones.
Click-->
                285
                MSG- 285  Subject: Re: Bones man.  Bones.
Click-->
                286
                MSG- 286  Subject: Re: Dare2Imagine a complete version
Click-->
                287
                MSG- 287  Subject: Convert Image Question
```

```
Click-->
                288
                MSG- 288  Subject: Re: Quickie (multiple stages)
Click-->
                289
                MSG- 289  Subject: Texture Preview
Click-->
                290
                MSG- 290  Subject: RE: Q-motion
Click-->
                291
                MSG- 291  Subject: Re:Impulse Im4.0
Click-->
                292
                MSG- 292  Subject: Re: 3.3Prob
Click-->
                293
                MSG- 293  Subject: Re: Dare2Imagine a complete version
Click-->
                294
                MSG- 294  Subject: Re: An old challenge - How are diamonds done ?
Click-->
                295
                MSG- 295  Subject: Re: Quickie (multiple stages)
Click-->
                296
                MSG- 296  Subject: Re: Undocumented Textures/Effects
Click-->
                297
                MSG- 297  Subject: Re: wish list
Click-->
                298
                MSG- 298  Subject: Re:Textures/States problem
Click-->
                299
                MSG- 299  Subject: Re: Memory Constraints
Click-->
                300
                MSG- 300  Subject: Texture Preview
Click-->
                301
                MSG- 301  Subject: Re: Convert Image Question
Click-->
                302
                MSG- 302  Subject: Re: Bones man. Bones.
Click-->
                303
                MSG- 303  Subject: Lightwave EMail list
Click-->
                304
                MSG- 304  Subject: Re: Premiere - MJpeg
Click-->
                305
                MSG- 305  Subject: Re: Convert Image Question
Click-->
                306
                MSG- 306  Subject: Re: Memory Constraints
```

```
Click-->
                307
                MSG- 307  Subject: Re: Re[2]: Textures/States problem
Click-->
                308
                MSG- 308  Subject: Re:Impulse Im4.0
Click-->
                309
                MSG- 309  Subject: Re: Bones man. Bones.
Click-->
                310
                MSG- 310  Subject: Re: Slice
Click-->
                311
                MSG- 311  Subject: MJPEG cleared up maybe
Click-->
                312
                MSG- 312  Subject: Win95.
Click-->
                313
                MSG- 313  Subject: Re: Memory Constraints
Click-->
                314
                MSG- 314  Subject: Re: Slice
Click-->
                315
                MSG- 315  Subject: The Great Diamond Challenge - Great Diamonds  ↩
                   at Last !!!!
Click-->
                316
                MSG- 316  Subject: Re: Wish List
Click-->
                317
                MSG- 317  Subject: Re: Convert Image Question
Click-->
                318
                MSG- 318  Subject: Re: Slice
Click-->
                319
                MSG- 319  Subject: Re: Wish List
Click-->
                320
                MSG- 320  Subject: Re[2]: Memory Constraints
Click-->
                321
                MSG- 321  Subject: IML-FAQ#08: what's new
Click-->
                322
                MSG- 322  Subject: Transition frames
Click-->
                323
                MSG- 323  Subject: Re: Memory Constraints
Click-->
                324
                MSG- 324  Subject: Melt?
Click-->
                325
```

```
                MSG- 325  Subject: Re: Wish List
Click-->
                326
                MSG- 326  Subject: Small & Big Bones
Click-->
                327
                MSG- 327  Subject: Small & Big Bones
Click-->
                328
                MSG- 328  Subject: PC IMAGINE for sale
Click-->
                329
                MSG- 329  Subject: Re: Melt?
Click-->
                330
                MSG- 330  Subject: Re: Convert Image Question
Click-->
                331
                MSG- 331  Subject: MJPEG
Click-->
                332
                MSG- 332  Subject: Re: PC IMAGINE for sale
Click-->
                333
                MSG- 333  Subject: Re: Quickie (multiple stages)
Click-->
                334
                MSG- 334  Subject: Re: Quickie (multiple stages)
Click-->
                335
                MSG- 335  Subject: Re: Slice
Click-->
                336
                MSG- 336  Subject: Job Offer
Click-->
                337
                MSG- 337  Subject: Dust2.04
Click-->
                338
                MSG- 338  Subject: Speaking of the Melt utility
Click-->
                339
                MSG- 339  Subject: Will 4.0 support Picasso
Click-->
                340
                MSG- 340  Subject: Re: Melt?
Click-->
                341
                MSG- 341  Subject: Re: transition frames
Click-->
                342
                MSG- 342  Subject: Re: Memory Constraints
Click-->
                343
                MSG- 343  Subject: Imagine Won't Multitask?
Click-->
                344
```

MSG- 344 Subject: Re: Dust2.04
Click-->
345
MSG- 345 Subject: Imagine LT
Click-->
346
MSG- 346 Subject: Imagine LT
Click-->
347
MSG- 347 Subject: Re: transition frames
Click-->
348
MSG- 348 Subject: Re: Imagine LT
Click-->
349
MSG- 349 Subject: Re: Imagine Won’t Multitask?
Click-->
350
MSG- 350 Subject: Re: Dust2.04
Click-->
351
MSG- 351 Subject: Re: Imagine 3.3 questions.
Click-->
352
MSG- 352 Subject: How to use Caustics?
Click-->
353
MSG- 353 Subject: Re: How to use Caustics?
Click-->
354
MSG- 354 Subject: Logo textures
Click-->
355
MSG- 355 Subject: Anti-aliasing
Click-->
356
MSG- 356 Subject: Hello
Click-->
357
MSG- 357 Subject: Re: Merge points
Click-->
358
MSG- 358 Subject: Hello
Click-->
359
MSG- 359 Subject: Re: Anti-aliasing
Click-->
360
MSG- 360 Subject: RE:re how to use caustics
Click-->
361
MSG- 361 Subject: Re[2]: Merge Points
Click-->
362
MSG- 362 Subject: Re:Logo textures
Click-->
363

```
                MSG- 363  Subject: Memory question
Click-->
                364
                MSG- 364  Subject: Re:Merge Points
Click-->
                365
                MSG- 365  Subject: Re: Merge points
Click-->
                366
                MSG- 366  Subject: Re: Imagine 3.3 questions.
Click-->
                367
                MSG- 367  Subject: Re: memory question
Click-->
                368
                MSG- 368  Subject: The mouse button fault
Click-->
                369
                MSG- 369  Subject: Amiga & pc
Click-->
                370
                MSG- 370  ------=> Sorry NO Subject!
Click-->
                371
                MSG- 371  Subject: Re: memory question
Click-->
                372
                MSG- 372  Subject: Re: Job Offer
Click-->
                373
                MSG- 373  Subject: Memory question
Click-->
                374
                MSG- 374  Subject: Re: amiga & pc
Click-->
                375
                MSG- 375  Subject: Something about Dust...
Click-->
                376
                MSG- 376  Subject: Re: Football (Soccer)
Click-->
                377
                MSG- 377  Subject: Football (Soccer)
Click-->
                378
                MSG- 378  Subject: Re: amiga & pc
Click-->
                379
                MSG- 379  Subject: Re:
Click-->
                380
                MSG- 380  Subject: Global fx & PAR
Click-->
                381
                MSG- 381  Subject: Re: Football (Soccer)
Click-->
                382
```

MSG- 382 Subject: Computer software graphics
Click-->
383
MSG- 383 Subject: Re: amiga & pc
Click-->
384
MSG- 384 Subject: Re: Football (Soccer)
Click-->
385
MSG- 385 Subject: Re: computer software graphics
Click-->
386
MSG- 386 Subject: Re:Merge Points
Click-->
387
MSG- 387 Subject: Pentagram, HELP!
Click-->
388
MSG- 388 Subject: Re: Merge Points
Click-->
389
MSG- 389 Subject: Impulse!!! Webpage??? Suggestion....
Click-->
390
MSG- 390 Subject: Re: Global fx & PAR
Click-->
391
MSG- 391 Subject: Re: amiga & pc
Click-->
392
MSG- 392 Subject: Re: Pentagram, HELP!
Click-->
393
MSG- 393 Subject: Re: amiga & pc
Click-->
394
MSG- 394 Subject: Re[2]: Merge Points
Click-->
395
MSG- 395 Subject: Re: Merge Points
Click-->
396
MSG- 396 Subject: Re: Impulse!!! Webpage??? Suggestion....
Click-->
397
MSG- 397 Subject: 040 patch for Imagine? CyberPatch?
Click-->
398
MSG- 398 Subject: Re: Bad chunk size - help!!
Click-->
399
MSG- 399 Subject: Re: Bad chunk size - help!!
Click-->
400
MSG- 400 Subject: Bad chunk size - help!!
Click-->
401

MSG- 401 Subject: Re: 040 patch for Imagine? CyberPatch?
Click-->
402
MSG- 402 Subject: Re: Bad chunk size - help!!
Click-->
403
MSG- 403 Subject: Re: Bad chunk size - help!!
Click-->
404
MSG- 404 Subject: Straight phong highlights
Click-->
405
MSG- 405 Subject: RE:Veloctiy in v4.0 ???
Click-->
406
MSG- 406 Subject: Re: Straight phong highlights
Click-->
407
MSG- 407 Subject: Re: Bad chunk size - help!!
Click-->
408
MSG- 408 Subject: Re: Compuserve
Click-->
409
MSG- 409 Subject: IML-FAQ#08 - What's new
Click-->
410
MSG- 410 Subject: Where are you!
Click-->
411
MSG- 411 Subject: Compuserve
Click-->
412
MSG- 412 Subject: Re: 040 patch for Imagine? CyberPatch?
Click-->
413
MSG- 413 Subject: IML-FAQ#08 Now Online
Click-->
414
MSG- 414 Subject: Selective "UNPICK"
Click-->
415
MSG- 415 Subject: Re: Logo textures
Click-->
416
MSG- 416 Subject: Windows95
Click-->
417
MSG- 417 Subject: Re: Bad chunk size - help!!
Click-->
418
MSG- 418 Subject: Re: 040 patch for Imagine? CyberPatch?
Click-->
419
MSG- 419 Subject: Re: 040 patch for Imagine? CyberPatch?
Click-->
420

MSG- 420 Subject: Re: 040 patch for Imagine? CyberPatch?
Click-->
421
MSG- 421 Subject: Re: Problems
Click-->
422
MSG- 422 Subject: Re: Bad chunk size - hel
Click-->
423
MSG- 423 Subject: Problems
Click-->
424
MSG- 424 Subject: Compuserve
Click-->
425
MSG- 425 Subject: Jurassic Park
Click-->
426
MSG- 426 Subject: Re: Jurassic Park
Click-->
427
MSG- 427 Subject: RE:Mail bounce
Click-->
428
MSG- 428 Subject: Problems
Click-->
429
MSG- 429 Subject: Re: 040 patch for Imagine? CyberPatch?
Click-->
430
MSG- 430 Subject: Re: Problems
Click-->
431
MSG- 431 Subject: Compuserve
Click-->
432
MSG- 432 Subject: Computer software graphics
Click-->
433
MSG- 433 Subject: Re: Impulse!!! Webpage??? Suggestion....
Click-->
434
MSG- 434 Subject: A3000 speed hack
Click-->
435
MSG- 435 Subject: Recent FAQ
Click-->
436
MSG- 436 Subject: CD-ROM's
Click-->
437
MSG- 437 Subject: Re: A3000 speed hack
Click-->
438
MSG- 438 Subject: Re: A3000 speed hack
Click-->
439

```
                MSG- 439  Subject: Recent FAQ
Click-->
                440
                MSG- 440  Subject: Re: Wish List
Click-->
                441
                MSG- 441  Subject: A3000 speed hack
Click-->
                442
                MSG- 442  Subject: Re: Geodesic dome
Click-->
                443
                MSG- 443  Subject: Re: Bad chunk size - help!!
Click-->
                444
                MSG- 444  Subject: '040 Optimizations (Re: 040 patch for Imagine? ↩
                    CyberPatch?)
Click-->
                445
                MSG- 445  Subject: Re: A3000 speed hack
Click-->
                446
                MSG- 446  Subject: Re: '040 Optimizations (Re: 040 patch for  ↩
                   Imagine? CyberPatch?
Click-->
                447
                MSG- 447  Subject: PC Essence
Click-->
                448
                MSG- 448  Subject: Re: Wish List
Click-->
                449
                MSG- 449  Subject: Re: recent FAQ
Click-->
                450
                MSG- 450  Subject: Re: recent FAQ
Click-->
                451
                MSG- 451  Subject: Re: Wish List
Click-->
                452
                MSG- 452  Subject: Re: A3000 speed hack
Click-->
                453
                MSG- 453  Subject: Re: '040 Optimizations (Re: 040 patch for  ↩
                   Imagine? CyberPat
Click-->
                454
                MSG- 454  Subject: Re: Creating landscapes
Click-->
                455
                MSG- 455  Subject: Imagine LT
Click-->
                456
                MSG- 456  Subject: Re:Merge Points
Click-->
                457
```

```
                MSG- 457  Subject: Re: Merge Points
Click-->
                458
                MSG- 458  Subject: Quickie (multiple stages)
Click-->
                459
                MSG- 459  Subject: RE: Wish List
Click-->
                460
                MSG- 460  Subject: RE: Wish List
Click-->
                461
                MSG- 461  Subject: RE:Soccer ball
Click-->
                462
                MSG- 462  Subject: RE: Wish List
Click-->
                463
                MSG- 463  Subject: Re: Football (Soccer)
Click-->
                464
                MSG- 464  Subject: Imagine mailing list
Click-->
                465
                MSG- 465  Subject: Geodesic dome
Click-->
                466
                MSG- 466  Subject: Re: Wish List
Click-->
                467
                MSG- 467  Subject: Re: Imagine mailing list
Click-->
                468
                MSG- 468  Subject: Re: Geodesic dome
Click-->
                469
                MSG- 469  Subject: Re: Geodesic dome
Click-->
                470
                MSG- 470  Subject: Re: '040 Optimizations (Re: 040 patch for  ↩
                   Imagine? CyberPat
Click-->
                471
                MSG- 471  Subject: Re: A3000 speed hack
Click-->
                472
                MSG- 472  Subject: Re: A3000 speed hack
Click-->
                473
                MSG- 473  Subject: Revolving light
Click-->
                474
                MSG- 474  Subject: Re: '040 Optimizations (Re: 040 patch for  ↩
                   Imagine? CyberPat
Click-->
                475
```

```
                MSG- 475  Subject: Re: '040 Optimizations (Re: 040 patch for  ↩
                   Imagine? CyberPatch?
Click-->
                476
                MSG- 476  Subject: Re: Windows95
Click-->
                477
                MSG- 477  Subject: Re: Geodesic dome
Click-->
                478
                MSG- 478  Subject: Beyond.zip
Click-->
                479
                MSG- 479  Subject: Re: PC Essence
Click-->
                480
                MSG- 480  Subject: Re: Wish List
Click-->
                481
                MSG- 481  Subject: Here we go again...
Click-->
                482
                MSG- 482  Subject: Another Geodisic dome idea
Click-->
                483
                MSG- 483  Subject: Re: Merge Points
Click-->
                484
                MSG- 484  Subject: Re: PC Essence
Click-->
                485
                MSG- 485  Subject: Re: Imagine Tutorials
Click-->
                486
                MSG- 486  Subject: Re: Geodesic dome
Click-->
                487
                MSG- 487  Subject: The fractured dome
Click-->
                488
                MSG- 488  Subject: Re: Geodesic dome
Click-->
                489
                MSG- 489  Subject: Creating Lanscapes
Click-->
                490
                MSG- 490  Subject: Re: '040 Optimizations
Click-->
                491
                MSG- 491  Subject: Re: Geodesic dome
Click-->
                492
                MSG- 492  Subject: Creating Lanscapes
Click-->
                493
                MSG- 493  Subject: Re: Wish List
Click-->
```

```
                494
                MSG- 494  Subject: Imagine Tutorials
Click-->
                495
                MSG- 495  Subject: Re: Geodesic Dome
Click-->
                496
                MSG- 496  Subject: Re: Merge Points
Click-->
                497
                MSG- 497  Subject: Re: '040 Optimizations (Re: 040 patch for  ↩
                   Imagine? CyberPat
Click-->
                498
                MSG- 498  Subject: Re: Wish List
Click-->
                499
                MSG- 499  Subject: PC Essence +
Click-->
                500
                MSG- 500  Subject: Re: Wish List
Click-->
                501
                MSG- 501  Subject: Re: Geodesic dome
```

1.3 IMAGINE MAILING LIST V65- CONTENTS

```
               Click-->
                  1
                MSG- 444  Subject: '040 Optimizations (Re: 040 patch for Imagine? ↩
                    CyberPatch?)
Click-->
                  2
                MSG- 475  Subject: Re: '040 Optimizations (Re: 040 patch for  ↩
                   Imagine? CyberPatch?
Click-->
                  3
                MSG- 446  Subject: Re: '040 Optimizations (Re: 040 patch for  ↩
                   Imagine? CyberPatch?
Click-->
                  4
                MSG- 497  Subject: Re: '040 Optimizations (Re: 040 patch for  ↩
                   Imagine? CyberPat
Click-->
                  5
                MSG- 453  Subject: Re: '040 Optimizations (Re: 040 patch for  ↩
                   Imagine? CyberPat
Click-->
                  6
                MSG- 474  Subject: Re: '040 Optimizations (Re: 040 patch for  ↩
                   Imagine? CyberPat
Click-->
                  7
                MSG- 470  Subject: Re: '040 Optimizations (Re: 040 patch for  ↩
                   Imagine? CyberPat
```

```
Click-->
                 8
               MSG- 490  Subject: Re: ’040 Optimizations
Click-->
                 9
               MSG- 370  ------=> Sorry NO Subject!
Click-->
                10
               MSG- 397  Subject: 040 patch for Imagine? CyberPatch?
Click-->
                11
               MSG- 429  Subject: Re: 040 patch for Imagine? CyberPatch?
Click-->
                12
               MSG- 419  Subject: Re: 040 patch for Imagine? CyberPatch?
Click-->
                13
               MSG- 420  Subject: Re: 040 patch for Imagine? CyberPatch?
Click-->
                14
               MSG- 418  Subject: Re: 040 patch for Imagine? CyberPatch?
Click-->
                15
               MSG- 401  Subject: Re: 040 patch for Imagine? CyberPatch?
Click-->
                16
               MSG- 412  Subject: Re: 040 patch for Imagine? CyberPatch?
Click-->
                17
               MSG- 241  Subject: 3.3Prob
Click-->
                18
               MSG- 292  Subject: Re: 3.3Prob
Click-->
                19
               MSG- 248  Subject: Re: 3.3Prob
Click-->
                20
               MSG- 239  Subject: Re: 3.3Prob
Click-->
                21
               MSG- 197  Subject: 50mhz cpu plug-in?
Click-->
                22
               MSG- 201  Subject: Re: 50mhz cpu plug-in?
Click-->
                23
               MSG-  27  Subject: Re: A message from Mike...
Click-->
                24
               MSG- 434  Subject: A3000 speed hack
Click-->
                25
               MSG- 441  Subject: A3000 speed hack
Click-->
                26
               MSG- 437  Subject: Re: A3000 speed hack
```

```
Click-->
                 27
                MSG- 438  Subject: Re: A3000 speed hack
Click-->
                 28
                MSG- 471  Subject: Re: A3000 speed hack
Click-->
                 29
                MSG- 452  Subject: Re: A3000 speed hack
Click-->
                 30
                MSG- 445  Subject: Re: A3000 speed hack
Click-->
                 31
                MSG- 472  Subject: Re: A3000 speed hack
Click-->
                 32
                MSG- 369  Subject: Amiga & pc
Click-->
                 33
                MSG- 391  Subject: Re: Amiga & pc
Click-->
                 34
                MSG- 393  Subject: Re: Amiga & pc
Click-->
                 35
                MSG- 383  Subject: Re: Amiga & pc
Click-->
                 36
                MSG- 374  Subject: Re: Amiga & pc
Click-->
                 37
                MSG- 378  Subject: Re: Amiga & pc
Click-->
                 38
                MSG- 213  Subject: Amiga IFF
Click-->
                 39
                MSG- 173  Subject: Amiga IFF
Click-->
                 40
                MSG- 219  Subject: Re: Amiga IFF
Click-->
                 41
                MSG- 180  Subject: Re: Amiga IFF
Click-->
                 42
                MSG- 223  Subject: Re: Amiga IFF
Click-->
                 43
                MSG- 192  Subject: Re: Amiga IFF
Click-->
                 44
                MSG- 116  Subject: Re: Amiga->PC/LAN
Click-->
                 45
                MSG- 133  Subject: Re: Amiga->PC/LAN
```

```
Click-->
                 46
                MSG-  87  Subject: Re: An old challenge - How are diamonds done ?
Click-->
                 47
                MSG-  94  Subject: Re: An old challenge - How are diamonds done ?
Click-->
                 48
                MSG- 294  Subject: Re: An old challenge - How are diamonds done ?
Click-->
                 49
                MSG- 218  Subject: Re: An old challenge - How are diamonds done ?
Click-->
                 50
                MSG- 234  Subject: Re: An old challenge - How are diamonds done ?
Click-->
                 51
                MSG- 159  Subject: Re: An old challenge - How are diamonds done ?
Click-->
                 52
                MSG-   3  Subject: Animated map requestor problems
Click-->
                 53
                MSG-  32  Subject: Animation
Click-->
                 54
                MSG-  46  Subject: Animation
Click-->
                 55
                MSG-  63  Subject: Animation Contests
Click-->
                 56
                MSG-  15  Subject: Re: ANIMATION PLAYER
Click-->
                 57
                MSG-  60  Subject: Re: Animation
Click-->
                 58
                MSG-  86  Subject: Re: Animation
Click-->
                 59
                MSG-  81  Subject: Re: Animation
Click-->
                 60
                MSG-  50  Subject: Re: Animation
Click-->
                 61
                MSG-  84  Subject: Re: Animation
Click-->
                 62
                MSG- 137  Subject: Re: Animation
Click-->
                 63
                MSG-  55  Subject: Re: Animation
Click-->
                 64
                MSG-  79  Subject: Re: Animation
```

```
Click-->
                 65
                MSG- 482  Subject: Another Geodisic dome idea
Click-->
                 66
                MSG- 355  Subject: Anti-aliasing
Click-->
                 67
                MSG- 359  Subject: Re: Anti-aliasing
Click-->
                 68
                MSG-   4  Subject: Aspect ratio
Click-->
                 69
                MSG- 102  Subject: Autodesk 3D Studio
Click-->
                 70
                MSG- 107  Subject: Autodesk 3D Studio - Wow!!!
Click-->
                 71
                MSG- 139  Subject: Re: Autodesk 3D Studio - Wow!!!
Click-->
                 72
                MSG- 104  Subject: Re: Autodesk 3D Studio - Wow!!!
Click-->
                 73
                MSG- 101  Subject: Re: Autodesk 3D Studio - Wow!!!
Click-->
                 74
                MSG- 108  Subject: Re: Autodesk 3D Studio - Wow!!!
Click-->
                 75
                MSG- 194  Subject: Back From Siggraph
Click-->
                 76
                MSG- 205  Subject: Re: Back From Siggraph
Click-->
                 77
                MSG- 400  Subject: Bad chunk size - help!!
Click-->
                 78
                MSG- 399  Subject: Re: Bad chunk size - help!!
Click-->
                 79
                MSG- 443  Subject: Re: Bad chunk size - help!!
Click-->
                 80
                MSG- 402  Subject: Re: Bad chunk size - help!!
Click-->
                 81
                MSG- 398  Subject: Re: Bad chunk size - help!!
Click-->
                 82
                MSG- 403  Subject: Re: Bad chunk size - help!!
Click-->
                 83
                MSG- 407  Subject: Re: Bad chunk size - help!!
```

```
Click-->
                 84
                MSG- 417  Subject: Re: Bad chunk size - help!!
Click-->
                 85
                MSG- 422  Subject: Re: Bad chunk size - hel
Click-->
                 86
                MSG- 165  Subject: RE: Beyond Imagination
Click-->
                 87
                MSG- 191  Subject: Re: Beyond Imagine
Click-->
                 88
                MSG- 478  Subject: Beyond.zip
Click-->
                 89
                MSG- 200  Subject: Blaq! away until Aug. 21
Click-->
                 90
                MSG- 207  Subject: Bones animation
Click-->
                 91
                MSG- 285  Subject: Re: Bones man.  Bones.
Click-->
                 92
                MSG- 284  Subject: Re: Bones man.  Bones.
Click-->
                 93
                MSG- 254  Subject: Bones man. Bones.
Click-->
                 94
                MSG- 309  Subject: Re: Bones man. Bones.
Click-->
                 95
                MSG- 302  Subject: Re: Bones man. Bones.
Click-->
                 96
                MSG- 261  Subject: Re: Bones man. Bones.
Click-->
                 97
                MSG- 259  Subject: Re: Bones man. Bones.
Click-->
                 98
                MSG-  10  Subject: CD model/textures libraries
Click-->
                 99
                MSG-  90  Subject: CD model/textures libraries
Click-->
                100
                MSG-  64  Subject: Re: CD model/textures libraries
Click-->
                101
                MSG-  18  Subject: Re: CD model/textures libraries
Click-->
                102
                MSG-  36  Subject: Re: CD model/textures libraries
```

```
Click-->
                103
                MSG- 436  Subject: CD-ROM's
Click-->
                104
                MSG-  88  Subject: CD...
Click-->
                105
                MSG-  99  Subject: Re: CD...
Click-->
                106
                MSG- 431  Subject: Compuserve
Click-->
                107
                MSG- 411  Subject: Compuserve
Click-->
                108
                MSG- 424  Subject: Compuserve
Click-->
                109
                MSG- 408  Subject: Re: Compuserve
Click-->
                110
                MSG- 382  Subject: Computer software graphics
Click-->
                111
                MSG- 432  Subject: Computer software graphics
Click-->
                112
                MSG- 385  Subject: Re: Computer software graphics
Click-->
                113
                MSG- 272  Subject: Contains Premiere 4.0 info
Click-->
                114
                MSG-  26  Subject: Contests
Click-->
                115
                MSG- 287  Subject: Convert Image Question
Click-->
                116
                MSG- 330  Subject: Re: Convert Image Question
Click-->
                117
                MSG- 301  Subject: Re: Convert Image Question
Click-->
                118
                MSG- 305  Subject: Re: Convert Image Question
Click-->
                119
                MSG- 276  Subject: Re: Convert Image Question
Click-->
                120
                MSG- 317  Subject: Re: Convert Image Question
Click-->
                121
                MSG- 174  Subject: Craig Collins
```

```
Click-->
                122
                MSG- 169  Subject: Re: Craig Collins
Click-->
                123
                MSG- 454  Subject: Re: Creating landscapes
Click-->
                124
                MSG- 176  Subject: Re: Creating landscapes
Click-->
                125
                MSG- 175  Subject: Re: Creating landscapes
Click-->
                126
                MSG- 177  Subject: Re: Creating landscapes
Click-->
                127
                MSG- 229  Subject: Re: Creating landscapes
Click-->
                128
                MSG- 227  Subject: Re: Creating landscapes
Click-->
                129
                MSG- 236  Subject: Re: Creating landscapes
Click-->
                130
                MSG- 235  Subject: Re: Creating landscapes
Click-->
                131
                MSG- 215  Subject: Re: Creating landscapes
Click-->
                132
                MSG- 185  Subject: Re: Creating landscapes
Click-->
                133
                MSG- 222  Subject: Re: Creating landscapes
Click-->
                134
                MSG- 221  Subject: Re: Creating landscapes
Click-->
                135
                MSG- 492  Subject: Creating Lanscapes
Click-->
                136
                MSG- 489  Subject: Creating Lanscapes
Click-->
                137
                MSG- 282  Subject: Dare2Imagine a complete version
Click-->
                138
                MSG- 286  Subject: Re: Dare2Imagine a complete version
Click-->
                139
                MSG- 293  Subject: Re: Dare2Imagine a complete version
Click-->
                140
                MSG- 150  Subject: Demo pic of upcoming Imagine soft shadows
```

Click-->
141
MSG- 337 Subject: Dust2.04
Click-->
142
MSG- 344 Subject: Re: Dust2.04
Click-->
143
MSG- 350 Subject: Re: Dust2.04
Click-->
144
MSG- 48 Subject: Feature request
Click-->
145
MSG- 190 Subject: Field Rendering
Click-->
146
MSG- 199 Subject: Re: Field Rendering
Click-->
147
MSG- 208 Subject: Re: Field Rendering
Click-->
148
MSG- 258 Subject: Re: Field Rendering
Click-->
149
MSG- 209 Subject: Re: Field Rendering
Click-->
150
MSG- 246 Subject: FIRE
Click-->
151
MSG- 238 Subject: FIRE
Click-->
152
MSG- 249 Subject: Re: FIRE
Click-->
153
MSG- 247 Subject: Re: FIRE
Click-->
154
MSG- 255 Subject: Re: FIRE
Click-->
155
MSG- 129 Subject: Fog
Click-->
156
MSG- 156 Subject: Re: Fog
Click-->
157
MSG- 168 Subject: Fonts
Click-->
158
MSG- 188 Subject: Re: Fonts
Click-->
159
MSG- 377 Subject: Football (Soccer)

```
Click-->
                160
                MSG- 381  Subject: Re: Football (Soccer)
Click-->
                161
                MSG- 376  Subject: Re: Football (Soccer)
Click-->
                162
                MSG- 463  Subject: Re: Football (Soccer)
Click-->
                163
                MSG- 384  Subject: Re: Football (Soccer)
Click-->
                164
                MSG- 465  Subject: Geodesic dome
Click-->
                165
                MSG- 477  Subject: Re: Geodesic dome
Click-->
                166
                MSG- 486  Subject: Re: Geodesic dome
Click-->
                167
                MSG- 501  Subject: Re: Geodesic dome
Click-->
                168
                MSG- 468  Subject: Re: Geodesic dome
Click-->
                169
                MSG- 495  Subject: Re: Geodesic Dome
Click-->
                170
                MSG- 491  Subject: Re: Geodesic dome
Click-->
                171
                MSG- 469  Subject: Re: Geodesic dome
Click-->
                172
                MSG- 442  Subject: Re: Geodesic dome
Click-->
                173
                MSG- 488  Subject: Re: Geodesic dome
Click-->
                174
                MSG- 140  Subject: Re: Global Fog animation (doh!)
Click-->
                175
                MSG- 115  Subject: Re: Global Fog animation (doh!)
Click-->
                176
                MSG- 111  Subject: Global Fog animation problem
Click-->
                177
                MSG- 113  Subject: Re: Global Fog animation problem
Click-->
                178
                MSG- 124  Subject: Re: Global Fog animation problem
```

```
Click-->
                179
                MSG- 380  Subject: Global fx & PAR
Click-->
                180
                MSG- 390  Subject: Re: Global fx & PAR
Click-->
                181
                MSG-  61  Subject: GOODSTUFF
Click-->
                182
                MSG- 144  Subject: GreG
Click-->
                183
                MSG-  47  Subject: Greg's Pics
Click-->
                184
                MSG-  59  Subject: Re: Greg's Pics
Click-->
                185
                MSG-  58  Subject: Re: Greg's Pics
Click-->
                186
                MSG-  78  Subject: Re: Greg's Pics
Click-->
                187
                MSG-   7  Subject: Group can't be colored
Click-->
                188
                MSG-  13  Subject: Re: Group can't be colored
Click-->
                189
                MSG- 147  Subject: Heightfields ?
Click-->
                190
                MSG- 149  Subject: Re: Heightfields ?
Click-->
                191
                MSG- 356  Subject: Hello
Click-->
                192
                MSG- 358  Subject: Hello
Click-->
                193
                MSG- 179  Subject: Help-Im2.0
Click-->
                194
                MSG- 178  Subject: Re: Help-Im2.0
Click-->
                195
                MSG- 481  Subject: Here we go again...
Click-->
                196
                MSG- 226  Subject: Hide/unhide subgroups
Click-->
                197
                MSG- 233  Subject: Hide/Unhide subgroups
```

```
Click-->
                198
                MSG- 232  Subject: Re: Hide/unhide subgroups
Click-->
                199
                MSG- 228  Subject: Re: Hide/unhide subgroups
Click-->
                200
                MSG- 237  Subject: Hmmmmm
Click-->
                201
                MSG-  82  Subject: Re: How To make a SUN?
Click-->
                202
                MSG-  91  Subject: Re: How To make a SUN?
Click-->
                203
                MSG- 352  Subject: How to use Caustics?
Click-->
                204
                MSG- 353  Subject: Re: How to use Caustics?
Click-->
                205
                MSG- 106  Subject: Re: I need a Job!!
Click-->
                206
                MSG- 148  Subject: I'm back...
Click-->
                207
                MSG- 170  Subject: Imagine 2.0
Click-->
                208
                MSG-  65  Subject: Re: Imagine 2.0: What a Discovery!
Click-->
                209
                MSG- 214  Subject: Re: Imagine 2.0
Click-->
                210
                MSG- 264  Subject: Imagine 3.0
Click-->
                211
                MSG- 279  Subject: Re: Imagine 3.0
Click-->
                212
                MSG- 351  Subject: Re: Imagine 3.3 questions.
Click-->
                213
                MSG- 366  Subject: Re: Imagine 3.3 questions.
Click-->
                214
                MSG- 110  Subject: Imagine 3.3 Screen Res.
Click-->
                215
                MSG- 121  Subject: Re: Imagine 3.3 Screen Res.
Click-->
                216
                MSG- 141  Subject: Re: Imagine 3.3 Screen Res.
```

```
Click-->
                217
                MSG- 143  Subject: Re: Imagine 3.3 Screen Res.
Click-->
                218
                MSG- 138  Subject: Re: Imagine 3.3 Screen Res.
Click-->
                219
                MSG- 166  Subject: Re: Imagine 3.3 Screen Res.
Click-->
                220
                MSG- 134  Subject: Re: Imagine 3.3 Screen Res.
Click-->
                221
                MSG- 160  Subject: Re: Imagine 3.3 Screen Res.
Click-->
                222
                MSG- 100  Subject: Re: Imagine 3.3 screen sizes?
Click-->
                223
                MSG- 103  Subject: Re: Imagine 3.3 screen sizes?
Click-->
                224
                MSG- 455  Subject: Imagine LT
Click-->
                225
                MSG- 346  Subject: Imagine LT
Click-->
                226
                MSG- 345  Subject: Imagine LT
Click-->
                227
                MSG- 348  Subject: Re: Imagine LT
Click-->
                228
                MSG- 464  Subject: Imagine mailing list
Click-->
                229
                MSG- 467  Subject: Re: Imagine mailing list
Click-->
                230
                MSG-  51  Subject: Imagine pc
Click-->
                231
                MSG- 494  Subject: Imagine Tutorials
Click-->
                232
                MSG- 485  Subject: Re: Imagine Tutorials
Click-->
                233
                MSG- 182  Subject: Imagine upgrade
Click-->
                234
                MSG- 172  Subject: Re: Imagine upgrade
Click-->
                235
                MSG- 343  Subject: Imagine Won't Multitask?
```

```
Click-->
                236
                MSG- 349  Subject: Re: Imagine Won't Multitask?
Click-->
                237
                MSG- 216  Subject: IML overload
Click-->
                238
                MSG- 195  Subject: IML-FAQ#07 upped
Click-->
                239
                MSG- 409  Subject: IML-FAQ#08 - What's new
Click-->
                240
                MSG- 413  Subject: IML-FAQ#08 Now Online
Click-->
                241
                MSG- 321  Subject: IML-FAQ#08: what's new
Click-->
                242
                MSG-  97  Subject: IMLarc64.lha on Aminet
Click-->
                243
                MSG- 253  Subject: Impulse + Siggraph 95
Click-->
                244
                MSG- 389  Subject: Impulse!!!  Webpage???  Suggestion....
Click-->
                245
                MSG- 433  Subject: Re: Impulse!!! Webpage??? Suggestion....
Click-->
                246
                MSG- 396  Subject: Re: Impulse!!! Webpage??? Suggestion....
Click-->
                247
                MSG- 204  Subject: Interesting ...
Click-->
                248
                MSG- 210  Subject: Re: Interesting ...
Click-->
                249
                MSG- 212  Subject: Re: Interesting ...
Click-->
                250
                MSG- 243  Subject: Re: Interesting ...
Click-->
                251
                MSG- 225  Subject: ISL PC version
Click-->
                252
                MSG- 240  Subject: Re: ISL PC version
Click-->
                253
                MSG- 336  Subject: Job Offer
Click-->
                254
                MSG- 372  Subject: Re: Job Offer
```

```
Click-->
                255
                MSG-  30  Subject: Re: JPEG Pictures!!!
Click-->
                256
                MSG-  25  Subject: Re: JPEG Pictures!!!{
Click-->
                257
                MSG-  31  Subject: Re: JPEG Pictures!!!{
Click-->
                258
                MSG-  28  Subject: Re: JPEG Pictures!!!{
Click-->
                259
                MSG-  56  Subject: Re: JPEG Pictures!!!{
Click-->
                260
                MSG- 425  Subject: Jurassic Park
Click-->
                261
                MSG- 426  Subject: Re: Jurassic Park
Click-->
                262
                MSG-  66  Subject: Layers
Click-->
                263
                MSG- 118  Subject: Re: Layers
Click-->
                264
                MSG- 117  Subject: Re: Lensflare
Click-->
                265
                MSG- 122  Subject: Re: Lensflare
Click-->
                266
                MSG- 120  Subject: Re: Lensflare
Click-->
                267
                MSG- 151  Subject: Lightwave demo on the web ...
Click-->
                268
                MSG- 303  Subject: Lightwave EMail list
Click-->
                269
                MSG-   6  Subject: LOCK TO STATE
Click-->
                270
                MSG- 354  Subject: Logo textures
Click-->
                271
                MSG- 415  Subject: Re: Logo textures
Click-->
                272
                MSG-  96  Subject: LW vs Imagine rendering times
Click-->
                273
                MSG- 189  Subject: Manuals please
```

```
Click-->
                274
                MSG- 324  Subject: Melt?
Click-->
                275
                MSG- 340  Subject: Re: Melt?
Click-->
                276
                MSG- 329  Subject: Re: Melt?
Click-->
                277
                MSG- 275  Subject: Memory Constraints
Click-->
                278
                MSG- 342  Subject: Re: Memory Constraints
Click-->
                279
                MSG- 281  Subject: Re: Memory Constraints
Click-->
                280
                MSG- 313  Subject: Re: Memory Constraints
Click-->
                281
                MSG- 306  Subject: Re: Memory Constraints
Click-->
                282
                MSG- 299  Subject: Re: Memory Constraints
Click-->
                283
                MSG- 323  Subject: Re: Memory Constraints
Click-->
                284
                MSG- 270  Subject: Re: Memory Constraints
Click-->
                285
                MSG- 363  Subject: Memory question
Click-->
                286
                MSG- 373  Subject: Memory question
Click-->
                287
                MSG- 367  Subject: Re: Memory question
Click-->
                288
                MSG- 371  Subject: Re: Memory question
Click-->
                289
                MSG- 496  Subject: Re: Merge Points
Click-->
                290
                MSG- 483  Subject: Re: Merge Points
Click-->
                291
                MSG- 388  Subject: Re: Merge Points
Click-->
                292
                MSG- 357  Subject: Re: Merge points
```

```
Click-->
                293
                MSG- 457  Subject: Re: Merge Points
Click-->
                294
                MSG- 395  Subject: Re: Merge Points
Click-->
                295
                MSG- 365  Subject: Re: Merge points
Click-->
                296
                MSG- 331  Subject: MJPEG
Click-->
                297
                MSG- 311  Subject: MJPEG cleared up maybe
Click-->
                298
                MSG- 196  Subject: ModePro?
Click-->
                299
                MSG-   8  Subject: More Feminine Female
Click-->
                300
                MSG-   2  Subject: Re: Motion Blur Trick
Click-->
                301
                MSG-  35  Subject: Motion Blur...
Click-->
                302
                MSG- 283  Subject: No 3D splines for 4.0?
Click-->
                303
                MSG- 447  Subject: PC Essence
Click-->
                304
                MSG- 499  Subject: PC Essence +
Click-->
                305
                MSG- 484  Subject: Re: PC Essence
Click-->
                306
                MSG- 479  Subject: Re: PC Essence
Click-->
                307
                MSG-  73  Subject: Pc help
Click-->
                308
                MSG- 328  Subject: PC IMAGINE for sale
Click-->
                309
                MSG- 332  Subject: Re: PC IMAGINE for sale
Click-->
                310
                MSG-  74  Subject: Pc imagine help
Click-->
                311
                MSG-  53  Subject: PC Imagine on Laptop
```

```
Click-->
                312
                MSG-  67  Subject: PC Imagine on Laptop
Click-->
                313
                MSG-  75  Subject: Re: PC Imagine on Laptop
Click-->
                314
                MSG-  72  Subject: Re: PC Imagine on Laptop
Click-->
                315
                MSG- 387  Subject: Pentagram, HELP!
Click-->
                316
                MSG- 392  Subject: Re: Pentagram, HELP!
Click-->
                317
                MSG- 183  Subject: Re: Pentax
Click-->
                318
                MSG-  68  Subject: Phong errors, rotoscoping
Click-->
                319
                MSG- 125  Subject: Re: Phong errors, rotoscoping
Click-->
                320
                MSG-  85  Subject: Re: Phong errors, rotoscoping
Click-->
                321
                MSG- 304  Subject: Re: Premiere - MJpeg
Click-->
                322
                MSG-  76  Subject: PROBLEM with viewing image
Click-->
                323
                MSG- 126  Subject: Re: PROBLEM with viewing image
Click-->
                324
                MSG- 423  Subject: Problems
Click-->
                325
                MSG- 428  Subject: Problems
Click-->
                326
                MSG- 421  Subject: Re: Problems
Click-->
                327
                MSG- 430  Subject: Re: Problems
Click-->
                328
                MSG- 265  Subject: Q-motion
Click-->
                329
                MSG- 130  Subject: Q-Motions
Click-->
                330
                MSG- 135  Subject: Re: Q-Motions
```

```
Click-->
                331
                MSG- 290  Subject: RE: Q-motion
Click-->
                332
                MSG- 280  Subject: RE: Q-motion
Click-->
                333
                MSG- 268  Subject: Re: Q-motion
Click-->
                334
                MSG-  69  Subject: Question for PC users
Click-->
                335
                MSG-  14  Subject: Re: Question for PC users
Click-->
                336
                MSG-   1  Subject: Quick attribute prob
Click-->
                337
                MSG-  11  Subject: Re: Quick attribute prob
Click-->
                338
                MSG-  29  Subject: Re: Quick attribute prob
Click-->
                339
                MSG-  22  Subject: Re: Quick attribute prob
Click-->
                340
                MSG-   9  Subject: Re: Quick attribute prob
Click-->
                341
                MSG-  52  Subject: Quick Drapes/Curtains
Click-->
                342
                MSG- 458  Subject: Quickie (multiple stages)
Click-->
                343
                MSG- 245  Subject: Quickie (multiple stages)
Click-->
                344
                MSG- 295  Subject: Re: Quickie (multiple stages)
Click-->
                345
                MSG- 288  Subject: Re: Quickie (multiple stages)
Click-->
                346
                MSG- 334  Subject: Re: Quickie (multiple stages)
Click-->
                347
                MSG- 333  Subject: Re: Quickie (multiple stages)
Click-->
                348
                MSG- 224  Subject: Ram drive when using imagine
Click-->
                349
                MSG- 244  Subject: Re: Ram drive when using imagine
```

```
Click-->
                350
                MSG- 250  Subject: Re: Ram drive when using imagine
Click-->
                351
                MSG- 379  Subject: Re:
Click-->
                352
                MSG- 308  Subject: Re:Impulse Im4.0
Click-->
                353
                MSG- 291  Subject: Re:Impulse Im4.0
Click-->
                354
                MSG- 362  Subject: Re:Logo textures
Click-->
                355
                MSG- 427  Subject: RE:Mail bounce
Click-->
                356
                MSG- 456  Subject: Re:Merge Points
Click-->
                357
                MSG- 386  Subject: Re:Merge Points
Click-->
                358
                MSG- 364  Subject: Re:Merge Points
Click-->
                359
                MSG- 211  Subject: Re:ModePro?
Click-->
                360
                MSG- 220  Subject: Re:ModePro?
Click-->
                361
                MSG- 360  Subject: RE:re how to use caustics
Click-->
                362
                MSG- 231  Subject: Re:Re: lensflare
Click-->
                363
                MSG- 114  Subject: Re:Re: lensflare
Click-->
                364
                MSG- 163  Subject: Re:Re: lensflare
Click-->
                365
                MSG-  34  Subject: Re:Re:More Feminine Female
Click-->
                366
                MSG- 461  Subject: RE:Soccer ball
Click-->
                367
                MSG- 298  Subject: Re:Textures/States problem
Click-->
                368
                MSG- 278  Subject: Re:Textures/States problem
```

```
Click-->
                369
                MSG- 242  Subject: Re:Textures/States problem
Click-->
                370
                MSG- 217  Subject: RE:Veloctiy in v4.0 ???
Click-->
                371
                MSG- 405  Subject: RE:Veloctiy in v4.0 ???
Click-->
                372
                MSG- 435  Subject: Recent FAQ
Click-->
                373
                MSG- 439  Subject: Recent FAQ
Click-->
                374
                MSG- 450  Subject: Re: Recent FAQ
Click-->
                375
                MSG- 449  Subject: Re: Recent FAQ
Click-->
                376
                MSG- 198  Subject: Rendering Resolution
Click-->
                377
                MSG- 181  Subject: Rendering Resolution
Click-->
                378
                MSG- 171  Subject: Rendering Resolution
Click-->
                379
                MSG- 230  Subject: Re: Rendering Resolution
Click-->
                380
                MSG- 193  Subject: Re: Rendering Resolution
Click-->
                381
                MSG- 184  Subject: Re: Rendering Resolution
Click-->
                382
                MSG- 187  Subject: Re: Rendering Resolution
Click-->
                383
                MSG- 152  Subject: Retina problems
Click-->
                384
                MSG- 167  Subject: Re: Retina problems
Click-->
                385
                MSG- 473  Subject: Revolving light
Click-->
                386
                MSG-  21  Subject: Re: Re[2]: lensflare
Click-->
                387
                MSG-   5  Subject: Re: Re[2]: lensflare
```

```
Click-->
                388
                MSG- 155  Subject: Re: Re[2]: lensflare
Click-->
                389
                MSG-  12  Subject: Re: Re[2]: lensflare
Click-->
                390
                MSG- 320  Subject: Re[2]: Memory Constraints
Click-->
                391
                MSG- 361  Subject: Re[2]: Merge Points
Click-->
                392
                MSG- 394  Subject: Re[2]: Merge Points
Click-->
                393
                MSG-  80  Subject: Re[2]: Single sided mapping
Click-->
                394
                MSG-  93  Subject: Re[2]: Single sided mapping
Click-->
                395
                MSG-  45  Subject: Re[2]: texture preview
Click-->
                396
                MSG-  62  Subject: Re[2]: texture preview
Click-->
                397
                MSG- 267  Subject: Re[2]: Textures/States problem
Click-->
                398
                MSG- 307  Subject: Re: Re[2]: Textures/States problem
Click-->
                399
                MSG-  98  Subject: Robotech robots
Click-->
                400
                MSG- 112  Subject: Re: Robotech robots
Click-->
                401
                MSG- 251  Subject: Rotoscoping
Click-->
                402
                MSG- 257  Subject: Re: Rotoscoping
Click-->
                403
                MSG-  17  Subject: Run Imagine under W95
Click-->
                404
                MSG- 414  Subject: Selective "UNPICK"
Click-->
                405
                MSG- 132  Subject: Ship Textures and Lightwave Lens-Flares In  ↩
                   Imagine
Click-->
                406
```

MSG- 49 Subject: Shredding with brushmaps
Click-->
407
MSG- 153 Subject: Siggraph Imagine user meet!
Click-->
408
MSG- 19 Subject: Single sided mapping
Click-->
409
MSG- 95 Subject: Re: Single sided mapping
Click-->
410
MSG- 157 Subject: Re: Single sided mapping
Click-->
411
MSG- 89 Subject: Re: Single sided mapping
Click-->
412
MSG- 105 Subject: Re: Single sided mapping
Click-->
413
MSG- 142 Subject: Re: Single sided mapping
Click-->
414
MSG- 37 Subject: Re: Single sided mapping
Click-->
415
MSG- 127 Subject: Re: Single sided mapping
Click-->
416
MSG- 262 Subject: Slice
Click-->
417
MSG- 310 Subject: Re: Slice
Click-->
418
MSG- 314 Subject: Re: Slice
Click-->
419
MSG- 335 Subject: Re: Slice
Click-->
420
MSG- 318 Subject: Re: Slice
Click-->
421
MSG- 274 Subject: Slow Rendering With Fog!
Click-->
422
MSG- 326 Subject: Small & Big Bones
Click-->
423
MSG- 327 Subject: Small & Big Bones
Click-->
424
MSG- 375 Subject: Something about Dust...
Click-->
425

```
                MSG- 202  Subject: Sparkles
Click-->
                426
                MSG- 338  Subject: Speaking of the Melt utility
Click-->
                427
                MSG- 131  Subject: Splash
Click-->
                428
                MSG-  92  Subject: Re: Spline Int.
Click-->
                429
                MSG-  70  Subject: Re: Spline Int.
Click-->
                430
                MSG- 404  Subject: Straight phong highlights
Click-->
                431
                MSG- 406  Subject: Re: Straight phong highlights
Click-->
                432
                MSG- 136  Subject: T3dInfo beta testers
Click-->
                433
                MSG-  39  Subject: Re: Tear Drop Quickie
Click-->
                434
                MSG-  38  Subject: Re: Tear Drop Quickie
Click-->
                435
                MSG-  16  Subject: Re: Tear Drop Quickie
Click-->
                436
                MSG-  23  Subject: Texture preview
Click-->
                437
                MSG- 300  Subject: Texture Preview
Click-->
                438
                MSG- 289  Subject: Texture Preview
Click-->
                439
                MSG-  71  Subject: Texture preview
Click-->
                440
                MSG-  41  Subject: Re: Texture preview
Click-->
                441
                MSG-  43  Subject: Re: Texture preview
Click-->
                442
                MSG-  20  Subject: Re: Texture preview
Click-->
                443
                MSG-  57  Subject: Re: Texture preview
Click-->
                444
```

MSG- 33 Subject: Re: Texture preview
Click-->
445
MSG- 54 Subject: Re: Texture preview
Click-->
446
MSG- 203 Subject: Texture/States problem
Click-->
447
MSG- 487 Subject: The fractured dome
Click-->
448
MSG- 315 Subject: The Great Diamond Challenge - Great Diamonds ↩
at Last !!!!
Click-->
449
MSG- 368 Subject: The mouse button fault
Click-->
450
MSG- 260 Subject: Tool Survey Results 8^(
Click-->
451
MSG- 322 Subject: Transition frames
Click-->
452
MSG- 341 Subject: Re: Transition frames
Click-->
453
MSG- 347 Subject: Re: Transition frames
Click-->
454
MSG- 273 Subject: Tutorial on 3D LANDSCAPES
Click-->
455
MSG- 277 Subject: Re: Tutorial on 3D LANDSCAPES
Click-->
456
MSG- 266 Subject: Undocumented Textures/Effects
Click-->
457
MSG- 296 Subject: Re: Undocumented Textures/Effects
Click-->
458
MSG- 271 Subject: Re: Undocumented Textures/Effects
Click-->
459
MSG- 186 Subject: Upgrading...
Click-->
460
MSG- 119 Subject: Velocity scaling
Click-->
461
MSG- 162 Subject: Re: Velocity scaling
Click-->
462
MSG- 158 Subject: Re: Velocity scaling
Click-->

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                463
                MSG- 164  Subject: Re: Velocity Scaling
Click-->
                464
                MSG- 161  Subject: Re: Velocity scaling
Click-->
                465
                MSG- 145  Subject: Re: Velocity scaling
Click-->
                466
                MSG- 146  Subject: Re: Velocity scaling
Click-->
                467
                MSG- 128  Subject: Re: Velocity scaling
Click-->
                468
                MSG- 206  Subject: Veloctiy in v4.0 ???
Click-->
                469
                MSG- 123  Subject: Viewpoint
Click-->
                470
                MSG- 109  Subject: Viewpoint Datalabs
Click-->
                471
                MSG-  40  Subject: Water Splash (was Re: Tear Drop Quickie)
Click-->
                472
                MSG-  77  Subject: Web browsing w/o SLIP
Click-->
                473
                MSG-  83  Subject: Re: Web browsing w/o SLIP
Click-->
                474
                MSG- 154  Subject: Web Page Moved
Click-->
                475
                MSG- 410  Subject: Where are you!
Click-->
                476
                MSG- 339  Subject: Will 4.0 support Picasso
Click-->
                477
                MSG-  24  Subject: Win95
Click-->
                478
                MSG- 312  Subject: Win95.
Click-->
                479
                MSG-  44  Subject: RE: Win95
Click-->
                480
                MSG- 416  Subject: Windows95
Click-->
                481
                MSG- 476  Subject: Re: Windows95
Click-->
```

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                482
                MSG- 256  Subject: Wish list
Click-->
                483
                MSG- 252  Subject: Wish List
Click-->
                484
                MSG- 498  Subject: Re: Wish List
Click-->
                485
                MSG- 493  Subject: Re: Wish List
Click-->
                486
                MSG- 500  Subject: Re: Wish List
Click-->
                487
                MSG- 269  Subject: Re: Wish list
Click-->
                488
                MSG- 263  Subject: Re: Wish List
Click-->
                489
                MSG- 440  Subject: Re: Wish List
Click-->
                490
                MSG- 297  Subject: Re: Wish list
Click-->
                491
                MSG- 325  Subject: Re: Wish List
Click-->
                492
                MSG- 319  Subject: Re: Wish List
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                MSG- 316  Subject: Re: Wish List
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                MSG- 448  Subject: Re: Wish List
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                MSG- 462  Subject: RE: Wish List
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                MSG- 466  Subject: Re: Wish List
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                MSG- 480  Subject: Re: Wish List
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                MSG- 451  Subject: Re: Wish List
Click-->
                499
                MSG- 459  Subject: RE: Wish List
Click-->
                500
                MSG- 460  Subject: RE: Wish List
Click-->
```

```
                501
                MSG-  42  Subject: Wustl archives
```

1.4 MSG-1 Subject: Quick attribute prob

```
                Subject: Quick attribute prob
Date:    Tuesday, 01 August 1995 01:15:00
From:    m.rubin9@genie.geis.com
```

I just tried using Quick Attributes (Amiga 3.3) for the first time.
It tells me that it "can't open object file" and then "error opening
attribute file."

The attribute files appear to be there - is this a known bug or is
there some kind of config gymnastics that I need to perform?

Floater

```
                          Thread          11

                -=> RETURN TO CONTENTS!<=-
```

1.5 MSG-2 Subject: Re: Motion Blur Trick

```
                Subject: Re: Motion Blur Trick
Date:    Tuesday, 01 August 1995 01:31:06
From:    RobSampson@aol.com
```

In a message dated 95-07-30 13:51:29 EDT, you write:

>Is it possible for us non compu$erve members to get this flc?
>
>If Jay sets up that ftp site he offered to, maybe some kind compu$erve
member
>would upload all these goodies there, so the rest of the Imagineers can
drool
>over them as well..

If we get a common site where all can share I'd be happy to send some of this
stuff. I tried uploading one of the Impulse motion blur pics done with the
4.0 beta to AOL but they seemed not interested in posting it. AOL seems to
have some abitrary standards for what they will or won't display and they
don't even leave mail on why they won't put something up. But for all the
Imagineers out there, GreG tsadillas's prop.flc is something you gotta see.

If you know a CIS member personally get them to download it for you.

Bob.....

Thread 35

-=> RETURN TO CONTENTS!<=-

1.6 MSG-3 Subject: Animated map requestor problems

Subject: Animated map requestor problems
Date: Tuesday, 01 August 1995 02:24:57
From: David Nix <WRNIX@uga.cc.uga.edu>

Ok, so I dont always listen when it isnt my problem.

Would some kind soul please refresh my memory on how you get a sequence of files to work as an animated map in the Attribute requestor? I seem to recall some wierd workaround. Im using v.3.3 on the Amiga.

Global backdrop animations work fine, the prob is just in the Attribute requestor.

Thanks,

Dave

Thread 32

-=> RETURN TO CONTENTS!<=-

1.7 MSG-4 Subject: Aspect ratio

Subject: Aspect ratio
Date: Tuesday, 01 August 1995 02:32:00
From: w.graham6@genie.geis.com

Keep your pixel aspect ratio at 1:1, the other post was correct, film recorders do need square pixels. But much of the software driving those recorders cannot deal with imagery in sizes other than that of slides, i.e., 5x3, or any multiple of 5x3. So you may have to matte your rendered pix into a 1000x600 or whatever solid colored bitmap to satisfy the service bureau. At least, that's what I usually do when having my Amiga output to film. Most of those places

around here are Mac based, and I suspect a user problem, but I could be wrong. Some service bureaus have Photoshop capable people who can matte your picture for you, but they usually charge for that service. Good luck!...Bill Graham

Thread 102

-=> RETURN TO CONTENTS!<=-

1.8 MSG-5 Subject: Re: Re[2]: lensflare

Subject: Re: Re[2]: lensflare
Date: Tuesday, 01 August 1995 03:41:34
From: jprusins@cybergrafix.com (John Prusinski)

> I don't think it's so ironic that we like to create lensflares on our digital images.

I agree; the ironic thing is that since we now have such a long tradition of accepting photography as a "realistic" depiction of the phenomenal world, we have come to see the artifacts of photography as visual authentication of the reality of a subject. That's why effects like lens flares and depth-of-field seem to add that touch that make our invented worlds more believable.
Want to bet that the day will come when artists deliberately add "computer graphics" artifacts to a picture to increase the sense of realism?

John

"The next great step toward a planetary holism is a partial merging of the technologically transformed human world with the archaic matrix of vegetable intelligence that is the Overmind of the planet."
-Terence McKenna

Thread 155

-=> RETURN TO CONTENTS!<=-

1.9 MSG-6 Subject: LOCK TO STATE

Subject: LOCK TO STATE
Date: Tuesday, 01 August 1995 03:50:31
From: ALorence@aol.com

>> Is there an easy way (or ANY way) to keep a texture or brush from changing as
>> parts of the object move?

I had tried the LOCK TO STATE option before, but it didn't work. I didn't realize that it had to be locked to the FIRST state. Works fine when I do it that way. Thanks to all who replied.

Alan.

Thread 354

-=> RETURN TO CONTENTS!<=-

1.10 MSG-7 Subject: Group can't be colored

Subject: Group can't be colored
Date: Tuesday, 01 August 1995 04:01:46
From: ALorence@aol.com

I've just experienced a very frustrating problem: I created 2 spline objects using LOAD FONT, then added points to extrude them, saved the points (2 separate objects), went to the detail editor, loaded the objects, added an axis, and grouped everything with the axis as the parent. I then started messing with the attributes. Everything was fine: I changed base color, added/dropped textures, quickrendered many times, then all of a sudden, the object would no longer hold its color. Textures showed up colored, but without a texture the objects were white!

If I select an individual letter I can change it's color ok, but the whole thing -- nothing! I tried reloading the group, quitting and restarting Imagine, but it's always white. What happened?

I'm using PC v3.3. Thanks.

Alan.

Thread 13

-=> RETURN TO CONTENTS!<=-

1.11 MSG-8 Subject: More Feminine Female

Subject: More Feminine Female
Date: Tuesday, 01 August 1995 05:15:12
From: Broctune@aol.com

To all those who have Crestline's Humanoid package, and who don't really like the face of the female, here are a few tips I have come up with to make it look better.

First the skin, I like to use the quick attribute flesh than turn down the specularity so it's not so shiny. Next make the lips a nice red, and eyeliner a dark blue or black.
Next comes the eyebrows. Go into pick point mode and multi select the two eyebrow subgroups and scale them down a bit, now that they are small, rescale them out lenghtwise to get that thin eyebrow look. now pick just the left one and rotate it in about 11.40 degrees and move it in place to where it looks good. Do this also to the right one.
Now the lips. pick the subgroup lips scale it down, then sscale it up lenghtwise, not too much though. Now move it forward a little. After this is done pick the two points in the subgroup at the top of the lips that form the arch by the bottom of the cleft pallette. move these up to give the lips that full look like lipstick was applied. Now you may want to tweak the dip between these to points by using smoth fracture or somthing.
Next the nose. The nose is kind of hard because I can't really explain it that well. but you want to make it smaller but not on the verticle axis. also you want to move some points around to get the nostrils to come out a little more.and make it have a more defined shape.

On the eyebrows I like to use a fuzz texture with a big Z and X axis.
Hope this helps.

P.S. Save your work between the modifications in case you mess up.

Thread 2

-=> RETURN TO CONTENTS!<=-

1.12 MSG-9 Subject: Re: Quick attribute prob

Subject: Re: Quick attribute prob
Date: Tuesday, 01 August 1995 07:49:48
From: Scott F Tracy <sftracy@winternet.com>

>
>
> I just tried using Quick Attributes (Amiga 3.3) for the first time.
> It tells me that it "can't open object file" and then "error opening
> attribute file."

```
>
> The attribute files appear to be there - is this a known bug or is
> there some kind of config gymnastics that I need to perform?
>
> Floater
>
```

My guess is your using an Amiga? If thats the case go into Preferences go down to the attributes path "ATPT" line, click on the line and change it from "attribs\quick" to "attribs/quick". Had the same problem when I got 3.3 :-)

Thread 52

-=> RETURN TO CONTENTS!<=-

1.13 MSG-10 Subject: CD model/textures libraries

Subject: CD model/textures libraries
Date: Tuesday, 01 August 1995 10:13:44
From: wilkinso@cambridge.scr.slb.com (Simon Wilkinson)

Hi.

Does anyone know of any CD-ROM texture or model libraries for Imagine that are any good?

Thanks.

Si.

Thread 90

-=> RETURN TO CONTENTS!<=-

1.14 MSG-11 Subject: Re: Quick attribute prob

Subject: Re: Quick attribute prob
Date: Tuesday, 01 August 1995 10:32:17
From: bilboyce@iconz.co.nz (Bill Boyce)

>

```
>I just tried using Quick Attributes (Amiga 3.3) for the first time.
>It tells me that it "can't open object file" and then "error opening
>attribute file."
>
>The attribute files appear to be there - is this a known bug or is
>there some kind of config gymnastics that I need to perform?
>
>Floater
>
Check the prefs file. Some of the paths had \ (PC) instead of / (Amiga)
It's almost certainly the path that's the problem, anyway.

Bill Boyce



                          Thread          29

                 -=> RETURN TO CONTENTS!<=-
```

1.15 MSG-12 Subject: Re: Re[2]: lensflare

```
                Subject: Re: Re[2]: lensflare
Date:    Tuesday, 01 August 1995 10:40:29
From:    bilboyce@iconz.co.nz (Bill Boyce)


  ------------------------------------------------------------------------

>>
>>     I don't think it's so ironic that we like to create lensflares on our
>>     digital images.
>
>I agree; the ironic thing is that since we now have such a long tradition of
>accepting photography as a "realistic" depiction of the phenomenal world, we
>have come to see the artifacts of photography as visual authentication of
>the reality of a subject.  That's why effects like lens flares and
>depth-of-field seem to add that touch that make our invented worlds more
>believable.
>Want to bet that the day will come when artists deliberately add "computer
>graphics" artifacts to a picture to increase the sense of realism?
>
>John

Ahh, but some artifacts are actually inherent in the human eye, or of natural
causes - halo/ring around bright lights, either caused by ice crystals or
haze, and star effects, caused by eyelashes.
So it's not all artificial, or 'photographic'.

Oh, and depth of field is also inherent in human vision. Hold you finger in
front of your eye and focus on your monitor. Viola. Blurry finger.

Bill Boyce
```

Thread 320

-=> RETURN TO CONTENTS!<=-

1.16 MSG-13 Subject: Re: Group can't be colored

Subject: Re: Group can't be colored
Date: Tuesday, 01 August 1995 10:44:09
From: bilboyce@iconz.co.nz (Bill Boyce)

>I've just experienced a very frustrating problem: I created 2 spline objects
>using LOAD FONT, then added points to extrude them, saved the points (2
>separate objects), went to the detail editor, loaded the objects, added an
>axis, and grouped everything with the axis as the parent. I then started
>messing with the attributes. Everything was fine: I changed base color,
>added/dropped textures, quickrendered many times, then all of a sudden, the
>object would no longer hold its color. Textures showed up colored, but
>without a texture the objects were white!
>
>If I select an individual letter I can change it's color ok, but the whole
>thing -- nothing! I tried reloading the group, quitting and restarting
>Imagine, but it's always white. What happened?
>
>I'm using PC v3.3. Thanks.
>
>Alan.
>
I suspect you're just colouring (sorry - coloring) the parent axis. This won't affect the children. When you select a group and do Attributes, you're actually only changing the parent axis. Use 'Apply' once you've set the parent.

Bill Boyce

Thread 147

-=> RETURN TO CONTENTS!<=-

1.17 MSG-14 Subject: Re: Question for PC users

Subject: Re: Question for PC users
Date: Tuesday, 01 August 1995 11:55:05
From: Darryl_Lewis@comlink.mpx.com.au (Darryl Lewis)

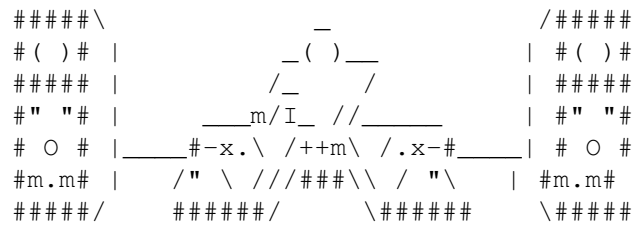
```
 AL> Question for PC users:  Has anyone noticed a 'problem' with mouse
 AL> movement in

 AL> v3.2 and 3.3?  The 'problem' I'm seeing is the cursor pauses and
 AL> skips.  This

Problems like this are usually caused by heavy CPU activity. On the PC ,
all I/O is channed through the one processor. If it is busy working on
somthing else, it doesn't update the screen as quickly as it should.
(the amiga uses seperate processors so now jumpy mice :-)

Darryl

-- Via DLG Pro v1.0
```



```
                    Thread            1

                -=> RETURN TO CONTENTS!<=-
```

1.18 MSG-15 Subject: Re: ANIMATION PLAYER

```
                Subject: Re: ANIMATION PLAYER
Date:    Tuesday, 01 August 1995 12:14:22
From:    tome@next.com.au (Tom Ellard)


  ---------------------------------------------------------------------------

>could someone tell me please what is the CHEAPEST animation recorder for
>the PC since I'm hoping to get a pentium pretty soon and do some good
>stuff on it.  Something that of course campres to the PAR in quality of
>the picture...we're talking about 736 by 482 (I think) in 24bit, 30
>fraMES PER second.

Ooh you like it both ways :-) Cheap & Good.

OK I have a PAR and a MOVIE MACHINE. The PAR is beautiful, the MM is only OK
but it's still tonnes (metric) better than everything else I've looked at.
There's a new MM version 2 that has the specs you require. I saw it at
SMPTE, it was again no PAR, but quite desirable.

It has SVHS / Composite in/out.
It mixes two video channels, with 2d effects.
It records (here) 50 fields a second, 736 by 580, 4:2:2 at 13:1 compression.
Contact FAST Electronic in the USA.
```

Tom Ellard, Severed Communications Australia tome@next.com.au

Thread 60

-=> RETURN TO CONTENTS!<=-

1.19 MSG-16 Subject: Re: Tear Drop Quickie

Subject: Re: Tear Drop Quickie
Date: Tuesday, 01 August 1995 12:54:35
From: Richard Heidebrecht <rheidebr@freenet.niagara.com>

On Thu, 27 Jul 1995, Robert Byrne wrote:

> Hello Fernando, on Jul 26 you wrote:
>
> > > > Just found a QUICKY way to make a tear drop (water drop) shape. ...
>
> > Well, do a drop is relatively easy. Hard to do is the effect of
> > the drop hitting the water (at least in 2.0 version). :(. Could
> > someone help me to create this easily?
>
> There are some old tutorials called The Imagine Compendium by Steve Worley
> and others on the LightROM CD. One of them is a tutorial on the Forms
> Editor and as it happens he describes how to make a water splash.
>
> I'll email it to you. If anyone else wants it and there are no objections
> I can post it here in a couple of days. It's about 4Kb uuencoded.
>
> -- Bob
>

Yes, PLEASE!

~Rick Heidebrecht~

Thread 23

-=> RETURN TO CONTENTS!<=-

1.20 MSG-17 Subject: Run Imagine under W95

Subject: Run Imagine under W95
Date: Tuesday, 01 August 1995 13:55:58
From: spack@mv.us.adobe.com

Hi All,

I struggled with getting Imagine to run under Windows 95 using the vague instructions someone posted from Compuserve. So here is a detailed, step by step tutorial!

Running PC Imagine under Windows 95
8/1/95

This document describes the steps necessary for setting up Imagine 2.x or 3.x to run under Microsoft Windows 95. The information contained herein worked for me, your results may vary (unlikely), but do so at your own risk.

Under Win 3.1, the user had one choice of a DOS box which could not be significantly modified by the user to allow Imagine to run. Windows 95 is much more flexible in handling the DOS environment, allowing several types of DOS boxes and the ability to configure the DOS box's attributes as well as environment (drivers, environment variables, etc). The latter is the key to running Imagine under Windows 95. At this time it is not possible for Imagine to run in a DOS box while Windows 95 is also running. This is because Imagine does not conform to the DPMI memory standard for DOS applications. Instead, Imagine must be run using Windows 95 DOS compatibility mode, which requires that Windows 95 be exited. This eliminates the potential Imagine specific boot diskette or multi-boot DOS configuration, but does not allow multitasking.

Steps: (Assumes Windows 95 and Imagine are installed)

1. Navigate to the directory Imagine.exe is located in, using Explorer or the MyComputer icon.

2. Click on the file 'Imagine' using the left mouse button. Then click the right mouse button. Move down the menu that appears and click on the 'Properties' menu item.

3. You will be presented with a window that contains several 'panes'. Click the 'Program' pane.

4. In the 'Cmd line:' field enter - "c:\command.com".

5. In the 'Working:' field enter the path to Imagine. Everything else can be left as it is.

6. Click on the 'Advanced' button at the bottom of the pane.

7. The 'Advanced Program Settings' dialog will appear. Here is where we will setup the DOS environemnt for Imagine.

8. Click the 'MS-DOS mode' checkbox.

9. Click the 'Specify a new MS-DOS configuration' checkbox. The 'CONFIG.SYS for MS-DOS mode' and 'AUTOEXEC.BAT for MS-DOS mode' listboxes will now be filled with a suggested DOS environment. This may require editing, depending upon how your system was configured before installing Win95 (default environment). You may need to add lines as well depending on your hardware, i.e. a mouse or univesa display driver. What I list in the following steps is my own requirements and are for all purposes should be considered a minimum in order to get Imagine running.

10. In the "CONFIG.SYS" listbox, enter or edit to obtain the following (your paths may vary):
    DOS=HIGH,UMB
    DEVICE=C:\WIN95\HIMEM.SYS

11. In the "AUTOEXEC.BAT" listbox, enter or edit to obtain the following (again, your paths may vary):
    SET PROMPT=pg
    SET PATH=C:\WIN95\COMMAND;C:\IM33;
    C:\MOUSE\MOUSE.COM
    CD C:\IM33

12. Click 'OK'. Click 'OK' again.

You have completed the necessary steps to creating a suitable DOS environment for Imagine! To run Imagine, double-click the 'Imagine' file. Windows 95 will quit and the DOS mode will be entered. Type "Imagine" and press 'return' to launch the actual application. You can also add the 'Imagine' icon to the Start menu for convenience. Consult the Windows 95 online help for assistance with this.

As I stated previously, these steps worked for me. You may have a different environment and hardware needs that require additional/different editing of your config.sys or autoexec.bat files. You should be realize that all may not work as expected the first time and that some 'tweaking' may need to be done. Good luck!

-Scott
spack@adobe.com

Thread 414

-=> RETURN TO CONTENTS!<=-

1.21 MSG-18 Subject: Re: CD model/textures libraries

Subject: Re: CD model/textures libraries
Date: Tuesday, 01 August 1995 14:12:16
From: Cedric Georges Chang <changc9@rpi.edu>

On Aug 1, 9:13am, Simon Wilkinson wrote:
>
> Does anyone know of any CD-ROM texture or model libraries for Imagine that
> are any good?
>

o Light ROM has about 100MB worth of PD Imagine objects of varying quality.
o 3DROM vol. 1&2 are two CD's compiled by Syndesis which include Imagine
objects. I don't have these CD's, so I can't comment on the quality of
the objects.
o Light Works is a CD of science fiction objects. I don't have this CD either
but Amiga Computing gave it a good review.

There's an abundance of texture CD's out there. I have Texture City 100 which
I bought at a closeout price from Creative Computers. It has 100 high quality
textures, though none of them are set up to be used as repeatable brushmaps.
I have used them mostly as backdrops for title screens.

Cedric
--

Cedric Chang Mechanical Engineer // Amiga 3000 '040
changc9@rpi.edu Rensselaer Polytechnic Institute \X/ CgFx/EGS Piccolo
---

Thread 36

-=> RETURN TO CONTENTS!<=-

1.22 MSG-19 Subject: Single sided mapping

Subject: Single sided mapping
Date: Tuesday, 01 August 1995 15:43:00
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

Say, anyone know if there is a way to map only one side of aplane? If you rotate
a flat plane, the inverse mapped image ison the back. Do I really need to extru
de the plane first, thenmap?Is everything double sided polygons in Imagine?=2E.j
ust checking if I'm missing the obvious somewhere? /----------
---- ___ ___ ___ ___ | Mike van der Sommen /
__ /__/ /__/ /_ \ / | Santa Barbara, Ca. /___/ / \ /
/ / / \ | mike.vandersommen@caddy.uu.silcom.com HAUS BBS (805-683-138
8) | "Irony can make revenge a welcome alternative" _____
_____--- =FE InterNet - GraFX Haus BBS
- Santa Barbara, Ca - (805) 683-1388

Thread 95

-=> RETURN TO CONTENTS!<=-

1.23 MSG-20 Subject: Re: Texture preview

Subject: Re: Texture preview
Date: Tuesday, 01 August 1995 16:20:57
From: Drew_Perttula@altabates.com

>PS: I just RTFM and I guess that you do have to have an AGA machine
>or a Retina. This definitely puts me into the whining and complaining

That is not very cool. Opalvision puts out such a good API that I wish Impulse would make use of. You know, I haven't gone from 3.0 to 3.3 yet..... Maybe I'll just D/L texturestudio.

Thread 57

-=> RETURN TO CONTENTS!<=-

1.24 MSG-21 Subject: Re: Re[2]: lensflare

Subject: Re: Re[2]: lensflare
Date: Tuesday, 01 August 1995 17:09:03
From: jprusins@cybergrafix.com (John Prusinski)

>X-UIDL: 807292705.016
>Date: Tue, 1 Aug 1995 21:40:29 +1200
>X-Sender: bilboyce@iconz.co.nz
>To: imagine@email.sp.paramax.com
>From: bilboyce@iconz.co.nz (Bill Boyce)
>Subject: Re: Re[2]: lensflare
>
>>>
>>> I don't think it's so ironic that we like to create lensflares on our
>>> digital images.
>>
>>I agree; the ironic thing is that since we now have such a long tradition of
>>accepting photography as a "realistic" depiction of the phenomenal world, we
>>have come to see the artifacts of photography as visual authentication of
>>the reality of a subject. That's why effects like lens flares and
>>depth-of-field seem to add that touch that make our invented worlds more
>>believable.
>>Want to bet that the day will come when artists deliberately add "computer
>>graphics" artifacts to a picture to increase the sense of realism?

```
>>
>>John
>
>Ahh, but some artifacts are actually inherent in the human eye, or of natural
>causes - halo/ring around bright lights, either caused by ice crystals or
>haze, and star effects, caused by eyelashes.
>So it's not all artificial, or 'photographic'.
>
>Oh, and depth of field is also inherent in human vision. Hold you finger in
>front of your eye and focus on your monitor. Viola. Blurry finger.
>
>Bill Boyce
>

Touche on the DOF point, although it seems to me that that effect is
generally more noticeable in photographs than in "reality".  But what about
motion blur, the latest hot "artifact"?
Anyway, my point was really directed at those (notably Crowbar) who have
maintained that they can't understand why anyone would want to deliberately
introduce artifacts into computer renderings that are commonly considered
undesirable in other media.  The reason is obviously that there is no such
thing as an inherently "undesirable" artifact; it depends solely on the
effect the artist is trying to achieve.  And as a fairly common goal of 3D
computer graphics is to achieve a "photographic" appearance of reality,
photographic artifacts can in some cases be highly desirable.  Ditto for
purely optical effects such as those you describe above.

John.



                            Thread            5

                   -=> RETURN TO CONTENTS!<=-
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1.25 MSG-22 Subject: Re: Quick attribute prob

```
                Subject: Re: Quick attribute prob
Date:    Tuesday, 01 August 1995 20:05:00
From:    m.rubin9@genie.geis.com


  ------------------------------------------------------------------------


 >>I just tried using Quick Attributes (Amiga 3.3) for the first time.
 >>It tells me that it "can't open object file" and then "error opening
 >>attribute file."

 >>
 >Check the prefs file. Some of the paths had \ (PC) instead of / (Amiga)
 >It's almost certainly the path that's the problem, anyway.

Yup, my version had the backslash. Thanks.
```

Floater

Thread 9

-=> RETURN TO CONTENTS!<=-

1.26 MSG-23 Subject: Texture preview

Subject: Texture preview
Date: Tuesday, 01 August 1995 20:06:00
From: m.rubin9@genie.geis.com

Am I correct that with a standard ECS Amiga there is no way to see
any kind of texture preview in the new attributes requestor?
Everything remains ghosted for me. I do have both Picasso and Opal
boards, but they are definitely not supported for previewing. I can't
believe Impulse wouldn't default to 32 colors in that little window!

Floater

PS: I just RTFM and I guess that you do have to have an AGA machine
or a Retina. This definitely puts me into the whining and complaining
mood, since I already have 2 widely supported Amiga display boards.

Thread 300

-=> RETURN TO CONTENTS!<=-

1.27 MSG-24 Subject: Win95

Subject: Win95
Date: Tuesday, 01 August 1995 21:16:07
From: augioh4b@ibmmail.com

--- Received from GITD.PSG024 4523 02AUG95 10.12
-> IBMMAIL.INTERNET IBMMAIL INTERNET IBM

spack@mv.us.adobe.com,

Thanx for your informative proceedure for running Imagine in
Win95however I have always been curious wether rinning Win95
allow you to have virtual memory...any idea?

Also, I have noticed a posting from previous that imagine (V2.0
and probably V3.0+) can be run with the switch: /noxms ... (or is
it /noems ???). Have you tried this in Win95, it may allow you
for multitasking?

Thanx
Vic

Thread 312

-=> RETURN TO CONTENTS!<=-

1.28 MSG-25 Subject: Re: JPEG Pictures!!!{

Subject: Re: JPEG Pictures!!!{
Date: Tuesday, 01 August 1995 23:08:32
From: yrod@ozemail.com.au

I wouldn’t mind small JPGs. What the hell, with 350 messages waiting for
me today, a few _little_ jpgs wouldn’t hurt.
I’ve been on Compuserve a bit lately, and most of my time was spent
downloading the coolest renders by the likes of GreG tsdalis and Steve
Blackmon. Charles and others that also spend money with Compuspend could
only agree that seeing renders by legends, and other skilled
"renderbrants" (sorry Tom 8->) makes you want to go home, if your not
there already and try a few of your own renders. Hands up who has been
inspired by GreG’s "Creation" or "Communion" or "Rage"!

Rod Macey: yrod@ozemail.com.au - Pre-press/Graphic Designer
Home: A2000/30 FPU 4MB RAM [soon to be 12 8-)] Imagine 3.0
Work: Power Macs, Sun Sparc & Pee Cees too.
"Sometimes the hard way is the only way!"

Thread 31

-=> RETURN TO CONTENTS!<=-

1.29 MSG-26 Subject: Contests

Subject: Contests
Date: Tuesday, 01 August 1995 23:18:00
From: gareth.qually@tinder.iaccess.za (Gareth Qually)

I have just recieved the competition forms for the
Pixel Art Expo' Roma '95. It is a Italian competition
(obviously). The letter is a bit long to send, but here
is the address:

ASSOCIAZIONE CULTURALE TECNOPOLIS
Via L.V. Bertarelli n.27
00159 ROMA
ITALY

Basically you send in any animation, picture or music piece
you have on disks or video tape.

If anyone wants more info, call me.

Chow...

gareth.qually@tinder.iafrica.com
 * AmyBW v2.11 *
.... And where were YOU on 1 Aug 1995 around 23:47:40?

Thread 287

-=> RETURN TO CONTENTS!<=-

1.30 MSG-27 Subject: Re: A message from Mike...

Subject: Re: A message from Mike...
Date: Tuesday, 01 August 1995 23:36:21
From: yrod@ozemail.com.au

Hi Ted and all,
I agree that opening up to third party support only makes programmes
stronger. Working in the Mac/pre-press area, I have seen programmes like
Photoshop & Quark go from strength to strength with open plug-in set-up.
Undoubtably the top programmes of their field, with many, many people
outside their respective organisations helping to keep them there with
great plug-ins.
In between major releases, there are still many new things to add to
these programmes that come from the third party people. Kais Power Tools
was one awesome "plug-in" for Photoshop. It could have been released as a
great programme within it's self. But implementing it as a plug-in for
Photoshop, Power Tools gained an aliance with an already great programme.
Could you imagine if Kais Texture explorer was a plug-in for Imagine?
Wow!!

Rod Macey: yrod@ozemail.com.au - Pre-press/Graphic Designer
Home: A2000/30 FPU 4MB RAM [soon to be 12 8-)] Imagine 3.0
Work: Power Macs, Sun Sparc & Pee Cees too.

"Sometimes the hard way is the only way!"

Thread 434

-=> RETURN TO CONTENTS!<=-

1.31 MSG-28 Subject: Re: JPEG Pictures!!!{

Subject: Re: JPEG Pictures!!!{
Date: Wednesday, 02 August 1995 00:11:11
From: Mike McCool <mikemcoo@efn.org>

> >inspired by GreG's "Creation" or "Communion" or "Rage"!
>
> GreG is simply the best there is with this program. I've seen allot of
> people do allot of good stuff, but his and Blackmon's always seem the most
> impressive.

Obvious question: where can one find Creation, Communion, Rage? Are
they down on aminet?

Thanks.

Thread 56

-=> RETURN TO CONTENTS!<=-

1.32 MSG-29 Subject: Re: Quick attribute prob

Subject: Re: Quick attribute prob
Date: Wednesday, 02 August 1995 01:31:24
From: RobSampson@aol.com

In a message dated 95-07-31 21:24:17 EDT, you write:

>I just tried using Quick Attributes (Amiga 3.3) for the first time.
>It tells me that it "can't open object file" and then "error opening
>attribute file."
>
>The attribute files appear to be there - is this a known bug or is
>there some kind of config gymnastics that I need to perform?
>

>Floater

The path in the config file has to be correct for the quick attribs to work correctly. Check you config file and I'm sure you will find the problem.
Bob.....

Thread 22

-=> RETURN TO CONTENTS!<=-

1.33 MSG-30 Subject: Re: JPEG Pictures!!!

Subject: Re: JPEG Pictures!!!
Date: Wednesday, 02 August 1995 01:31:27
From: RobSampson@aol.com

In a message dated 95-07-31 23:43:38 EDT, you write:

>I think an ideal solution would be a site for IML.art which could be
>accessed via ftp but I don't know what would be involved in setting
>this up. Pics could be held for a limited time then deleted, similar to
>Aminet/pub/private.
>
>-- Bob

Of course it would be up to the person providing the service but I think it would be great to keep all the art except for things specifically uploaded for comments and then deletion. In some cases it would be interesting to see as a persons skills with the program progress over a couple of years. Once again, this would be solely at the descretion of the person providing the service.

Bob.....

Thread 25

-=> RETURN TO CONTENTS!<=-

1.34 MSG-31 Subject: Re: JPEG Pictures!!!{

Subject: Re: JPEG Pictures!!!{
Date: Wednesday, 02 August 1995 01:31:31
From: RobSampson@aol.com

In a message dated 95-08-01 09:14:57 EDT, you write:

>Hands up who has been
>inspired by GreG's "Creation" or "Communion" or "Rage"!

GreG is simply the best there is with this program. I've seen allot of
people do allot of good stuff, but his and Blackmon's always seem the most
impressive.

Thread 28

-=> RETURN TO CONTENTS!<=-

1.35 MSG-32 Subject: Animation

Subject: Animation
Date: Wednesday, 02 August 1995 01:46:20
From: RobSampson@aol.com

Are there any windoze based programs which will allow taking files in tif or
tga like Imagine generates and making them into flc, fli, avi or whatever
othere formats are out there and allowing the addition of sound at the same
time? Approximate pricing would be appreciated as well.

Bob.....

Thread 46

-=> RETURN TO CONTENTS!<=-

1.36 MSG-33 Subject: Re: Texture preview

Subject: Re: Texture preview
Date: Wednesday, 02 August 1995 02:17:18
From: Cedric Georges Chang <changc9@rpi.edu>

On Aug 1, 7:06pm, m.rubin9@genie.geis.com wrote:
> Am I correct that with a standard ECS Amiga there is no way to see

> any kind of texture preview in the new attributes requestor?
> Everything remains ghosted for me. I do have both Picasso and Opal
> boards, but they are definitely not supported for previewing. I can't
> believe Impulse wouldn't default to 32 colors in that little window!

Promote Imagine 3.3 to a 256 color Picasso screen and set the Imagine prefs options to 256 colors and you should be able to see the texture preview. This works for me with my Piccolo card and CyberGraphX. Of course screen refreshs won't occur properly when modeling, but that's a different story (I wonder if there is any chance for an RTG option in Imagine v4.0 where it would force Imagine to use legal OS calls for screen drawing rather than the current hack-the-hardware-for-"best"-perfomance method? It appears that it would be a pretty big deal to implement; otherwise, I assume Impulse would have done it already).

For Impulse to support 32 colors in the texture preview mode on an ECS machine, they would have to force the editors to be displayed in a low res screen mode. Considering all the talk on IML about hacking Imagine to higher res screens, I doubt many people would go for this option. Impulse could have allowed for 16 color previews, but keep in mind four of those colors are reserved for the interface, giving only twelve open colors to work with. This probably isn't enough for the small thumbnail preview.

I don't quite understand how the Opalvision card could help. I have always thought of the Opalvision as a 24bit framebuffer with good support for video work, not a general display device; hence, the video slot it uses rather than a Zorro slot. Wouldn't Imagine running off an Opalvision be slow? The texture preview is a "realtime" preview that is intergrated into Imagine's interface, unlike quickrender which generates a preview and dumps it to another screen that the Opalvision/Firecracker can then support.

Cedric

--
Cedric Chang Mechanical Engineer // Amiga 3000 '040
changc9@rpi.edu Rensselaer Polytechnic Institute \X/ CgFx/EGS Piccolo

Thread 54

-=> RETURN TO CONTENTS!<=-

1.37 MSG-34 Subject: Re:Re:More Feminine Female

Subject: Re:Re:More Feminine Female
Date: Wednesday, 02 August 1995 02:42:09
From: Broctune@aol.com

That sounds cool but will I have to buy a whole new package or will I be able to upgrade. I haven't really gotten any information from Crestline because I sent in my registration like a year ago and I still haven;t got any word from them. Oh well thanx anyway. I just thought it would be a good idea to lend my 2/100 dollar.

Thread 461

-=> RETURN TO CONTENTS!<=-

1.38 MSG-35 Subject: Motion Blur...

Subject: Motion Blur...
Date: Wednesday, 02 August 1995 03:35:13
From: Lumbient@aol.com

Hey...I was looking at a shadow today(sounds fun huh!) and realize that shadows blur to! Will Imagine be able to handle blured shadows? E-MAIL me directly, I'm no longer on the list. :(

---Lum

Thread 283

-=> RETURN TO CONTENTS!<=-

1.39 MSG-36 Subject: Re: CD model/textures libraries

Subject: Re: CD model/textures libraries
Date: Wednesday, 02 August 1995 04:25:29
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello Simon, on Aug 1 you wrote:

> Does anyone know of any CD-ROM texture or model libraries for Imagine that are

> any good?

I have LightROM Vol 1 and for the money, about AU$90, it's good value. Most of the objects are LWave format and I've had trouble converting some but the successful ones are quite good. Some have groups of faces with colours in tact after the conversion, eg. the Tron LightCycle.

There are a limited number of pics I've used as brushmaps, backdrops etc,

but what's there is 24-bit and very useful.

An example of a good Imagine object(s) is a complete room full of
furniture, Hi-Fi system, table etc, all in fine detail.

A human hand created with a VertiSketch digitzer, I've animated this with
States very successfully.

BTW. the CD is full, 630+ Meg.

-- Bob

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

Thread 436

-=> RETURN TO CONTENTS!<=-

1.40 MSG-37 Subject: Re: Single sided mapping

Subject: Re: Single sided mapping
Date: Wednesday, 02 August 1995 05:00:43
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello Mike, on Aug 1 you wrote:

> Say, anyone know if there is a way to map only one side of a
> plane? If you rotate a flat plane, the inverse mapped image is
> on the back. Do I really need to extrude the plane first, then
> map?

Not long ago someone was making the pages of a book turn and had this
problem with mapping. You have to extrude the plane then you can make the
faces on one side a subgroup and restrict your map to it.

> Is everything double sided polygons in Imagine?

Apparently.

-- Bob

Thread 127

-=> RETURN TO CONTENTS!<=-

1.41 MSG-38 Subject: Re: Tear Drop Quickie

```
                Subject: Re: Tear Drop Quickie
Date:    Wednesday, 02 August 1995 05:07:07
From:    rbyrne@3dform.edex.edu.au (Robert Byrne)


  ------------------------------------------------------------------------

Hello Mike, on Jul 31 you wrote:

> Hey Bob,
>
>     Thanks, you, for that reminder about the Imagine Compendium.
> I've had that one in the drawer for years, and I forgot what a wealth of
> helpful info it contains.

It's amazing how a lot of that material is still relevant years later.
If anyone comes across some of Carmen Rizzolo's objects (there are some on
Aminet), he often includes several good tutorials with them.

-- Bob


                           Thread           16

                  -=> RETURN TO CONTENTS!<=-
```

1.42 MSG-39 Subject: Re: Tear Drop Quickie

```
                Subject: Re: Tear Drop Quickie
Date:    Wednesday, 02 August 1995 05:09:01
From:    Duncan <dunc@eraser.demon.co.uk>


  ------------------------------------------------------------------------


> On Thu, 27 Jul 1995, Robert Byrne wrote:
>
> > Hello Fernando, on Jul 26 you wrote:
> >
 > > > > Just found a QUICKY way to make a tear drop (water drop) shape. ...
> >
 i tried posting this before but it failed if you add a plane (default) and
go to the pick points (R/A 3) and select all points except the outer 2 or 3
rows and columns (drag box) then go to the conform menu and select conform to
sphere mess about with the values a bit you will eventually get a plane (flat
square thing ;) with a bubble/ball/sphere/round thing in the middle

 this can be very handy -with a bit of experimenting you can make some 'cool
stuff' -impulse talk

 Duncan
```

dunc@eraser.demon.co.uk

Thread 38

-=> RETURN TO CONTENTS!<=-

1.43 MSG-40 Subject: Water Splash (was Re: Tear Drop Quickie)

Subject: Water Splash (was Re: Tear Drop Quickie)
Date: Wednesday, 02 August 1995 05:42:57
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello All,

Here's that Water Splash tutorial by Steve Worley. It refers to some pics which I don't have but it gives you an idea of how quickly you can put an object together in the Forms Editor. I've made a complete monitor (C= 1960) object almost solely in Forms, it's a very useful tool when you get the hang of it.

Regards, Bob

--> ATTACHEMENT: Splash.lha <--
size 2889

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

Thread 77

-=> RETURN TO CONTENTS!<=-

1.44 MSG-41 Subject: Re: Texture preview

Subject: Re: Texture preview
Date: Wednesday, 02 August 1995 05:54:41
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello Drew_Perttula, on Aug 01 you wrote:

> That is not very cool. Opalvision puts out such a good API that I wish
> Impulse would make use of. You know, I haven't gone from 3.0 to 3.3
> yet..... Maybe I'll just D/L texturestudio.

I was hoping that the texture preview would have had the option to redirect
to a file the same as a quickrender. Whenever a file is written as
RAM:quickrender my Opal board displays it automatically.

TextureStudio has this option, on an ECS Amiga it displays in HAM or you
can send the render to a file and see it in 24-bit on the Opal.
Excellent program.

-- Bob

Thread 43

-=> RETURN TO CONTENTS!<=-

1.45 MSG-42 Subject: Wustl archives

Subject: Wustl archives
Date: Wednesday, 02 August 1995 12:55:06
From: rgreb@emmetpub.demon.co.uk (Rob Caunt)

I've finally managed to access wuarchive.wustl.edu, but can't seem to find
/systems/amiga/boing/video/imagine. The server tells me the directories
don't exist. Am I missing something here? Is there a mirror closer to home?
(UK). The Imperial College SunSite (src.doc.ic.ac.uk) only contains the
Aminet.

BTW, you guys generate a lot of mail... don't you have jobs to do? ;)

Thanks

Rob

-=> RETURN TO CONTENTS!<=-

1.46 MSG-43 Subject: Re: Texture preview

Subject: Re: Texture preview
Date: Wednesday, 02 August 1995 13:04:53
From: Roger Straub <straub@csn.net>

On Tue, 1 Aug 1995, Cedric Georges Chang wrote:

> I don't quite understand how the Opalvision card could help. I have
> always thought of the Opalvision as a 24bit framebuffer with good
> support for video work, not a general display device; hence, the video
> slot it uses rather than a Zorro slot. Wouldn't Imagine running off
> an Opalvision be slow? The texture preview is a "realtime" preview
> that is intergrated into Imagine's interface, unlike quickrender which
> generates a preview and dumps it to another screen that the
> Opalvision/Firecracker can then support.

Actually, the OV developer's pack (available on Aminet, I think) includes sample code to render to an Opal screen(OpalBrot uses this). I'm not a programmer, so I don't know how much time this would take, but Impulse could have the texture REQUESTER open on a separate Opal screen if the user wants it, and render the texture in 24bit.

> Cedric
> --
> ---
> Cedric Chang Mechanical Engineer // Amiga 3000 '040
> changc9@rpi.edu Rensselaer Polytechnic Institute \X/ CgFx/EGS Piccolo
> ---

See ya,
Roger

Thread 20

-=> RETURN TO CONTENTS!<=-

1.47 MSG-44 Subject: RE: Win95

Subject: RE: Win95
Date: Wednesday, 02 August 1995 13:46:40
From: Joe Cotellese <joec@Ensoniq.COM>

```
spack@mv.us.adobe.com,                                                  =
     =20
                                                                        =
     =20
Thanx for your informative proceedure for running Imagine in            =
     =20
Win95however I have always been curious wether rinning Win95            =
     =20
allow you to have virtual memory...any idea?                            =
     =20

Windows 95 does have a virtual memory manager BUT it does NOT work with =
Imagine.  The only thing DOS compatibility mode will do for you is =
reboot your system into DOS.
                                                                        =
     =20
Also, I have noticed a posting from previous that imagine (V2.0         =
     =20
and probably V3.0+) can be run with the switch: /noxms ... (or is       =
     =20
it /noems ???).  Have you tried this in Win95, it may allow you         =
     =20
for multitasking?                                                       =
     =20
                                                                        =
     =20
It isn't an EMS/XMS compatibility problem.  I think the problem is that =
Imagine has it's own DPMI host that is incompatible with Windows.
```

Thread 416

-=> RETURN TO CONTENTS!<=-

1.48 MSG-45 Subject: Re[2]: texture preview

Subject: Re[2]: texture preview
Date: Wednesday, 02 August 1995 13:48:50
From: Drew_Perttula@altabates.com

All I know of the texture playground is what I recall from that posted screenshot, but it seems that previews on Opal could be implemented exactly the same as thumbnails in the opal file requester. For those who haven't bought their Opal cards yet :) the opal requester is a 16 color hires screen just like imagine's (might be only 4 colors-- no matter) superimposed on an opal screen. The 24-bit graphics "shines through" holes of color 0 in the requester. Imagine could just make its background something other than 0 and use color 0 for the spot

where the texture goes. Then it could just open an opal screen behind
and draw the texture where it will be visible. uhhhh.... simple!

_____ Reply Separator _____

Subject: Re: texture preview
Author: Roger Straub <straub@csn.net> at ALTERNET
Date: 8/2/95 12:41 PM

On Tue, 1 Aug 1995, Cedric Georges Chang wrote:

> I don't quite understand how the Opalvision card could help. I have
> always thought of the Opalvision as a 24bit framebuffer with good
> support for video work, not a general display device; hence, the video
> slot it uses rather than a Zorro slot. Wouldn't Imagine running off
> an Opalvision be slow? The texture preview is a "realtime" preview
> that is intergrated into Imagine's interface, unlike quickrender which
> generates a preview and dumps it to another screen that the
> Opalvision/Firecracker can then support.

Actually, the OV developer's pack (available on Aminet, I think) includes
sample code to render to an Opal screen(OpalBrot uses this). I'm not a
programmer, so I don't know how much time this would take, but Impulse
could have the texture REQUESTER open on a separate Opal screen if the
user wants it, and render the texture in 24bit.

> Cedric
> --
> --
> Cedric Chang Mechanical Engineer // Amiga 3000 '040
> changc9@rpi.edu Rensselaer Polytechnic Institute \X/ CgFx/EGS Piccolo
> --

See ya,
Roger

Thread 62

-=> RETURN TO CONTENTS!<=-

1.49 MSG-46 Subject: Animation

Subject: Animation
Date: Wednesday, 02 August 1995 14:06:00
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

-> From: RobSampson@aol.com->-> Are there any windoze based programs which will allow taking files= in-> tga like Imagine generates and making them into flc, fli, avi or w=hat-> othere formats are out there and allowing the addition of sound at= th-> time? Approximate pricing would be appreciated as well.Video for Windows is one. However you'll need to convert the tga ortifs to .BMP (DIB sequencials) first, but the shareware PaintShop Prowill do that. VFW's also supports 24-bit animations and sound. If Iremember right VFW's is around $100 range.It's a pretty cool toy.....especially if you have a video captureboard (which I do). /
------------------------------ ___ ___ ___ ___ | Mike van der Sommen / __ /__/ /__/ /_ \ / | Santa Barbara, Ca.
/___/ / \ / / / / \ | mike.vandersommen@caddy.uu.silcom.com
HAUS BBS (805-683-1388) | "Irony can make revenge a welcome alternative" _____---
InterNet - GraFX Haus BBS - Santa Barbara, Ca - (805) 683-1388

Thread 63

-=> RETURN TO CONTENTS!<=-

1.50 MSG-47 Subject: Greg's Pics

Subject: Greg's Pics
Date: Wednesday, 02 August 1995 14:29:00
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

-> From: Mike McCool <mikemcoo@efn.org>->-> Obvious question: where can one find Creation, Communion, Rage? =Are-> they down on aminet?Don't know the FTP site, but you can see GreG Tsadilas' and SteveBlackmon's stuff at Shark's Cove Web Site.http://www.aloha.com/~sharky/index.htmlBon Appetit (whoever she is).... /-
------------------------------ ___ ___ ___ ___ | Mike van der Sommen / __ /__/ /__/ /_ \ / | Santa Barbara, Ca.
/___/ / \ / / / / \ | mike.vandersommen@caddy.uu.silcom.com
HAUS BBS (805-683-1388) | "Irony can make revenge a welcome alternative" _____---
InterNet - GraFX Haus BBS - Santa Barbara, Ca - (805) 683-1388

Thread 59

-=> RETURN TO CONTENTS!<=-

1.51 MSG-48 Subject: Feature request

Subject: Feature request
Date: Wednesday, 02 August 1995 14:51:00

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

Ok, Crowbar...and the rest of the Impulse (motorcycle) Gang. Ifyou're still read
ing the IML I'd like to request a feature(s).How about allowing default director
ies (ala PS Fonts) that you canconfigure in Preferences for Objects and Brushes?
 My IM3 partitionis getting so full I barely have room to render anims. It would
be nice to default to another partition and directory withouthaving to click my
way around the HD catacombs.Also, it would be nice to select single or double si
ded polygonsfor an object, if that's possible to do. It would make for morereali
stic explosions (or shreds) if maps or textures were onlyon one side of the poly
gon.Sank youberrymuch! /------------------------------ ___ ___ __
_ ___ | Mike van der Sommen / __ /__/ /__/ /_ \ / |
Santa Barbara, Ca. /___/ / \ / / / / \ | mike.vander
sommen@caddy.uu.silcom.com HAUS BBS (805-683-1388) | "Irony can m
ake revenge a welcome alternative" \ ↩
_____---- =FE InterNet - ↩
GraFX Haus BBS - Santa Bar
bara, Ca - (805) 683-1388

Thread 190

-=> RETURN TO CONTENTS!<=-

1.52 MSG-49 Subject: Shredding with brushmaps

Subject: Shredding with brushmaps
Date: Wednesday, 02 August 1995 15:04:00
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

I remember sometime back there was a discussion about being ableto "shred" FX an
 object and keep a brushmap intact on the pieces.If I remember right, someone sa
id you could....another said youcouldn't.You can! And it's very impressive! I di
d a shred of a NintendoDonkey Kong Country SNES box with brush mapping and it tu
rnedout great!Bravo to Impulse for such a cool feature!! Now how about aShred to
 Particles FX? Whoa... :) /------------------------------ ___ ___
___ ___ | Mike van der Sommen / __ /__/ /__/ /_ \ /
| Santa Barbara, Ca. /___/ / \ / / / / \ | mike.van
dersommen@caddy.uu.silcom.com HAUS BBS (805-683-1388) | "Irony ca
n make revenge a welcome alternative" _____
_____---- =FE InterNet - GraFX Haus BBS - Santa Barbara, Ca - (8
05) 683-1388

Thread 153

-=> RETURN TO CONTENTS!<=-

1.53 MSG-50 Subject: Re: Animation

```
                Subject: Re: Animation
Date:    Wednesday, 02 August 1995 15:10:14
From:    Valleyview@aol.com
```

A couple of options:

I'm not sure about adding sound to a flc file, but I know it can be done.

You can take an Imagine flc file and convert it to an avi file with Video for Windows. You then can also add and edit wav files (sound) with VfW. I believe it's free from their bbs or maybe their web page.

VfD (Video for Dos) is a shareware program (I think you can get it on AOL) that lets you do video conversions and will make either flcs or avis out of several differant format pics.

Rick

Thread 84

-=> RETURN TO CONTENTS!<=-

1.54 MSG-51 Subject: Imagine pc

```
                Subject: Imagine pc
Date:    Wednesday, 02 August 1995 15:23:14
From:    Steven M Powell <afn27231@freenet.ufl.edu>
```

Could someone please tell me the site that has the imagine guide for windows i missplaced the note. I just unsubscibed to IML , so if you could email direct to me. im going on vacation, and would like it for my laptop. I will resubscibe when i return.

Thanks
Steven Powell
afn27231@freenet.ufl.edu

Render on

Thread 494

-=> RETURN TO CONTENTS!<=-

1.55 MSG-52 Subject: Quick Drapes/Curtains

```
                Subject: Quick Drapes/Curtains
Date:    Wednesday, 02 August 1995 16:10:30
From:    Paul Thompson <shinobi@gold.interlog.com>


  ---------------------------------------------------------------------------
```

I'm not sure if this has been covered before.

If you want to create some simple yet eye-catching backgrounds try this:

Create a simple plane. Colour the plane as you like. This will be the colour of your background. Apply the bumpnoiz texture. Make the X width about 5%-10% of your plane width. Make the Z height anywhere from 50% to 200% of your object height. Render. Adjust the bumpadj factor to your liking.

Making drawn curtains is just as easy.

Create a plane with many sections. Colour it to your liking or the colour of the curtains in your home. (Plaid will NOT be acceptable). Apply the same bumpmap trick as above. BTW, this plane will only be 1/2 of the total curtains, the left side in this example.

Create a state, tacking the texture in place and call it FLAT.

Now, let's say your plane is 50 units wide by 100 units high. Go into Magnetism Setup. Make the radius of influence 49 units and the influence at radius 10%. Using drag points, grab the bottom-right point and drag it to the left and up a little bit. See how the "curtain" starts to form? Shape it to your liking.

Once you've done that and you're happy with it, create another state. Label it DRAWN, but be sure to check the SHAPE flag.

When you render the object in the DRAWN state, you see that the bumps follow the contour of the drape. You can animate this to reveal a logo, a stage, a window, whatever. Spruce it up a little as you like.

Happy rendering!

Paul

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                          Thread          458
```

-=> RETURN TO CONTENTS!<=-

1.56 MSG-53 Subject: PC Imagine on Laptop

```
                Subject: PC Imagine on Laptop
```

Date: Wednesday, 02 August 1995 16:50:58
From: spack@mv.us.adobe.com

Hi Ho,

My laptop doesn't have a right ALT key, which makes using Imagine, well rather unimaginable. Does anyone else share this problem? Is there a solution? Perhaps a utility exists that will map the left-ALT key to the right? Please let me know if you have any solutions. Thanks!

-Scott
spack@adobe.com

Thread 67

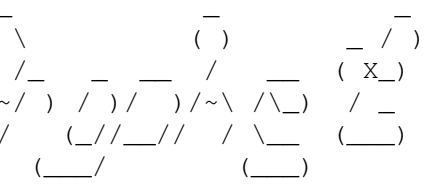
-=> RETURN TO CONTENTS!<=-

1.57 MSG-54 Subject: Re: Texture preview

Subject: Re: Texture preview
Date: Wednesday, 02 August 1995 17:24:18
From: jbk4@email.psu.edu (The Prophet)

Imagine should support colour modes between 16 and 256 colours, not just those two, and not have options limited to only 256 mode. The texture preview should be available for whatever the palette number is, even if it is less than attractive.

Jaeson K.



Jaeson Koszarsky
---
cyberprophet@psu.edu
jbk4@email.psu.edu
jason@chaos.ezgate.com

Amiga 3000+

68040/30Mhz
24Megs-1GIG
OS3.1

Thread 203

-=> RETURN TO CONTENTS!<=-

1.58 MSG-55 Subject: Re: Animation

```
                Subject: Re: Animation
Date:    Wednesday, 02 August 1995 18:13:14
From:    Ronald_S._Harold@ccmail.anatcp.rockwell.com


  ------------------------------------------------------------------------

FROM too long. Original FROM is '"Ronald S. Harold" <Ronald_S._Harold@ccmail.ana
tcp.rockwell.com>'

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


>-> From: RobSampson@aol.com
>->
>-> Are there any windoze based programs which will allow taking files in
>-> tga like Imagine generates and making them into flc, fli, avi or what
>-> othere formats are out there and allowing the addition of sound at th
>-> time?  Approximate pricing would be appreciated as well.

>Video for Windows is one. However you'll need to convert the tga or
>tifs to .BMP (DIB sequencials) first, but the shareware PaintShop Pro
>will do that. VFW's also supports 24-bit animations and sound. If I
>remember right VFW's is around $100 range.

>It's a pretty cool toy.....especially if you have a video capture
>board (which I do).

 IMHO: In order of preference ...

 VFW developer kit ... available as part of the 5foot 10 pack about $25
                       primitive but will get you there allows simple converting
                       of DIB files into avi files.  MS used to sell this for

                       about $100 but they no longer do, you might contact them

                       about current pricing. (might be cheaper than the pack).
                       AVI and Sound support but nothing special..
                       Imports AVI/FLI,FLC but exports only in AVI.

 Photomorph2       ... $70-$100 depending on the options
 (North coast SW)       http://cbix.unh.edu/ncs.htm (may be down)
                        No sound support but allows mixing, blue screen,

                        chromakey, warping, color manipulation and text

                        overlays (and more).  AVI output only, direct TGA in

                        (don't remember if it directly supports Imagines

                         compressed format or not)

 ULEAD Media Studio ..  ~$350 http://www.seed.net.tw/~ulead/ms2.htm
                        An amazing program... audio/video mixing
```

Pro quality lots of special fx, direct support for
plug in's like Kai. Support for AVI,Quicktime
and I think FLI/FLC. Big time support of sound
by marking,syncing and mixing and effects.

Adobe Premere .. ~ $600 http://www.adobe.com/Apps/Premiere.html
ULEAD is close to this but if you want the best ...

IMHO if you can afford it and want to be serious get ULEAD, if your company is

buying get Adobe, if you are playing around get Photomorph and VFW (for it's sound mixing). Corel V has a video editing program in it also but I don't know

much about it (I have heard it's pretty primative).

Prices are what I've seen in California at stores you can beat some through mail order and swaps...

Ronald_S._Harold@ccmail.anatcp.rockwell.com

Thread 79

-=> RETURN TO CONTENTS!<=-

1.59 MSG-56 Subject: Re: JPEG Pictures!!!{

Subject: Re: JPEG Pictures!!!{
Date: Wednesday, 02 August 1995 18:38:13
From: RobSampson@aol.com

In a message dated 95-08-02 02:13:17 EDT, you write:

>Obvious question: where can one find Creation, Communion, Rage? Are
>they down on aminet?
>
>Thanks.

Greg has a home page for which I do not have the address anymore. I'm sure someone on the list will post it however. If it does not show up in the next day or so I will ask him over on CIS again and post it here.

Bob.....

Thread 425

-=> RETURN TO CONTENTS!<=-

1.60 MSG-57 Subject: Re: Texture preview

Subject: Re: Texture preview
Date: Wednesday, 02 August 1995 19:28:56
From: Charles Blaquiere <blaq@io.org>

> From: The Prophet <jbk4@email.psu.edu>
>
> Imagine should support colour modes between 16 and 256 colours, not
> just those two, and not have options limited to only 256 mode. The
> texture preview should be available for whatever the palette number
> is, even if it is less than attractive.

Agreed. Even with the lower color fidelity of a 16-color display, Impulse should still allow everyone access to that real-time preview. They may argue that this would make the preview worthless, but user feedback tells me the preview isn't just used to see color, but also texture orientation and size. The orientation bit holds strong educational value for Imagine newcomers, who often struggle with texture/object axis orientation; for them, seeing streaks on a flat plane where they expected bath tiles, in the real-time preview, will immediately warn them that something is wrong. This type of visual information would hold up quite well with only 16 colors. So there you go Mike, my humble argument why a 16-color preview would be useful.

Thread 33

-=> RETURN TO CONTENTS!<=-

1.61 MSG-58 Subject: Re: Greg's Pics

Subject: Re: Greg's Pics
Date: Wednesday, 02 August 1995 19:36:34
From: Sharky <sharky@websharx.com>

```
On Wed, 2 Aug 1995, Mike Vandersommen wrote:

>
> -> From: Mike McCool <mikemcoo@efn.org>
> ->
> -> Obvious question:  where can one find Creation, Communion, Rage?  Are
> -> they down on aminet?
>
> Don't know the FTP site, but you can see GreG Tsadilas' and Steve
> Blackmon's stuff at Shark's Cove Web Site.
>
> http://www.aloha.com/~sharky/index.html
>

There's a link there that goes to my server that has a more extensive
gallery of GreG's images, or go direct to his home page at

http://www.websharx.com/~greg

For those interested I've set up a temporary home page that has a copy of
the prop.zip file that contains the motion blur FLC that GreG did with a
beta version of Imagine.

http://www.websharx.com/~sharky

I'll try and get some of the demo images that folks have been talking
about and put them there until I can figure out how I'd like to
permanently house them. If you have a homepage and you are interested in
getting linked from websharx, just go to the root page and register using
the form available there and your link should be posted within 24 hours.

Aloha,
      Sharky

sharky@websharx.com              __   v  Home Page : http://aloha.com/~sharky
WebSurfer & Fun Guy,Funky     __/  \ >*< Home Server:http://www.websharx.com
WWW Page Designs,        _____/    ) | ^  Hawaii Related Links and Etcetera's,
Tech. Planning  /\_____/          } \   3D Modelling & Animation Art,Objects
~~~~~~~~~~~~~~~(__________ALOHA!________)~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

Thread 78

-=> RETURN TO CONTENTS!<=-

1.62 MSG-59 Subject: Re: Greg's Pics

Subject: Re: Greg's Pics
Date: Wednesday, 02 August 1995 19:57:08
From: Mike McCool <mikemcoo@efn.org>

Hey Sharky,

Thanks, you, for the tip. Unfortunately, I'm still using lynx to do my websurfing,--and I'm afraid I couldn't figure out how to download any of the files on Greg's home page. I've never had trouble with netscape-based homepages before. I can't see all the groovy thumbnail pix, but I can usually download some version of the file for viewing. Not this time.

I know: upgrade to amosaic. But hey, it's never been that big a deal to me--not compared to ram and other hardware goodies much higher on the priority list. Today was the first time I really felt locked out. (Sniff).

Thread 58

-=> RETURN TO CONTENTS!<=-

1.63 MSG-60 Subject: Re: Animation

Subject: Re: Animation
Date: Wednesday, 02 August 1995 20:03:41
From: Jim Shinosky <tracker@en.com>

I was looking for the same thing as you(animations with sound) and I wanted it relatively cheap, but there wasn't anything cheap except for version 1.0 of Adobe Premiere which a few places advertised for around $100. However, when I called them they didn't have 1.0, only 4.0. So, after looking around for other programs, I ended up getting Premiere 4.0 for about $400 - $450. It does just about everything you could ever want though. With one exception, the PC version(as opposed to the Mac) doesn't offer a good animation compression scheme. You end up having to use Cinepak(real chunky) or Indeo(slower and a little on the lossy side). But I've hade some real fun with it. One other thing, it comes with version 2.5LE of Photoshop and even at a lower version than the latest one out(3.0) it's quite impressive.

Jim Shinosky

On Tue, 1 Aug 1995 RobSampson@aol.com wrote:

> Are there any windoze based programs which will allow taking files in tif or
> tga like Imagine generates and making them into flc, fli, avi or whatever
> othere formats are out there and allowing the addition of sound at the same
> time? Approximate pricing would be appreciated as well.
>

> Bob...........
>

Thread 86

-=> RETURN TO CONTENTS!<=-

1.64 MSG-61 Subject: GOODSTUFF

Subject: GOODSTUFF
Date: Wednesday, 02 August 1995 23:20:55
From: Brian V Salisbury <bvs@viewpoint.com>

On 8/1/95, RobSampson@aol.com <RobSampson@aol.com> wrote:

>GreG is simply the best there is with this program. I've seen allot of
>people do allot of good stuff, but his and Blackmon's always seem the most
>impressive.

I agree. These guys are exceptionally talented.
I also think that Bill Graham fits into this category. I believe there is a
directory of his images at the aminet ftp site.

--
Brian Salisbury
bs@viewpoint.com
(801)229-3053

Thread 144

-=> RETURN TO CONTENTS!<=-

1.65 MSG-62 Subject: Re[2]: texture preview

Subject: Re[2]: texture preview
Date: Thursday, 03 August 1995 01:25:44
From: Charles Blaquiere <blaq@io.org>

I asked Mike about the lack of Firecracker24 support, and he said that
this was not an oversight on their part; the code is simply buggy at
this point, so they released 3.3 with Texture Playground Insta-Preview
disabled if you don't have a 256-color display. Since they're working on
it, perhaps they'll also have Opalvision support, too, when they release
a version of Imagine that allows FC24 displays in the texture preview.

You may want to drop Mike a note, asking about Opalvision support.

Thread 267

-=> RETURN TO CONTENTS!<=-

1.66 MSG-63 Subject: Animation Contests

Subject: Animation Contests
Date: Thursday, 03 August 1995 01:29:42
From: Charles Blaquiere <blaq@io.org>

> From: Chris Hall <cdhall@cityscape.co.uk>
>
>I am an up and coming animator and I would like to enter an animation
>contest or something. Are their any currently going on or is their a place
>where I can find out about some.

One great source of information is The Tessellation Times, a weekly electronic newsletter published by the same wonderful people who bring you 3D Artist magazine. Point your WWW browser to http://www.3dartist.com, I believe, and explore from there. TESS, as it's nicknamed, is e-mailed, so anyone can have access to it. They always have a section on ongoing competitions.

Thread 15

-=> RETURN TO CONTENTS!<=-

1.67 MSG-64 Subject: Re: CD model/textures libraries

Subject: Re: CD model/textures libraries
Date: Thursday, 03 August 1995 01:35:21
From: Charles Blaquiere <blaq@io.org>

> From: Cedric Georges Chang <changc9@rpi.edu>
>
> On Aug 1, 9:13am, Simon Wilkinson wrote:
> >
> > Does anyone know of any CD-ROM texture or model libraries for Imagine
> that > are any good?
> >

```
>
> o 3DROM vol. 1&2 are two CD's compiled by Syndesis which include Imagine
>   objects.  I don't have these CD's, so I can't comment on the quality of
>   the objects.

This month, Syndesis is having a closeout special on their CD-ROMs: get
3D-ROM vol. I and II, plus their Avalon archive snapshot, for $150 US.
You must mention you saw the offer in 3D Artist magazine.

The Avalon CD-ROM is being discontinued at the request of Viewpoint, who
have acquired the archive. I don't know if 3D-ROM will be available in
the future, although I see no reason why they shouldn't -- but since
they are included in the special offer, why not go for all three? I'm
giving myself a couple days' cooling-off period before I order them.

Buy the way, the 3D-ROMs come with printed guides showing greyscale
thumbnail renders of every object on the disc.



                            Thread           18

                    -=> RETURN TO CONTENTS!<=-
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1.68 MSG-65 Subject: Re: Imagine 2.0: What a Discovery!

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                 Subject: Re: Imagine 2.0: What a Discovery!
Date:    Thursday, 03 August 1995 01:43:20
From:    Charles Blaquiere <blaq@io.org>


  ------------------------------------------------------------------------

> From: Ron Saggers <ronsa@cix.compulink.co.uk>
>
> Is there an upgrade path from a /second user/ imagine 3.0?
> I bought the version 3.0 a few months back complete with disks and
> manual, but no reg card :}

You'll have to ask Mike Halvorson directly. Since you're in the UK, I
assume you'd rather send him free e-mail rather than phone him up. His
address is 76004.1767@compuserve.com.



                            Thread          214

                    -=> RETURN TO CONTENTS!<=-
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1.69 MSG-66 Subject: Layers

Subject: Layers
Date: Thursday, 03 August 1995 01:48:43
From: Charles Blaquiere <blaq@io.org>

> From: Mike McCool <mikemcoo@efn.org>
>
> I'm such a know-all, I ignored the recent string about layers. Is there
> a way to hide layers in the Project Editor?

No.

In Project, you automatically render everything defined in the Staging file. This is to prevent "oopsie", left-the-lens-cap-on-the-camera type errors.

You can always keep a backup of your Staging file, then delete all unwanted layers by clicking on their name, in the Action editor's leftmost column, with the Delete function activated.

P.S. Don't duplicate your Staging file as Staging.bak, since Imagine temporarily uses that filename when Saving Changes. Staging.all would be a good name, though.

Thread 118

-=> RETURN TO CONTENTS!<=-

1.70 MSG-67 Subject: PC Imagine on Laptop

Subject: PC Imagine on Laptop
Date: Thursday, 03 August 1995 01:58:31
From: Charles Blaquiere <blaq@io.org>

> From: spack@mv.us.adobe.com
>
> My laptop doesn't have a right ALT key, which makes using Imagine, well
> rather unimaginable. Does anyone else share this problem? Is there a
> solution? Perhaps a utility exists that will map the left-ALT key to the
> right? Please let me know if you have any solutions. Thanks!

Scott,

the other Scott, the one at Impulse, just wrote on CompuServe that in 3.3, the right Shift key works as an Alt, because of computers like yours which do not have a right Alt key. Give it a try.

Of course, by doing so, he got some people upset, since the right Shift
key didn't work as a Shift key anymore. %^S

Thread 75

-=> RETURN TO CONTENTS!<=-

1.71 MSG-68 Subject: Phong errors, rotoscoping

Subject: Phong errors, rotoscoping
Date: Thursday, 03 August 1995 02:04:59
From: Charles Blaquiere <blaq@io.org>

> From: Tom Ross <rosst@unvax.union.edu>
>
> Can anyone explain the error message "setup phongs:weight error"? It
> occurs when I put my object (which has a brushmap sequence) more than
> once on the same timeline in the Action Editor, to have the sequence
> repeat again. I can get around this by putting the object in only once
> for the same amount of frames, but I'd rather not since this makes the
> sequence slow and jerky. The message suggests I could revise the object
> somehow to fix this?. . .

<GASP!>

I also got this error in June, and could find no way to get rid of it!
You're the first person I've seen who has also suffered the indignities
of that cryptic error message.

The only additional info I can share is this: I had to go back to
Imagine 3.0 to get rid of the problem; my object had no brushmap
applied, but did have two Actor bars (non-consecutive, though); and
finally, the PC version of Imagine 3.3 had no problem with my project.

I have a possible workaround for your problem: using Cut/Paste in the
Action editor, duplicate the entire contents of the offending object into
a new object area at the bottom of the list; delete the second Actor bar
from the original object, and the first Actor bar from the second object.
Since all other settings (position, slignment...) are the same, the
second object will behave exactly as it did when it was just an extra
Actor bar in the first object; but since they're now two separate
objects, Imagine shouldn't give you that Setup Phongs error anymore.

Thread 125

-=> RETURN TO CONTENTS!<=-

1.72 MSG-69 Subject: Question for PC users

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                Subject: Question for PC users
Date:    Thursday, 03 August 1995 02:07:55
From:    Charles Blaquiere <blaq@io.org>


  ---------------------------------------------------------------------------

> From: ALorence@aol.com
>
> Question for PC users:  Has anyone noticed a 'problem' with mouse
> movement in v3.2 and 3.3?  The 'problem' I'm seeing is the cursor
> pauses and skips.
>
> I am using a Logitech MouseMan Sensa with driver v6.43.

I have been told that Logitech mice do, ummm... "interesting" <g>
low-level things that cause Imagine to throw the occasional hissy fit. I
have also read that a user solved the problem by downloading a newer
version of the driver; a PC-literate friend of mine also suggested that
switching to a plain-vanilla driver, e.g. without some of the more
exotic mouse functions, could also help.

I don't have any more specific information than that, sorry. As of now,
my PC is still vapourware.



                           Thread           14

                   -=> RETURN TO CONTENTS!<=-
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1.73 MSG-70 Subject: Re: Spline Int.

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                Subject: Re: Spline Int.
Date:    Thursday, 03 August 1995 02:13:29
From:    Charles Blaquiere <blaq@io.org>


  ---------------------------------------------------------------------------

> From: Robert Byrne <rbyrne@3dform.edex.edu.au>
>
> Basically, if you have set an object to move to two absolute positions
> (B,C) over 10 frames, spline interpolation will create a smooth arc that
> tweens between these positions.

In addition, I believe that spline interpolation also has an effect
along the time axis, making an object ease out of its "start" position
and ease-in to its "end" position, compared with the sudden, jerky
starts and stops associated with earlier computer animation.
```

Thread 404

-=> RETURN TO CONTENTS!<=-

1.74 MSG-71 Subject: Texture preview

Subject: Texture preview
Date: Thursday, 03 August 1995 02:17:38
From: Charles Blaquiere <blaq@io.org>

> From: m.rubin9@genie.geis.com
>
> Am I correct that with a standard ECS Amiga there is no way to see
> any kind of texture preview in the new attributes requestor?
> Everything remains ghosted for me. I do have both Picasso and Opal
> boards, but they are definitely not supported for previewing.

A few minutes ago, I wrote in a different thread that Firecracker24 support was supposed to be in the texture preview, but was left inactive due to unresolved bugs. Impulse are now working on the problem. I have no idea whether Opalvision will be supported like the FC24; it might be logical to think so, since both boards are currently available for renders and quickrenders. However, the texture preview render is a different piece of code, so the fact that Opalvision is currently supported does not automatically mean that it will work, in a future version, in the texture preview. You should e-mail Mike Halvorson directly to get the lowdown on Opal support. (And tell the IML, of course)

Thread 41

-=> RETURN TO CONTENTS!<=-

1.75 MSG-72 Subject: Re: PC Imagine on Laptop

Subject: Re: PC Imagine on Laptop
Date: Thursday, 03 August 1995 11:39:37
From: spack@mv.us.adobe.com

>> My laptop doesn't have a right ALT key, which makes using Imagine, well
>> rather unimaginable. Does anyone else share this problem? Is there a
>> solution? Perhaps a utility exists that will map the left-ALT key to the
>> right? Please let me know if you have any solutions. Thanks!

>Scott,

>the other Scott, the one at Impulse, just wrote on CompuServe that in
>3.3, the right Shift key works as an Alt, because of computers like
>yours which do not have a right Alt key. Give it a try.

YES! It works! This is the best thing since VGA. Thanks Charles, once again you come through with good information. All is well, the sun is shining, the birds are singing...

-Scott
spack@adobe.com

Thread 387

-=> RETURN TO CONTENTS!<=-

1.76 MSG-73 Subject: Pc help

Subject: Pc help
Date: Thursday, 03 August 1995 12:42:35
From: Steven M Powell <afn27231@freenet.ufl.edu>

The info on the windows help for Imagine does not work, this was the path--
uptown.turnpike.net/h/herbert

The server does not have the /h/herbert. I did a search on that server for imagine and no info was found. could someone check this or give me an alternate place to find this file.
thanks
Steven Powell
afn27231@freenet.ufl.edu

Thread 328

-=> RETURN TO CONTENTS!<=-

1.77 MSG-74 Subject: Pc imagine help

Subject: Pc imagine help
Date: Thursday, 03 August 1995 13:03:26
From: Steven M Powell <afn27231@freenet.ufl.edu>

Well I found the file I had been looking for. It is the windows guide for imagine. The path I had did not work , Here is how to find it.
connect to the site-- uptown.turnpike.net
then go to the CIVIC CENTER, then ART, then DIGITAL something I allready forgot. You can get it from there. The file is called Beyond.zip and is about 560k in size. Well hope it helps someone.
The PHOENIX

Thread 53

-=> RETURN TO CONTENTS!<=-

1.78 MSG-75 Subject: Re: PC Imagine on Laptop

Subject: Re: PC Imagine on Laptop
Date: Thursday, 03 August 1995 13:10:52
From: RobSampson@aol.com

In a message dated 95-08-02 20:48:42 EDT, you write:

>My laptop doesn't have a right ALT key, which makes using Imagine, well rather
>unimaginable. Does anyone else share this problem? Is there a solution?
>Perhaps a utility exists that will map the left-ALT key to the right? Please
>
>let me know if you have any solutions. Thanks!

I believe I remember reading on Compuserve that the shift key (one of them) would function as an alt key but don't have any of the specifics. In anycase it is worth a try.
Bob.....

Thread 72

-=> RETURN TO CONTENTS!<=-

1.79 MSG-76 Subject: PROBLEM with viewing image

Subject: PROBLEM with viewing image
Date: Thursday, 03 August 1995 14:29:00

From: lbryars@cix.compulink.co.uk (Lee Bryars)

Hi

I hope someone can help me. I've been using Imagine v.3 for a while now, but only recently, when I create a quickrender or a raytrace and view it I find that I am *zoomed* in somehow, it seems that the screen is viewing 320x240 pixels on the screen; so if I create a large image resolution I am viewing a v.small portion of it in Imagine but can view it all fine in PSP.

Can anyone help????

Cheers. Lee.

lbryars@cix.compulink.co.uk
lee-bee@dircon.co.uk
10260,2407@compuserve

Thread 126

-=> RETURN TO CONTENTS!<=-

1.80 MSG-77 Subject: Web browsing w/o SLIP

Subject: Web browsing w/o SLIP
Date: Thursday, 03 August 1995 14:33:00
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

-> From: Mike McCool <mikemcoo@efn.org>->-> Hey Sharky,->-> Thanks, you, for the tip. Unfortunately, I'm still using =lyn-> do my websurfing,--and I'm afraid I couldn't figure out how to dow=nlo-> any of the files on Greg's home page. I've never had trouble with-> netscape-based homepages before. I can't see all the groovy thumb=nai-> pix, but I can usually download some version of the file for viewi=ng.-> Not this time.I think it's because some Web pages require you to VIEW the picture(using Netscape) then save it once displayed. That's how Greg'spage works. Others just let you download it directly.If you don't have a SLIP account, and you have Windows, you mightwant to check out ICOMM101.ZIP. It lets you graphically Web browseusing a plain old shell account. I've used it and it works great!Here's the description:Full feature graphical WWW browser - SLIP/PPP not required.If you have a PC with Windows, a modem and an Internet shell account,= thyou are ready to surf the Internet using I-Comm. No fancy setup need=ed. ↩
I-Comm has a "Mosaic look & feel" interface and can display pages whi=lebackground downloading images. I-Comm also has a built-in full featu=

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remodem communication program which allows user to switch between a mod=emcommun
ication program and browser by one button click.(..if you can't find it on the W
eb, I have it at GraFX Haus)   /------------------------------          ___   _
__  ___   ___  | Mike van der Sommen                       / __  /__/ /__/  /_   \
 /  | Santa Barbara, Ca.                      /___/ / \  /  /  /     / \  | mike.
vandersommen@caddy.uu.silcom.com     HAUS BBS (805-683-1388)  |          "Irony
 can make revenge a welcome alternative"   \_____________________________________
_____________________--- =FE InterNet - GraFX Haus BBS - Santa Barbara, Ca -
 (805) 683-1388
```

Thread 83

-=> RETURN TO CONTENTS!<=-

1.81 MSG-78 Subject: Re: Greg's Pics

Subject: Re: Greg's Pics
Date: Thursday, 03 August 1995 14:43:20
From: Sharky <sharky@websharx.com>

On Wed, 2 Aug 1995, Mike McCool wrote:

> Hey Sharky,
>
> Thanks, you, for the tip. Unfortunately, I'm still using lynx to
> do my websurfing,--and I'm afraid I couldn't figure out how to download
> any of the files on Greg's home page. I've never had trouble with
> netscape-based homepages before. I can't see all the groovy thumbnail
> pix, but I can usually download some version of the file for viewing.
> Not this time.
>
> I know: upgrade to amosaic. But hey, it's never been that big a
> deal to me--not compared to ram and other hardware goodies much higher on
> the priority list. Today was the first time I really felt locked out.
> (Sniff).
>

Hiya!

Not to worry....you can skip all the good stuff and get directly to the
files by:

http://www.websharx.com/~greg/images

There is no index.html file in this directory so the server will spit out
a directory listing of the filenames only. Not quite as glitzy as
netscrape, but you'll get direct download access to the files themselves.

Hope that helps! (shhhh don't tell anyone the secret eh?) :-)

Aloha,

Sharky

sharky@aloha.com/CIS#70614,2011 __ v Home Page : http://aloha.com/~sharky
WebSurfer & Fun Guy,Funky __/ \ >*< Home Server:http://www.websharx.com
WWW Page Designs, ____/) | ^ Hawaii Related Links and Etcetera's,
Tech. Planning /_____/ } \ 3D Modelling & Animation Art,Objects
~~~~~~~~~~~~~~~(_____ALOHA!_____)~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Thread 7

-=> RETURN TO CONTENTS!<=-

1.82 MSG-79 Subject: Re: Animation

Subject: Re: Animation
Date: Thursday, 03 August 1995 15:45:19
From: tracker <@darhodes.demon.co.uk:tracker@en.com>

I was looking for the same thing as you(animations with sound) and I wanted it relatively cheap, but there wasn't anything cheap except for version 1.0 of Adobe Premiere which a few places advertised for around $100. However, when I called them they didn't have 1.0, only 4.0. So, after looking around for other programs, I ended up getting Premiere 4.0 for about $400 - $450. It does just about everything you could ever want though. With one exception, the PC version(as opposed to the Mac) doesn't offer a good animation compression scheme. You end up having to use Cinepak(real chunky) or Indeo(slower and a little on the lossy side). But I've hade some real fun with it. One other thing, it comes with version 2.5LE of Photoshop and even at a lower version than the latest one out(3.0) it's quite impressive.

Jim Shinosky

On Tue, 1 Aug 1995 RobSampson@aol.com wrote:

> Are there any windoze based programs which will allow taking files in tif or
> tga like Imagine generates and making them into flc, fli, avi or whatever
> othere formats are out there and allowing the addition of sound at the same
> time? Approximate pricing would be appreciated as well.
>
> Bob.....
>

Thread 482
~~~~~~~~~~~~~~~

-=> RETURN TO CONTENTS!<=-

1.83 MSG-80 Subject: Re[2]: Single sided mapping

Subject: Re[2]: Single sided mapping
Date: Thursday, 03 August 1995 17:05:09
From: Drew_Perttula@altabates.com

---

it's not so bad... The effects of single sided polygons are not visible anyway. They're just for speed. Your exploding pieces (if I remember the original question correctly) would -disappear- half the time if they were single sided! You'd want another polygon on the back anyway like Robert was saying.

_____ Reply Separator _____

Subject: Re: Single sided mapping
Author: rbyrne@3dform.edex.edu.au (Robert Byrne) at ALTERNET
Date: 8/2/95 2:00 PM

Hello Mike, on Aug 1 you wrote:

> Say, anyone know if there is a way to map only one side of a
> plane? If you rotate a flat plane, the inverse mapped image is
> on the back. Do I really need to extrude the plane first, then
> map?

Not long ago someone was making the pages of a book turn and had this problem with mapping. You have to extrude the plane then you can make the faces on one side a subgroup and restrict your map to it.

> Is everything double sided polygons in Imagine?

Apparently.

-- Bob

Thread 93

-=> RETURN TO CONTENTS!<=-

1.84 MSG-81 Subject: Re: Animation

Subject: Re: Animation
Date: Thursday, 03 August 1995 17:06:02
From: jprusins@cybergrafix.com (John Prusinski)

>
>>-> From: RobSampson@aol.com
>>->
>>-> Are there any windoze based programs which will allow taking files in
>>-> tga like Imagine generates and making them into flc, fli, avi or what
>>-> othere formats are out there and allowing the addition of sound at th
>>-> time? Approximate pricing would be appreciated as well.
>
>

My personal preference, although a bit on the pricey side at approx. $750, is Autodesk's Animator Studio. This will (among other things) load 24-bit sequential files and save them out in the .avi format of your choice; by default it uses RLE encoding, which is fairly lossless and looks great. It's also an excellent 2D animation program, including a very good 24-bit paint program with which you can among other things draw across frames with various paint tools or animated sprites (shades of Deluxe Paint) and apply various image processing techniques over time, which makes it great for adding special effects to your 3D animations. It also includes SoundLab, for editing music and sound effects and syncing them to your animation, and Scriptor, for combining several animations, stills, sounds, etc. into a single presentation.

John.

Thread 50

-=> RETURN TO CONTENTS!<=-

1.85 MSG-82 Subject: Re: How To make a SUN?

Subject: Re: How To make a SUN?
Date: Thursday, 03 August 1995 18:03:12
From: Dylan Neill <dylann@pcug.org.au>

OK for all you people who wanted that sun thing, I must have deleted it ages ago so I don't have it anymore, but I know I got it from the IML archives, it is in one of these numbers 48-52. I can't get them myself so maybe someone else will get them and tell everyone which one it is.

```
---
                                |\ /|
                                 o O
  ___________________________oOO_=( ^ )=_OOo_______________________________
 |                         '''     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/ |
 |_____________________________________________________________________|


                           Thread           91

                  -=> RETURN TO CONTENTS!<=-
```

1.86 MSG-83 Subject: Re: Web browsing w/o SLIP

```
                Subject: Re: Web browsing w/o SLIP
Date:    Thursday, 03 August 1995 18:51:13
From:    Old_Man <sea_dog@yrkpa.kias.com>


  ---------------------------------------------------------------------------

You might also like to try SlipKnot , it has the same characteristics and=
=20
has been working well for me for six months.

On Thu, 3 Aug 1995, Mike Vandersommen wrote:

>=20
> -> From: Mike McCool <mikemcoo@efn.org>
> ->
> -> Hey Sharky,
> ->
> ->         Thanks, you, for the tip.  Unfortunately, I'm still using lyn
> -> do my websurfing,--and I'm afraid I couldn't figure out how to downlo
> -> any of the files on Greg's home page.  I've never had trouble with
> -> netscape-based homepages before.  I can't see all the groovy thumbnai
> -> pix, but I can usually download some version of the file for viewing.
> -> Not this time.
>=20
> I think it's because some Web pages require you to VIEW the picture
> (using Netscape) then save it once displayed. That's how Greg's
> page works. Others just let you download it directly.
>=20
> If you don't have a SLIP account, and you have Windows, you might
> want to check out ICOMM101.ZIP. It lets you graphically Web browse
> using a plain old shell account. I've used it and it works great!
>=20
> Here's the description:
>=20
> Full feature graphical WWW browser - SLIP/PPP not required.
> If you have a PC with Windows, a modem and an Internet shell account, th
> you are ready to surf the Internet using I-Comm.  No fancy setup needed.
```

```
> I-Comm has a "Mosaic look & feel" interface and can display pages while
> background downloading images.  I-Comm also has a built-in full feature
> modem communication program which allows user to switch between a modem
> communication program and browser by one button click.
>=20
> (..if you can't find it on the Web, I have it at GraFX Haus)
>=20
>    /------------------------------          ___   ___  ___   ___
>   | Mike van der Sommen                     / __  /__/ /__/  /_   \ /
>   | Santa Barbara, Ca.                     /___/ / \  /  /  /     / \
>   | mike.vandersommen@caddy.uu.silcom.com     HAUS BBS (805-683-1388)
>   |           "Irony can make revenge a welcome alternative"
>    \_____________________________________________________________________
> ---
>  =FE InterNet - GraFX Haus BBS - Santa Barbara, Ca - (805) 683-1388
>=20
```

Thread 154

-=> RETURN TO CONTENTS!<=-

1.87 MSG-84 Subject: Re: Animation

Subject: Re: Animation
Date: Thursday, 03 August 1995 19:30:28
From: RobSampson@aol.com

In a message dated 95-08-03 12:54:23 EDT, you write:

>My personal preference, although a bit on the pricey side at approx. $750,
>is Autodesk's Animator Studio. This will (among other things) load 24-bit

Hehe thanks for the info but I don't do any of this stuff as anything more than a hobby. I think that price tag is a bit out of reach (perhaps because the old lady is chopping my arms off shorter everytime I try to make this my most expensive hobby yet:). I appreciate the info though.

Bob.....

Thread 137

-=> RETURN TO CONTENTS!<=-

1.88 MSG-85 Subject: Re: Phong errors, rotoscoping

Subject: Re: Phong errors, rotoscoping
Date: Thursday, 03 August 1995 21:00:35
From: bilboyce@iconz.co.nz (Bill Boyce)

>> From: Tom Ross <rosst@unvax.union.edu>
>>
>> Can anyone explain the error message "setup phongs:weight error"? It
>> occurs when I put my object (which has a brushmap sequence) more than
>> once on the same timeline in the Action Editor, to have the sequence
>> repeat again. I can get around this by putting the object in only once
>> for the same amount of frames, but I'd rather not since this makes the
>> sequence slow and jerky. The message suggests I could revise the object
>> somehow to fix this?. . .
>
><GASP!>
>
>I also got this error in June, and could find no way to get rid of it!
>You're the first person I've seen who has also suffered the indignities
>of that cryptic error message.
>
>The only additional info I can share is this: I had to go back to
>Imagine 3.0 to get rid of the problem; my object had no brushmap
>applied, but did have two Actor bars (non-consecutive, though); and
>finally, the PC version of Imagine 3.3 had no problem with my project.
-SNIP-
>

Brushmap sequences are definately a little buggy. I had a 136 frame sequence which seemed to run through randomly after it had gone through the first time ie after frame 136. Solution was to build the sequence up to the length of the animation ie my imagine project was 250 frames, so I made the brushmap sequence up to 250 frames.

Bill

Thread 304

-=> RETURN TO CONTENTS!<=-

1.89 MSG-86 Subject: Re: Animation

Subject: Re: Animation
Date: Thursday, 03 August 1995 21:11:00
From: tmarlar@america.com (tmarlar)

>In a message dated 95-08-03 12:54:23 EDT, you write:

```
>
>>My personal preference, although a bit on the pricey side at approx. $750,
>>is Autodesk's Animator Studio.  This will (among other things) load 24-bit
>
>Hehe thanks for the info but I don't do any of this stuff as anything more
>than a hobby.  I think that price tag is a bit out of reach (perhaps because
>the old lady is chopping my arms off shorter everytime I try to make this my
>most expensive hobby yet:).  I appreciate the info though.
>
>Bob.........

 3df/x from Asymetrix is relatively cheap, around $79.00 from mail order. It
will
import 3ds and dxf files directly and let you apply many textures and
special effects.
It comes with a good selection of 3d models to get you started. It also uses
truetype
fonts to make 3d objects so you can make some pretty impressive text. I wont
go into
all the features but it does animation (avi output), warping, shadow
generation, and
outputs in several resolutions and color depths, 1/4/8/16/24 bit. Output can
be wire-
frame,solid model,realistic,realistic with shadows,ray traced and ray traced
w/shadows,
single frame(snapshots) or animated. It uses drag and drop and,once you get
the hang of
it, is fun to use.
```

Thread 81

-=> RETURN TO CONTENTS!<=-

1.90 MSG-87 Subject: Re: An old challenge - How are diamonds done ?

```
                Subject: Re: An old challenge - How are diamonds done ?
Date:    Thursday, 03 August 1995 21:17:50
From:    "JOSEPH F. HART" <VISHART@ubvms.cc.buffalo.edu>


  ------------------------------------------------------------------------

     My thanks to Mr. Charles Blaquiere for taking the time for his
efforts on behalf of the ongoing "Great Diamond Challenge"....

> From: IN%"blaq@io.org"  "Charles Blaquiere"
> I tried to fiddle around and get something decent. I don't know if I was
> on the right track, but I created a pseudo-diamond, with high reflect and
> filter values, and specular at 255,255,255 for the highlights. That
> didn't work too well

     This is very similar to a model I tried early on.  It seems that
```

if reflectivity, filter, and color are all at high values, then
reflectivity has the highest priority. Filter has next crack at
what is left over, and color after that. If all of them are up
high, you get nothing but reflective attributes.

> I decided to use Fakely to force the reflect value
> to zero for faces which the camera sees fairly straight on, and increase
> the reflect value for faces seen at a grazing angle, right up to
> 255,255,255 for "edge-on" faces.

     I have not heard of Fakely. I would like to know more about this.
I noticed that you have an index of refraction set to "1.00".
I have been trying use the standard 2.42 value, as well as
values closer to that of glass, along with high transparencies.
It seems that the lower the value, the more transparent the image,
but the less realistic the refraction.

> From: IN%"gdenby@bach.helios.nd.edu"
> I really would like to see some of your gem models. Or at least some
> of your renders. This is a facinating topic. Think of the jeweled
> suits that could be imaged!

     I have included my latest attempt at a diamond object. It's
not what I would like, but the best I have been able to do so far.
Perhaps we could trade a few more attempts....:-) Any more
takers out there ?

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‘‘
end
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```
_____________________________________________________________________
                    |          Internet: VISHART@ubvms.cc.buffalo.edu
Joseph Hart         |      /// Plink   : OSS542
Niagara Falls, NY   | \\///  Ham call: WA2SND
                    |  \XX/   FreeNet : af804@freenet.buffalo.edu
                    |      *** AMIGA - Computers for REAL MEN ***
=====================================================================
```

Thread 94

-=> RETURN TO CONTENTS!<=-

1.91 MSG-88 Subject: CD...

```
                Subject: CD...
Date:     Thursday, 03 August 1995 21:19:44
From:     augioh4b@ibmmail.com


  ---------------------------------------------------------------------------

--- Received from GITD.PSG024  4523                 04AUG95  10.16
  -> IBMMAIL.INTERNET      IBMMAIL INTERNET              IBM
Hi Robert Byrne,
```

You wrote:
>I have LightROM Vol 1 and for the money, about AU$90, it's good
v>of the objects are LWave format and I've had trouble converting
s>the successful ones are quite good. Some have groups of faces
wit>

I noticed that u have a converter from Lightwave to Imagine
objects. I was wondering where u got this converter and what is
it called? Was this from a FTP site?

Thanks a Heap.
Vic

Thread 99

-=> RETURN TO CONTENTS!<=-

1.92 MSG-89 Subject: Re: Single sided mapping

Subject: Re: Single sided mapping
Date: Thursday, 03 August 1995 23:16:32
From: NEWKIRK@delphi.com

If you explode an extruded, two-sided plane, won't the front and back
explode separately? How can you keep the 'front' and 'back' of a particular
face together?
Joel

Thread 105

-=> RETURN TO CONTENTS!<=-

1.93 MSG-90 Subject: CD model/textures libraries

Subject: CD model/textures libraries
Date: Friday, 04 August 1995 01:40:00
From: Brian V Salisbury <bvs@viewpoint.com>

> Does anyone know of any CD-ROM texture or model libraries for Imagine
> that are any good?

Viewpoint Datalabs will be introducing their new Avalon archive snapshot
cdrom at Siggraph '95. The cost will be $19.95. After Siggraph, the cdrom

```
can be purchased through Viewpoint at the same price.


For details, check out our web site: www.viewpoint.com
Or call 1-800-dataset.

--
Brian Salisbury
bs@viewpoint.com
(801)229-3053
```

Thread 64

-=> RETURN TO CONTENTS!<=-

1.94 MSG-91 Subject: Re: How To make a SUN?

```
                Subject: Re: How To make a SUN?
Date:    Friday, 04 August 1995 04:09:24
From:    rbyrne@3dform.edex.edu.au (Robert Byrne)


  ------------------------------------------------------------------------------

Hello Dylan, on Aug 3 you wrote:

> OK for all you people who wanted that sun thing, I must have deleted it
> ages ago so I don't have it anymore, but I know I got it from the IML
> archives, it is in one of these numbers 48-52. I can't get them myself so
> maybe someone else will get them and tell everyone which one it is.

The archive number is 51 but it is also described in
Aminet/pix/trace/im_sunII.jpg and im_sunII.readme. The jpeg is a profile
view of the objects that make up the sun, 1 sphere and 3 disks which use
Imagine and Essence textures.
It was created by Cyrus J Kalbrener <kalb0003@gold.tc.umn.edu>

-- Bob
```

Thread 352

-=> RETURN TO CONTENTS!<=-

1.95 MSG-92 Subject: Re: Spline Int.

```
                Subject: Re: Spline Int.
Date:    Friday, 04 August 1995 04:51:02
From:    rbyrne@3dform.edex.edu.au (Robert Byrne)
```

Hello Charles, on Aug 3 you wrote:

> > From: Robert Byrne <rbyrne@3dform.edex.edu.au>
> >
> > Basically, if you have set an object to move to two absolute positions
> > (B,C) over 10 frames, spline interpolation will create a smooth arc that
> > tweens between these positions.
>
> In addition, I believe that spline interpolation also has an effect
> along the time axis, making an object ease out of its "start" position
> and ease-in to its "end" position, compared with the sudden, jerky
> starts and stops associated with earlier computer animation.

Yes, spline interpolation can be set independantly for an objects position, size and alignment. There is a separate setting called Velocity Scaling to enable ac/deceleration over a number of frames. These settings can give a tremendous amount of control over an objects movements. Vel Scaling is important for walking motion from a stationary position to a full stride, for example.

-- Bob

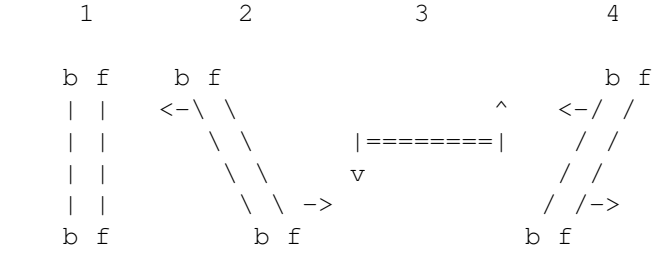
Thread 70

-=> RETURN TO CONTENTS!<=-

1.96 MSG-93 Subject: Re[2]: Single sided mapping

Subject: Re[2]: Single sided mapping
Date: Friday, 04 August 1995 12:07:34
From: Drew_Perttula@altabates.com

If there was a way to make faces stick while they explode-- we'd be there already! Here's what I think of this puzzle: (I haven't tried this-- it may be impossible) Make your fronts and backs two different objects. Explode each object with a separate FX but make the random seeds the same (there -is- a seed in FX/Explode, right?) Then when a triangle rotates on the fronts object, the corresponding backs object should rotate the same way. However, this has a mathematical problem.



When you watch these frames from the right, the front and back never cross! I'm not sure whether that makes this technique inaccurate or useless, though.....

Thread 45

-=> RETURN TO CONTENTS!<=-

1.97 MSG-94 Subject: Re: An old challenge - How are diamonds done ?

Subject: Re: An old challenge - How are diamonds done ?
Date: Friday, 04 August 1995 12:48:09
From: Charles Blaquiere <blaq@io.org>

> From: JOSEPH F. HART <VISHART@ubvms.cc.buffalo.edu>
>
> > I decided to use Fakely to force the reflect value
> > to zero for faces which the camera sees fairly straight on, and increase
> > the reflect value for faces seen at a grazing angle, right up to
> > 255,255,255 for "edge-on" faces.
>
> I have not heard of Fakely. I would like to know more about this.

Fakely varies an object parameter based on the angle between the surface normal _and the camera_. For example, if you are looking down at a body of water, the area under you is quite transparent, but as you look further away, transparency drops and the water's surface becomes more and more reflective. Fakely can help create this effect. You choose whether the texture will affect filter, reflect, or color; the RGB values for Front and Side faces; and a threshold parameter to control where the values start to change from Front to Side.

Front and Side are intuitive ways of thinking about the angle between the surface normal and the camera: if the angle is zero, the surface normal is pointing straight at the camera, meaning the face is, well, _facing_ the camera straight on.

With Fakely, you can specify 240,240,255 as the Front Filter, and 100,100,100 as the Side Filter; then add another Fakely texture, varying Reflect from 50,50,50 at the Front, to 100,100,110 at the Side. The result, applied to a primitive sphere, would get you on the way to a realistic glass bubble.

> I noticed that you have an index of refraction set to "1.00".

Whoops, that's what happens when you try to create an object on the fly, based on a message you've just read on the IML.

Thread 294

-=> RETURN TO CONTENTS!<=-

1.98 MSG-95 Subject: Re: Single sided mapping

Subject: Re: Single sided mapping
Date: Friday, 04 August 1995 13:08:05
From: Charles Blaquiere <blaq@io.org>

> From: NEWKIRK@delphi.com
>
> If you explode an extruded, two-sided plane, won't the front and back
> explode separately? How can you keep the 'front' and 'back' of a
> particular face together?

They will explode separately, but there are steps you can take to make the difference between faces invisible.

1) You can extrude the plane by a minuscule amount, say 0.01 units. This might make face selection (to define the Front subgroup) tricky, so...

1b) ...you can build the object in the Spline editor. Create a simple rectangle outline, and Add Points. Again, specify 0.01 for the extrude length, create front and back faces, and no bevel. The big advantage is that Imagine will automatically create named face subgroups for you. (I find the Spline ed Extrude function so fully-implemented!)

Either way, you can then restrict the brushmap to the Front face subgroup.

2) Since Explode uses the object axis as the explosion center, you do NOT want the axis to lie between the front and back faces, or else the back faces will explode away from the camera, while the front faces fly towards the camera. So, move the axis behind/in front of ALL faces. (e.g. translate 0.02 in +Y)

3) The closer the axis is to the faces, the more effect you'll get from that tiny 0.01-unit difference. If your script allows it, move the axis several units away from the object.

4) Unfortunately, if you use randomness, the back faces will rotate differently from their front partner. You may have to forego rotation and go for the ultra-geometric look. Sorry. B^(

Anybody have other thoughts? Is there a way to somehow group/join each back face with its front partner?

Thread 157

-=> RETURN TO CONTENTS!<=-

1.99 MSG-96 Subject: LW vs Imagine rendering times

Subject: LW vs Imagine rendering times
Date: Friday, 04 August 1995 17:36:43
From: robert@cs-bbs.manawatu.gen.nz (Robert Whitaker)

Hi there I once read an article in a magazine about LW vs Imagine vs Read 3D V2. In it they said that of the three Imagine have the slowest rendering times (for evivilent scenes.) Is this true????

Robert Whitaker
robert@cs-bbs.manawatu.gen.nz

Thread 189

-=> RETURN TO CONTENTS!<=-

1.100 MSG-97 Subject: IMLarc64.lha on Aminet

Subject: IMLarc64.lha on Aminet
Date: Friday, 04 August 1995 20:47:00
From: Joop.vandeWege@MEDEW.ENTO.WAU.NL (joop van de wege)

Hi All,

I place IMLarc64.lha on Aminet today, for those of you which can't wait ftp to: ftp.luth.se/pub/aminet/new and get IML*
They should show up in a day or two on the RECENT listing.

Greetings Joop

Thread 253

-=> RETURN TO CONTENTS!<=-

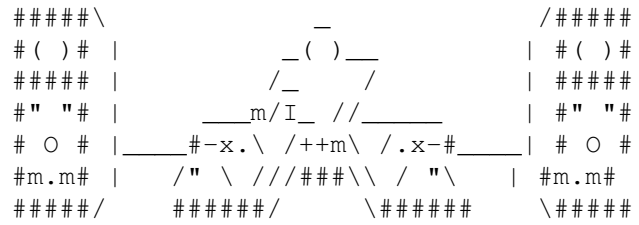
1.101 MSG-98 Subject: Robotech robots

Subject: Robotech robots
Date: Friday, 04 August 1995 22:56:25
From: Darryl_Lewis@comlink.mpx.com.au (Darryl Lewis)

I've seen a number of renders lately that use robots from
Robotech/battletech. Does anyone know where I might be able to get these
objects?

Darryl

-- Via DLG Pro v1.0



Thread 112

-=> RETURN TO CONTENTS!<=-

1.102 MSG-99 Subject: Re: CD...

Subject: Re: CD...
Date: Saturday, 05 August 1995 04:29:38
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello Vic, on Aug 03 you wrote:

> I noticed that u have a converter from Lightwave to Imagine
> objects. I was wondering where u got this converter and what is
> it called? Was this from a FTP site?

InterChange_Plus is the Amiga conversion program and another one is
Pixel3d Pro which can also do some fancy extrusions. They are both
commercial.

-- Bob

Thread 431

-=> RETURN TO CONTENTS!<=-

1.103 MSG-100 Subject: Re: Imagine 3.3 screen sizes?

```
                Subject: Re: Imagine 3.3 screen sizes?
Date:     Saturday, 05 August 1995 04:49:47
From:     rbyrne@3dform.edex.edu.au (Robert Byrne)
```

Hello Roger, on Aug 4 you wrote:

> I just tried to set the Imagine Screen width setting in Preferences, and
> it brings up a requester saying that I have to restart Imagine for the
> screen changes to take place. Ok, I understand that part, but when I
> quit out and start up again, it starts up with the original screen size
> (640x400. Is there something that I'm missing?

Did you Save the Preferences before quitting?

-- Bob

Thread 103

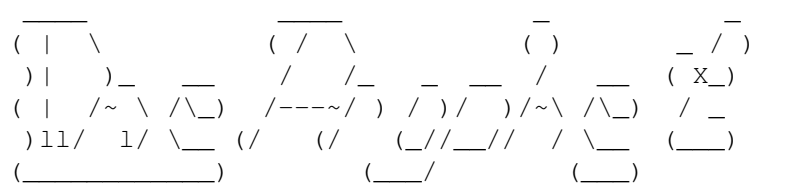
-=> RETURN TO CONTENTS!<=-

1.104 MSG-101 Subject: Re: Autodesk 3D Studio - Wow!!!

```
                Subject: Re: Autodesk 3D Studio - Wow!!!
Date:     Saturday, 05 August 1995 10:11:54
From:     jbk4@email.psu.edu (The Prophet)
```

It was used to do the cyberspace for 'Johnny Neumonic'.
There was an article about it in a recent CineFex.

Jaeson K.



Jaeson Koszarsky
cyberprophet@psu.edu
jbk4@email.psu.edu
jason@chaos.ezgate.com

Amiga 3000+
68040/30Mhz
24Megs-1GIG
OS3.1

Thread 108

-=> RETURN TO CONTENTS!<=-

1.105 MSG-102 Subject: Autodesk 3D Studio

Subject: Autodesk 3D Studio
Date: Saturday, 05 August 1995 13:07:03
From: Brian V Salisbury <bvs@viewpoint.com>

3d Studio release 5 is supposed to be mind-blowing, from everything that
I have heard about it. One of 3ds's authors is Dan Silva.
Dpaint for the Amiga was also written by a Dan Silva. Same guy?
I read in an article that 3ds was originally meant for the Mac or the Amiga,
until the vga cards came out for the pc.

I just got a Truespace 2 demo cd, and it is very, very cool. The new software
3d drivers let you rotate fully textured objects in real time. It is close
to Sgi Indy speeds. (on a Pentium 90 with a fast video card)

Lightwave, Real3d, Caligari Truespace, and Animation Master have come from the
Amiga to other platforms and get a lot of attention. 3dstudio has tons of 3rd
party support and market share. Softimage is supposedly coming to windows nt.

I think that Imagine has more overall power under the hood than most pc and mac
3d programs, and gives you the most bang for the buck, but I believe Impulse
needs to come up with a more elegant interface, and get on the ball with
support for new operating systems and the new breed of 3d accelerators on the
horizon to stay in the game.

--
Brian Salisbury
bs@viewpoint.com

Thread 107

-=> RETURN TO CONTENTS!<=-

1.106 MSG-103 Subject: Re: Imagine 3.3 screen sizes?

Subject: Re: Imagine 3.3 screen sizes?
Date: Saturday, 05 August 1995 13:15:41
From: Roger Straub <straub@csn.net>

```
On Sat, 5 Aug 1995, Robert Byrne wrote:

>
> Did you Save the Preferences before quitting?
>

Yes, indeedy I did.

> -- Bob
>

See ya,
      Roger
```

Thread 455

-=> RETURN TO CONTENTS!<=-

1.107 MSG-104 Subject: Re: Autodesk 3D Studio - Wow!!!

```
                Subject: Re: Autodesk 3D Studio - Wow!!!
Date:    Saturday, 05 August 1995 13:40:09
From:    RobSampson@aol.com


  ------------------------------------------------------------------------------

In a message dated 95-08-05 05:53:50 EDT, you write:

>Why do magazines give that programme such a big rap. Up against Imagine,
>the only differences that I can see are these:
>* 3DS costs much/alot/heaps more; and
>* People with artistic talent spend alot less to produce top quality
>  artwork with Imagine.

I agree Imagine is a better program from the standpoint of bang for the buck,
but there are allot of packages out there that don't require rocket science
to utilize the interface.  Power is not enough.  It has to be placed in a non
child proof container.  I think Imagine will really take off if the windoze
version is done well and they do a little advertising.  It will be virtually
impossible to ignore then.  Right now we don't even have a standard dos
interface.
"This opinion is the sole responsiblity of others, the author is in no way
associated with it.":)
Bob.............
```

Thread 101

-=> RETURN TO CONTENTS!<=-

1.108 MSG-105 Subject: Re: Single sided mapping

```
                Subject: Re: Single sided mapping
Date:    Saturday, 05 August 1995 15:48:45
From:    "George W. deBeaumont" <76524.1561@compuserve.com>


  ------------------------------------------------------------------------

>From: NEWKIRK@delphi.com
>If you explode an extruded, two-sided plane, won't the front and back
>explode separately? How can you keep the 'front' and 'back' of a
>particular face together?

>From: blaq@io.org
>Anybody have other thoughts? Is there a way to somehow group/join each
>back face with its front partner?

The basic strategy is to define back with front facial subgroups of an extruded
plane and use the Shredder fx with the "subgroups as its parts" option enabled.

Example:

1) Create a plane.
2) Extrude it to a very small value.
3) Apply a brush map. Restrict it to front faces only by using the brush
transformation
    requestor and scaling the brush Y value by something like 0.5.
4) In the front view of the Detail Editor, Pick Faces mode, Multi-pick front and

back
    face combinations and make them subgroups (Menu/Make/Make Subgroups). Define

all     front/back face combos in this manner.
5) Create DEFAULT and MAIN states. Make sure you've set the brush map lock state

    requestor and save.
6) Apply the Shredder fx in the Action Editor. Choose the restrict to subgroup
option.

Your anim will display an exploding plane with a brush mapped pic on one side of

the
pieces.

George deBeaumont
debeaugw@songs.sce.com
76524,1561@compuserve.com


                          Thread          142

                   -=> RETURN TO CONTENTS!<=-
```

1.109 MSG-106 Subject: Re: I need a Job!!

```
                Subject: Re: I need a Job!!
Date:    Saturday, 05 August 1995 19:10:50
From:    yrod@ozemail.com.au


  ---------------------------------------------------------------------------

On Sat, 29 Jul 1995, Mike Vandersommen wrote:

> I know a guy here at GTE who hired in 25 years ago and is about as
> competent as a chimpanzee on acid.
>=20
> I'd rather be LUCKY than GOOD anyday. :)


                =AB=BB=AB=BB=AB=BB=AB=BB=AB=BB=AB=BB=AB=BB=AB=BB=AB=BB=AB=
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                =AB=BB                                  =AB=BB
                =AB=BB  Nothing in the world can        =AB=BB
                =AB=BB  take the place of persistence.  =AB=BB
                =AB=BB                                  =AB=BB
                =AB=BB  Talent will not:                =AB=BB
                =AB=BB  Nothing is more common than     =AB=BB
                =AB=BB  unsuccessful people with talent.=AB=BB
                =AB=BB                                  =AB=BB
                =AB=BB  Genius will not:                =AB=BB
                =AB=BB  Unrewarded genius is            =AB=BB
                =AB=BB  almost a proverb.               =AB=BB
                =AB=BB                                  =AB=BB
                =AB=BB  Education alone will not:       =AB=BB
                =AB=BB  The world is full               =AB=BB
                =AB=BB  of educated derelicts.          =AB=BB
                =AB=BB                                  =AB=BB
                =AB=BB  Persistence and determination   =AB=BB
                =AB=BB  alone are omnipotent.           =AB=BB
                =AB=BB                                  =AB=BB
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I'd like to add Mike's Luck theory to this little piece of philosophy 8^)

Rod Macey: yrod@ozemail.com.au - Pre-press/Graphic Designer
Home: A2000/30 FPU 4MB RAM [soon to be 12 8-)] Imagine 3.0
Work: Power Macs, Sun Sparc & Pee Cees too.
"Sometimes the hard way is the only way!"


                           Thread          148

                    -=> RETURN TO CONTENTS!<=-
```

1.110 MSG-107 Subject: Autodesk 3D Studio - Wow!!!

Subject: Autodesk 3D Studio - Wow!!!
Date: Saturday, 05 August 1995 19:40:23
From: yrod@ozemail.com.au

OK, OK, stop sharpening your knives and igniting your flame throwers.
My subject line is read - "Sarcastically"

What do people use 3D Studio for? I had a look at a demo CD of images
produced with 3DS, and I fell asleep. Lots of packaging type images,
archetectural type stuff, but basically very boring and very plastic!
I thought demos were ment to excite a prospective customers interest?

Why do magazines give that programme such a big rap. Up against Imagine,
the only differences that I can see are these:
* 3DS costs much/alot/heaps more; and
* People with artistic talent spend alot less to produce top quality
artwork with Imagine.

Does everybody agree?

Rod Macey: yrod@ozemail.com.au - Pre-press/Graphic Designer
Home: A2000/30 FPU 4MB RAM [soon to be 12 8-)] Imagine 3.0
Work: Power Macs, Sun Sparc & Pee Cees too.
"Sometimes the hard way is the only way!"

Thread 139

-=> RETURN TO CONTENTS!<=-

1.111 MSG-108 Subject: Re: Autodesk 3D Studio - Wow!!!

Subject: Re: Autodesk 3D Studio - Wow!!!
Date: Saturday, 05 August 1995 21:43:38
From: Adam Watkin <adam@wonderland.apana.org.au>

> What do people use 3D Studio for? I had a look at a demo CD of images
> produced with 3DS, and I fell asleep. Lots of packaging type images,
> archetectural type stuff, but basically very boring and very plastic!
> I thought demos were ment to excite a prospective customers interest?
Well 3Dstudio is a pretty bloody nice program, it can produce
some very excellent images, the trouble is that the demo CDs I have seen,
(an official one from Animator Pro comes to mind) all show the program to
look pretty crappy.

> Why do magazines give that programme such a big rap. Up against Imagine,
> the only differences that I can see are these:
> * 3DS costs much/alot/heaps more; and
$4000 for the full, comercial version. $875 for the student version I think. Bit of a rip off.

> * People with artistic talent spend alot less to produce top quality
> artwork with Imagine.
The thing with 3DStudio is that for a while it was the only thing around, while most of us were using Sculpt3D on Amiga 500s people were cruising away on the PC with 3Dstudio. It had a pretty good market share, MTV did a fair few of those ads with the bouncing logos in the past on them I believe. It has evolved from a pretty simplistic program into a bit of an ogre, and I believe that the Autodesk guys cannot program to save their lives but it is still viable for use, especially with Rel 5 coming soon, add to that an NT version that you will be able to run on your nice DEC Alphas :).

> Does everybody agree?
Well no, I don't want to create a huge advocacy debate but from my neck of the woods both have their merits. We all know what we hate and love about imagine so instead I'll list the pros/cons of 3Dstudio in my opinion.

CONS:

Huge silly executable of 3+ megs
Weird virtual memory system based on the Phar Lap dos extender
Is as much a pain to run under windows3.1/NT/95 as it is with imagine
Lacks any real raytrace function
Pretty obscure menu system, need work
Limited tools
Hard to configure to videocards, is much better at it in Rel 4 though
Difficult to really make realistic looking things, most things have a "made using 3DStudio look"
Slower than imagine on a whole when doing a complicated realistic scene, simple things I believe it wins
Object creating can be difficult for realistic objects, but certainly can be done

PROS:
Can be networked to make a rendering farm
Huge 3rd party things available - glow effect is incredible
Fast redraw of wireframes and great preview functions
Incredibly easy path editing and animation
Texture/map functions that leave imagine for dead, with 3D preview
Really nice animation functions
Virtual Memory! :)
BMP/TGA/TIF/GIF/JPG support all included and at the click of a button for import and save
More user definable rendering settings so you can optimize it better
Much easier to get started rendering straight away
Shadows in scanline :)

Well, over all it is a nice package but I do believe Imagine wins in the long haul, A bit more tweaking and imagine will be terrific, version 4 should be good. Impulse better get their act together though, WinImagine

better not be far away, Real3D, Lightwave, 3DStudio soon and about 10
other raytracing packages have made it onto Windows and are great, so
like it or not they really need to be there with the rest.

Adam.

Thread 194

-=> RETURN TO CONTENTS!<=-

1.112 MSG-109 Subject: Viewpoint Datalabs

Subject: Viewpoint Datalabs
Date: Sunday, 06 August 1995 02:29:44
From: Broctune@aol.com

Has anyone out there ever published their models through viewpoint datalabs,
if so was it worth it, how easy or hard was it.

Thread 40

-=> RETURN TO CONTENTS!<=-

1.113 MSG-110 Subject: Imagine 3.3 Screen Res.

Subject: Imagine 3.3 Screen Res.
Date: Sunday, 06 August 1995 05:11:00
From: robert.buonincontro@canrem.com (Robert Buonincontro)

Can someone please give me instructions on patching Imagine 3.3 to use a
higher resolution!

robert.buonincontro@canrem.com

* Q-Blue 2.0 [NR] *

Thread 121

-=> RETURN TO CONTENTS!<=-

1.114 MSG-111 Subject: Global Fog animation problem

Subject: Global Fog animation problem
Date: Sunday, 06 August 1995 05:27:44
From: RJay9@aol.com

I keep having the same problem with an animation with global fog -- the first frame of the animation does not include the global fog. All the the other frames are ok. It seem to happen if I start to generate from frame 1, in which case the fog does not show on frame one, or some later set of frames, in which case the fog is mising from the first frame of the range. Anyone have any ideas. Oh I'm using 3.3 on a PC.

Thanks
Jay...

Thread 113

-=> RETURN TO CONTENTS!<=-

1.115 MSG-112 Subject: Re: Robotech robots

Subject: Re: Robotech robots
Date: Sunday, 06 August 1995 10:49:30
From: Mike McCool <mikemcoo@efn.org>

Don't know if this is what you had in mind,--but I recently d'loaded a batch of objects under the name of Mech Kit. Got them down at aminet. Interchangeable 3d model pieces to form different Mechs: that's how the author described them. (aminet/gfx/3dobj)

Email him at anime@primenet.com, for specifics. Terrence Walker and Jaho Shikaze are the authors. Kind of a big file, which is why I didn't offer to uuencode you a copy.

Thread 251

-=> RETURN TO CONTENTS!<=-

1.116 MSG-113 Subject: Re: Global Fog animation problem

Subject: Re: Global Fog animation problem
Date: Sunday, 06 August 1995 12:30:09
From: gregory denby <gdenby@bach.helios.nd.edu>

Jay writes:
>I keep having the same problem with an animation with global fog -- the
>first frame of the animationdoes not include global fog. All the other
>frames are ok.

Yes, there seems to have been a change in the way global fog is handled. At least if memory serves (thumping sound on side of head), a global horizon and zenith color didn't need to be defined. As it stands, there must be a color for the fog to obscure, and the strength of the fog is proportionate to the strength of the color. For instance, a horizon color of 32,32,32 will give you a very faint band of fog in the center, while a full 255,255,255 will show a strong, bright band of fog color.

My guess is that you accepted the initial frame's global actor bar, but certainly added the rest. Perhaps the horizon and zenith values were not set in the first? By the way, I've also noticed that if you do define the horizon etc. in the first frame, the added frames will carry these values over, but not the fog settings.

Hope this helps, let us know what you find. Global fog is one of my favorites, so I want to know its quircks.

Greg Denby
gdenby@darwin.cc.nd.edu

Thread 124

-=> RETURN TO CONTENTS!<=-

1.117 MSG-114 Subject: Re:Re: lensflare

Subject: Re:Re: lensflare
Date: Sunday, 06 August 1995 12:43:14
From: gregory denby <gdenby@bach.helios.nd.edu>

Rod asks:
>How do I obtain a nice sparkle offthe edge of a wine glass or chrome
>object?

I suppose you are talking about a glint durring the course of an anim? I don't think there is any easy way to do this. Maybe try running a small test anim, just to see which frames have the sharpest specular highlights, and then add a flared light at those points/ frames. ??

Greg Denby

Thread 163

-=> RETURN TO CONTENTS!<=-

1.118 MSG-115 Subject: Re: Global Fog animation (doh!)

Subject: Re: Global Fog animation (doh!)
Date: Sunday, 06 August 1995 13:19:57
From: gregory denby <gdenby@bach.helios.nd.edu>

MFF, mhfff, (sound of foot being extracted from mouth.)

Please disregard my last post about global fog not working with no horizon and zenith colors in effect. I went back and looked at my test renders, and something just didn't seem right. I still had the project files, so I looked into the global actor bar and found that in the frame where all colors were turned off, I had inadverantly made the fog top and bottom at the same place.

After correcting this, the fog worked fine.

In the immortal words of Homer Simpson, Doh!

Greg Denby

Thread 111

-=> RETURN TO CONTENTS!<=-

1.119 MSG-116 Subject: Re: Amiga->PC/LAN

Subject: Re: Amiga->PC/LAN
Date: Sunday, 06 August 1995 14:51:13
From: Kent Marshall Worley <mumu@america.net>

On Sat, 29 Jul 1995, Rune Jacobsen wrote:

> I use Imagine 3.0 (My 3.0->3.1->3-2->3.3 is in the mail :D) on my A4000/040
> 18MB RAM at home, and at work we (actually, I) have just set up a LAN (Novell)

> with 17 P90's and 5 P120's. "This is cool", I think to myself. Wouldn't it be

> nice if I could model a scene on my Amiga at home (I won't bother you with
> saying how superiour the OS is, you all know that) and then take it to work an
d
> let the Pentiums go to work...I mean, I would make Terminator 3 in no time! :)

>
> Rune Jacobsen
> shitlips@bbs.oslohd.no & rune@oslohd.no
>
We have an amiga 3000 and a 486 pc connected via ethernet and are moving
files at about 200kb per second. If you need to get the PC rendered files
back to your Amiga this is the way to go. If you are just moving objects
and staging files from the Amiga to PC a 14.400 baud modem will work fine.
 mumu@america.net

Thread 133

-=> RETURN TO CONTENTS!<=-

1.120 MSG-117 Subject: Re: Lensflare

Subject: Re: Lensflare
Date: Sunday, 06 August 1995 16:28:25
From: yrod@ozemail.com.au

Lensflares IMHO still have a place in a render/animation. It seems
unavoidable in some situations of real life filming, like when a camera
is tracking a plane or a car going around a race track with the sun in
the background. But sadly their overuse by some people in
renders/animations has turned them into cliches.
The same thing happened in graphic design/typeography when Macs became
available to the general public and amatuers. At first, a lot of stuff
being churned out contained many different fonts, just because they
could, and everything had drop-shadows on them.

Back to lensflares - well sparkles actually. How do I obtain a nice
sparkle off the edge of a wine glass or chrome object? Help appreciated.
Thanks.

Rod Macey: yrod@ozemail.com.au - Pre-press/Graphic Designer
Home: A2000/30 FPU 4MB RAM [soon to be 12 8-)] Imagine 3.0
Work: Power Macs, Sun Sparc & Pee Cees too.
"Sometimes the hard way is the only way!"

Thread 122

-=> RETURN TO CONTENTS!<=-

1.121 MSG-118 Subject: Re: Layers

```
                Subject: Re: Layers
Date:    Sunday, 06 August 1995 16:29:31
From:    yrod@ozemail.com.au
```

On Mon, 31 Jul 1995, Mike McCool wrote:

> I'm such a know-all, I ignored the recent string about layers. Is there
> a way to hide layers in the Project Editor?
>
> Thanks.
>

I don't think so.

Rod Macey: yrod@ozemail.com.au - Pre-press/Graphic Designer
Home: A2000/30 FPU 4MB RAM [soon to be 12 8-)] Imagine 3.0
Work: Power Macs, Sun Sparc & Pee Cees too.
"Sometimes the hard way is the only way!"

Thread 117

-=> RETURN TO CONTENTS!<=-

1.122 MSG-119 Subject: Velocity scaling

```
                Subject: Velocity scaling
Date:    Sunday, 06 August 1995 22:25:00
From:    gareth.qually@tinder.iaccess.za (Gareth Qually)
```

Has anyone mastered the velocity scaling in the action editor. I can't find the logic to its operation.
I try 0 then 1, to get acceleration. Then I try 0 and 2, also acceleration but aster. But 0 and 3
creates a vastly different motion path.

It seems if the numbers a attractors that exagerate the spline interpolation. Please if anyone could explain.

Thanks. Chow...

gareth.qually@tinder.iafrica.com

```
 * AmyBW v2.11 *
.... Device NIL: is full. (R)etry (C)ancel (G)uru ?
```

Thread 162

-=> RETURN TO CONTENTS!<=-

1.123 MSG-120 Subject: Re: Lensflare

Subject: Re: Lensflare
Date: Monday, 07 August 1995 01:32:28
From: Torgeir Holm <torgeirh@powertech.no>

On 06-Aug-95 15:28:25, yrod wrote:

>Lensflares IMHO still have a place in a render/animation. It seems
>unavoidable in some situations of real life filming, like when a camera
>is tracking a plane or a car going around a race track with the sun in
>the background. But sadly their overuse by some people in
>renders/animations has turned them into cliches.

In my opinion you need to apply the flares very subtly, unless the flare IS supposed to be the main attraction...

>The same thing happened in graphic design/typeography when Macs became
>available to the general public and amatuers. At first, a lot of stuff
>being churned out contained many different fonts, just because they
>could, and everything had drop-shadows on them.

As a fellow graphic designer, I say good comparison :) But sadly this wasn't just 'at first.' It's worse than ever these days, with fast pc's, Corel Draw and TrueType (yuck) fonts spreading like the plague..

>Back to lensflares - well sparkles actually. How do I obtain a nice
>sparkle off the edge of a wine glass or chrome object? Help appreciated.
>Thanks.

Twinkle texture or bitmap on a plane, tracked to the camera. At least that would be my first try..

Torge!r

Thread 151

-=> RETURN TO CONTENTS!<=-

1.124 MSG-121 Subject: Re: Imagine 3.3 Screen Res.

```
                Subject: Re: Imagine 3.3 Screen Res.
Date:    Monday, 07 August 1995 01:32:30
From:    Torgeir Holm <torgeirh@powertech.no>


  ------------------------------------------------------------------------

On 06-Aug-95 00:11:00, Robert Buonincontro wrote:

>Can someone please give me instructions on patching Imagine 3.3 to use a
>higher resolution!

On an amiga, use NewMode or ModePro to promote imagine (works perfectly with
ModePro here)

PC: Dunno... anyone?


Torge!r


                           Thread          141

                  -=> RETURN TO CONTENTS!<=-
```

1.125 MSG-122 Subject: Re: Lensflare

```
                Subject: Re: Lensflare
Date:    Monday, 07 August 1995 03:14:10
From:    rbyrne@3dform.edex.edu.au (Robert Byrne)


  ------------------------------------------------------------------------

Hello yrod, on Aug 6 you wrote:

> Back to lensflares - well sparkles actually. How do I obtain a nice
> sparkle off the edge of a wine glass or chrome object? Help appreciated.
> Thanks.

Try the Twinkle texture applied to a primitive disk and position it on the
edge of the glass. I've only used it to create flaring stars on a black
background so I don't know how it will react when placed in front of a
reflective object, should work though.

-- Bob

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

Thread 120

-=> RETURN TO CONTENTS!<=-

1.126 MSG-123 Subject: Viewpoint

Subject: Viewpoint
Date: Monday, 07 August 1995 06:11:00
From: w.graham6@genie.geis.com

If you do anything with Viewpoint, you are required to sign an NDA (non-disclosure agreement) that prohibits you from discussing particulars. But you can contact them and they'll send you information on object brokering, etc. These aren't the 'droids you're looking for.....

Thread 109

-=> RETURN TO CONTENTS!<=-

1.127 MSG-124 Subject: Re: Global Fog animation problem

Subject: Re: Global Fog animation problem
Date: Monday, 07 August 1995 07:38:16
From: williamp@triode.apana.org.au

> I keep having the same problem with an animation with global fog -- the first
> frame of the animation does not include the global fog. All the the other
> frames are ok. It seem to happen if I start to generate from frame 1, in
> which case the fog does not show on frame one, or some later set of frames,
> in which case the fog is mising from the first frame of the range. Anyone
> have any ideas. Oh I'm using 3.3 on a PC.

It also happens in the amiga version of 3.3.What seems to be happening is that Imagine "forgets" that global fog is turned on whenever you start rendering.It doesn't have to be frame one,just the first frame you start rendering in that session.Fixes for it are to either just render the first frame of an animation,then re-render it before doing the whole animation or before starting to render a whole bunch of frames go to the action editor and save changes,then go back to the Project editor and start rendering.

It bugged me too till I worked out what was happening.

William John Porter
williamp@triode.apana.org.au

Thread 380

-=> RETURN TO CONTENTS!<=-

1.128 MSG-125 Subject: Re: Phong errors, rotoscoping

Subject: Re: Phong errors, rotoscoping
Date: Monday, 07 August 1995 09:13:28
From: Rick Dolishny <dolish@io.org>

Hey, I was reading about 'cut and paste' and I had to share this
secret(?) with you all. We all know cut and past can work on just one
line, but until yesterday I did not know you could select everything
about an object: actor, position, alignment, etc. Start by selecting the
top corner then select the bottom right to finish the copy. Then paste away!
~~~~~~~~~~~~
Hope it helps someone!

Rick Dolishny dolish@io.org
Ardee Productions - Toronto, Ontario ... a little slow perhaps!?! ;)

Thread 85

-=> RETURN TO CONTENTS!<=-

1.129 MSG-126 Subject: Re: PROBLEM with viewing image

Subject: Re: PROBLEM with viewing image
Date: Monday, 07 August 1995 09:17:26
From: Rick Dolishny <dolish@io.org>

> I hope someone can help me. I've been using Imagine v.3 for a while now,
> but only recently, when I create a quickrender or a raytrace and view it
> I find that I am *zoomed* in somehow, it seems that the screen is viewing
> 320x240 pixels on the screen; so if I create a large image resolution I
> am viewing a v.small portion of it in Imagine but can view it all fine in
> PSP.

All I can suggest is that you don't have the camera view option on when
~~~~~~~~~~~~

you select Quickrender. Your old prefs were wiped out when you received
your 3.3 upgrade-maybe that's it.

Rick Dolishny dolish@io.org
Ardee Productions - Toronto, Ontario

Thread 423

-=> RETURN TO CONTENTS!<=-

1.130 MSG-127 Subject: Re: Single sided mapping

Subject: Re: Single sided mapping
Date: Monday, 07 August 1995 09:28:24
From: Rick Dolishny <dolish@io.org>

> Not long ago someone was making the pages of a book turn and had this
> problem with mapping. You have to extrude the plane then you can make the
> faces on one side a subgroup and restrict your map to it.

We have just finished a pilot for the show the Outdoor Journal where we
do just that: pages turn all through the 58 second 3D animation. Of
course, the entire sequence was conceptualized and rendered in Imagine!
We did the same thing: create a plane, select all faces, create a
subgroup "face", extrude the plane just a little, select all faces,
deselect subgroup "face", then create a new subgroup "back.face".

This works way better than the Lightwave appoach of using one sided
polygons because this let me put images on both sides of the page! Of
course, LW users could use the same method as I outlined above for two
sided pages.

If anyone is interested, I'll be uploading images from the montage after
it's totally finished (music and sound are being added now). You can get
it at the Command Line BBS/Toronto (great animation and video BBS) soon at
(416) 533-8321 but I'll have <someone> show me how to upload to Aminet...

....I'm lucky to have the one and only CHARLES BLAQUIERE in my home town!

Rick Dolishny dolish@io.org
Ardee Productions - Toronto, Ontario

Thread 262

-=> RETURN TO CONTENTS!<=-

1.131 MSG-128 Subject: Re: Velocity scaling

```
                Subject: Re: Velocity scaling
Date:    Monday, 07 August 1995 09:47:31
From:    Rick Dolishny <dolish@io.org>


  ---------------------------------------------------------------------------

> Has anyone mastered the velocity scaling in the action editor. I can't find th
e
> logic to its operation.
> I try 0 then 1, to get acceleration. Then I try 0 and 2, also acceleration but

> aster. But 0 and 3
> creates a vastly different motion path.
>
> It seems if the numbers a attractors that exagerate the spline interpolation.

> Please if anyone could explain.

Actually, I think a quick tutorial is in place too! I've had just a
bugger of a time geting things to start out REALLY slow then shoot off,
as an example. What on earth do the numbers do? Logically, I'd think a
scaling value of 1 would not affect the "units per frame" where 2 would
double the units per frame... but double of what?

Any suggestions anyone?


Rick Dolishny          dolish@io.org
Ardee Productions - Toronto, Ontario



                           Thread          206

                  -=> RETURN TO CONTENTS!<=-
```

1.132 MSG-129 Subject: Fog

```
                Subject: Fog
Date:    Monday, 07 August 1995 10:34:58
From:    augioh4b@ibmmail.com


  ---------------------------------------------------------------------------

--- Received from GITD.PSG024  4523                 07AUG95  23.31
  -> IBMMAIL.INTERNET      IBMMAIL INTERNET               IBM
Hi there,

I'm still new with imagine...(still have V2.0) :(
and was wondering how to get fog working in the globals
```

menu...is it buggy or my pc just crashes when I change
the values (xcept length..dunno why?).

Thank you

Thread 156

-=> RETURN TO CONTENTS!<=-

1.133 MSG-130 Subject: Q-Motions

Subject: Q-Motions
Date: Monday, 07 August 1995 12:16:51
From: sauvp@citi.doc.ca (Patrick Sauvageau)

Hi;

I have just heard of a new product for the pc called Q-Motion; it's supposed to allow 640X480 recording and playback at 30fps direct to the hard disk, a la PAR, for only 500$US. It seem a fantastic bargain.

Do anybody have any experience or informations on this device ?

Thank for the help.

Patrick Sauvageau
(sauvp@citi.doc.ca)

Thread 135

-=> RETURN TO CONTENTS!<=-

1.134 MSG-131 Subject: Splash

Subject: Splash
Date: Monday, 07 August 1995 12:26:07
From: Mike McCool <mikemcoo@efn.org>

Last week, some kind soul uu'd me a copy of Steve Worley's splash tutorial. Unfortunately, my copy got corrupted somewhere, and, though it will uu-decode properly, the resultant lha file won't unarc.

Excuse my blanket-bomb post, but I didn't retain his/her address. Could
you possibly repost?

Thanks insufferably.

Thread 92

-=> RETURN TO CONTENTS!<=-

1.135 MSG-132 Subject: Ship Textures and Lightwave Lens-Flares In Imagine

Subject: Ship Textures and Lightwave Lens-Flares In Imagine
Date: Monday, 07 August 1995 14:38:45
From: Andrew@Herbert.netkonect.co.uk (Andrew Herbert)

Here's a great tip for created good space ship texures, use a light "Dinoskin" t
exture (with
only a slight variation of your main colour applied to the object) with the bump
iness set to
0%... this will give a nice colour variation on the object instead of just a pla
in colour.
You may have to increase the dinoskin size for various object sizes to start to
look good.

Now just apply the Dethstar texture... you need to have a big size for Dethstar
to make it
look good so increase the default size and take down the "dirt" and increse the
"rust".
Apply large amounts of specularity and hardness and there you go, a nice spacesh
ip texture. I
I have uploaded two pics to demonstrate (ftp to tomahawk.welch.jhu.edu
pub/lw/framestores/ship.jpg and ship2.jpg).

Ship.jpg uses the nebula texture with Imagine lens-flares to create a nice engin
e glow. A good
way to create Lightwave lens-flares in Imagine (as used in Ship2.JPG) is to get
a Lightwave user
(boo, hiss) to render a full screen lens-flare on a black background with lens- ↩
reflections off.

Now convert the image from whatever format into TGA/TIF/IFF using whatever resol
ution you want
(the bigger the better). Use this as a brushmap TWICE on a 1x1 plane... once as
an opacity map
and secondly as a filter map (set to reverse image) so the darker parts with be
see-through. Now
make it bright and render it.... It should look like a fully fledged Lightwave l
ens-flare in
Imagine.

To place it in a scene make sure it's aligned to the object "camera" and large e
nough to look
good. The lens-reflections (the coloured spots of light) can be applied to grea
t effect by using
a package such as PhotoStyler using a large low opacity round brush and whatever
 colour you want
to compliment the picture (reds greens and blues are best). I've managed to suc
cessfully trick
my Lightwave owning friend using this technique by rendering Babylon5 type scene
s which
exhaustingly use lens-flares for each scene.

Just a quickie to ask whether anyone has had any luck with "Beyond Imagination" ↩
   for Windows ? I
haven't had any responses back yet, but it would be nice to know whether people
have used it and
I would appreciate feedback to improve it.

Well that's all for now

Andrew Herbert

BTW... Will Imagine 4 take Lightwave's example and adopt a Windows interface ?

>> Email: Andrew@Herbert.Netkonect.Co.UK <<
>> Beyond Imagination for Windows at...http://uptown.turnpike.Net/H/Herbert/ <<

Thread 49

-=> RETURN TO CONTENTS!<=-

1.136 MSG-133 Subject: Re: Amiga->PC/LAN

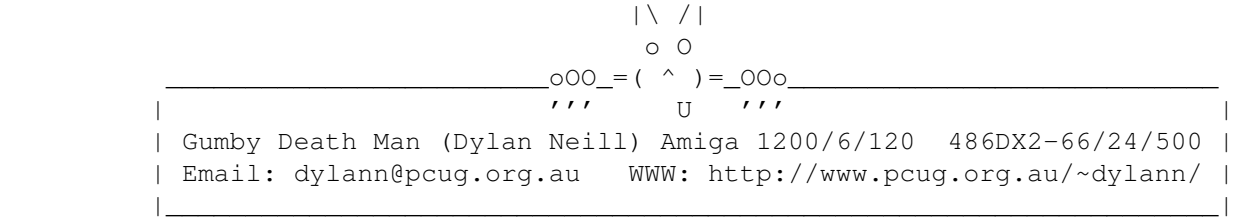
Subject: Re: Amiga->PC/LAN
Date: Monday, 07 August 1995 17:31:56
From: Dylan Neill <dylann@pcug.org.au>

On Sun, 6 Aug 1995, Kent Marshall Worley wrote:

>
> On Sat, 29 Jul 1995, Rune Jacobsen wrote:
>
> > I use Imagine 3.0 (My 3.0->3.1->3-2->3.3 is in the mail :D) on my A4000/040
> > 18MB RAM at home, and at work we (actually, I) have just set up a LAN (Novel
l)
> > with 17 P90's and 5 P120's. "This is cool", I think to myself. Wouldn't it b
e
> > nice if I could model a scene on my Amiga at home (I won't bother you with
> > saying how superiour the OS is, you all know that) and then take it to work

and
> > let the Pentiums go to work...I mean, I would make Terminator 3 in no time!
:)
> >
> > Rune Jacobsen
> > shitlips@bbs.oslohd.no & rune@oslohd.no
> >
> We have an amiga 3000 and a 486 pc connected via ethernet and are moving

Which network cards are you using? (on PC and Amiga)



Thread 87

-=> RETURN TO CONTENTS!<=-

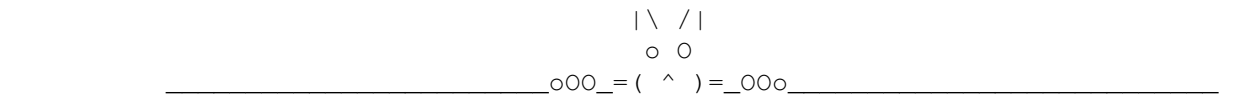
1.137 MSG-134 Subject: Re: Imagine 3.3 Screen Res.

Subject: Re: Imagine 3.3 Screen Res.
Date: Monday, 07 August 1995 17:44:56
From: Dylan Neill <dylann@pcug.org.au>

On Mon, 7 Aug 1995, Torgeir Holm wrote:

> On 06-Aug-95 00:11:00, Robert Buonincontro wrote:
>
> >Can someone please give me instructions on patching Imagine 3.3 to use a
> >higher resolution!
>
> On an amiga, use NewMode or ModePro to promote imagine (works perfectly with
> ModePro here)
>
> PC: Dunno... anyone?

Pc version has a preferences entry which lets you set it to 800x600,
1024x768 and 1280x1024 (Which is impossible to read on a 15in monitor! :)
Where did you get those NewMode and ModePro programs?



```
 |                        '''     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/ |
 |_____________________________________________________________________|


                          Thread          160

                  -=> RETURN TO CONTENTS!<=-
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1.138 MSG-135 Subject: Re: Q-Motions

```
                Subject: Re: Q-Motions
Date:    Monday, 07 August 1995 19:48:38
From:    Cedric Georges Chang <changc9@rpi.edu>


  ---------------------------------------------------------------------------

>     I have just heard of a new product for the pc called Q-Motion; it's
> supposed to allow 640X480 recording and playback at 30fps direct to the hard
> disk, a la PAR, for only 500$US. It seem a fantastic bargain.
>
> Do anybody have any experience or informations on this device ?

Here are two postings I saved that were posted on rec.desktop video:

---------------------------------Post #1-------------------------------------
From: pnush@quadrant.com (Pete Nush)
Newsgroups: rec.video.desktop
Subject: Re: non-linear editing
Date: 29 Jun 1995 20:35:58 GMT
Organization: Quadrant International, Inc.

In article <3ss8un$btf@blackbeard.linux.cnu.edu>
xr0214@cc.cnu.edu (student) writes:

> I'm trying to get a relitively inexpensive non-linear editing system.  I
> already have a PC and a cd-rom.  But what I'm really looking for is a
> video capture board, video editing software, and a board to export the
> video back to the VCR.  I've looked at a package being sold by B&H
> called Movie Machine Pro with Motion-Jpeg Option it is pretty much what
> I'm looking for but it is $850 which is kind of steep.  The product is
> made by Fast.  If anyone has any suggesstions or comments please write
> me.  Thanks.
>
>              Steven Moore
>              e-mail:smoore@pcs.cnu.edu

My company just announced the launch of our Q-Motion series of boards.
The standard model provides Motion-JPEG video capture at resolutions up
to 640 x 480 at 30 frames per second (60 fields per second).  The
capture is extremely high-quality because it is true 640x480, not
320x240 scaled up for playback.
```

In addition, the board has a built-in encoder so you can record your results back out to tape without the need for an additional board.

Our unique bit-rate control allows you to maximize the MJPEG quality for each individual frame given the bandwidth of your hard disk subsystem. In normal talk, you specify how fast your hard disk can read and write data and the MJPEG board will capture data at that constant rate, automatically increasing or decreasing frame quality to avid dropped frames. All in all an excellent technology breakthrough that took months to get working.

The board has three inputs (2 composite and 1 S-Video) and two outputs (1 composite an 1 S-Video).

The enhanced version includes Adobe Premiere 4.0LE (for video editing) and CeQuadrat PixelShrink (for conversion to MPEG movie files).

Q-Motion 100 List Price: $469
Q-Motion 100 Deluxe List Price: $649

For product literature, more information, or the location of your nearest reseller, call us at:

1-800-700-0362 inside the U.S.
1-610-964-7600 outside the U.S.
1-610-964-8195 fax

Pete Nush, Marketing Manager Voice: (610) 964-7837
Quadrant International, Inc. Fax: (610) 964-8195
170 South Warner Road, Suite 102 EMail: pnush@quadrant.com
Wayne, PA 19087-2191 USA

---Post #2---

From: Videoguy@viking.cris.com (DTV)
Newsgroups: rec.video.desktop
Subject: Re: Quadrant QMotion
Date: 1 Aug 1995 22:13:45 -0400
Organization: Concentric Internet Services

Today 8/1/95 I received my first shipoment of q-motion 100 boards. I have taken one home for evaluation. So far I am very impressed. Unfortunately, I am running into the restraints on my hard drive. The q-motion has a very clever compression sceme. You can optimize on comression ratio, compressed field size, kbytes per second or bits/pixel. With all this control, optiimizing your capture can take a bit of time. So far I can get excellent 320x240 captures. At 640x480 i get a great image quality, but I am dropping about 10% of frames. I will call Quadrant tech support tommorrow, to help me optimize my compression sceme.

Due to a screw up in the packaging, the units were shipped in a make do black&white sleeve. The quadrant people decidsed it was more important to ship the product, then delay it for packaging. I agree with this decision 100%. We are selling the Q-100 board for $499. A comnplete bundle with Adobe Premiere 4.0 le will be available in 2-3 weeks for $699. I still

have a couple of units in stock. If you want to be a pioneer, call me to order a Q-100 while I still got em. My next shipment will be when the bundles are available.

Ragards & happy videomaking,
Gary Bettan
dtv tech support
The Electronic Mailbox
800 323-2325

--------------------------------My Opinions-------------------------------------

As you can see from the date of the last posting, the Q-Motion came out fairly recently. Unfortunatley, my school has lost its usenet connection a few days ago (I'm not sure exactly why; my school has been hit by a couple of thunderstorms lately and the computer system just hasn't been the same since then), so I haven't been able to see if there are any other reactions to the board. One thing to keep in mind is quality. The updated PAR (the DPS Perception, which is a PCI card and uses SCSI drives rather IDE) gives "broadcast" quality. It can do 3:1 compression, which from what I gather is practically loseless compression. I can't comment on QMotion's quality, but I know the Perception is reputed to have excellent, broadcast quality output. I'm more interested in animations as a hobby, so I would be more tempted to get a QMotion, Miro DC1 board, etc... and save myself over $1000, even if it isn't rated at broadcast quality. On my Amiga I use DCTV to record my anims to video; it's about as low end as you can get, but I'm satisfied with its output. But then again, with the DPS Perception, you know your getting one of the best systems around.

Cedric
--

Cedric Chang Mechanical Engineer // Amiga 3000 '040
changc9@rpi.edu Rensselaer Polytechnic Institute \X/ CgFx/EGS Piccolo
----

Thread 290

-=> RETURN TO CONTENTS!<=-

1.139 MSG-136 Subject: T3dInfo beta testers

Subject: T3dInfo beta testers
Date: Monday, 07 August 1995 21:00:50
From: G.Scibilia@Agora.stm.it

GS> Yaba daba doo fellows,

GS> I'm searching for Amiga/PC Imagineers to beta test a util I wrote, it

```
 GS> writes via stdout info about TDDD objects, it manages NAME, SHP2, SHAP,
 GS> POSI, AXIS, SIZE, BBOX, PNTS, EDGE, FACE, COLR, REFL, TRAN, SPC1, CLST,
 GS> RLST, TLST, TXT3, BRS4, FOGL, PRP1, INT1, PART, PTFN, FGR2, PTH2, FOR2,
 GS> BBSG, SBSG Imagine v2.9+  sub chunks  and  SHAP, TPAR, SURF, MTTR, SPEC,
 GS> PRP0, INTS, STRY, OBSV, OTRK, OSTR, FADE, SKYC, AMBI, GLB0, EXTR, MTRX,
 GS> LOAD  Turbo Silver v3.0 chunks.

    I can uuencode PC executable, email me if You can help me; for Amiga fellows

I'm still waiting for the executable from Patrick Savaugeau, many thanx Patrick!



"G.Scibilia@agora.stm.it"
"Imagine Mailing List, IML FAQer"

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



                            Thread           39

                   -=> RETURN TO CONTENTS!<=-
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1.140 MSG-137 Subject: Re: Animation

```
                 Subject: Re: Animation
Date:    Monday, 07 August 1995 21:04:48
From:    jprusins@cybergrafix.com (John Prusinski)


  ------------------------------------------------------------------------------

>To: dvwilson@tibalt.supernet.ab.ca (Dave Wilson)
>From: jprusins@cybergrafix.com (John Prusinski)
>Subject: Re: Animation
>
>>>My personal preference, although a bit on the pricey side at approx. $750,
>>>is Autodesk's Animator Studio.  This will (among other things) load 24-bit
>
>>
>>
>>                How well does it animate 640x480 full screen 24bit
>>animations and
>>what are you useing for a system?
>
>
>I'm using a Pentium 90 w/ 24megs of RAM, and 640x480 24-bit animation is
definitely choppy, unless not much of the frame is moving (i.e. a still
```

background with a smaller foreground object moving around). I have an ATI graphics card (WinTurbo Mach 64), which I dislike and plan to replace as soon as I have a spare $500 or so... it's slow and gives me GDI errors in Windows from time to time (although as an aside to another thread, it does seem to run Imagine just fine).
>I don't think I've ever actually seen a desktop computer run 640x480 24-bit RGB animation in which the whole frame is changing (i.e. camera moves) smoothly. Is such a thing possible? When I need full-frame I output to the PAR (on the Amiga) and do it in video. I only use .avi files for tests and when they are destined to multimedia productions where they will be played in a smaller window.
>
>John.
>

Thread 55

-=> RETURN TO CONTENTS!<=-

1.141 MSG-138 Subject: Re: Imagine 3.3 Screen Res.

Subject: Re: Imagine 3.3 Screen Res.
Date: Tuesday, 08 August 1995 00:34:39
From: Ian M Smith <iansmith@ncinter.net>

On Tue, 8 Aug 1995, Duncan wrote:
> Errrm i got NewMode off Aminet and it works very well in DBLPAL -No Flicker
> with extra space for more buttons along the bottom and is ok UNTIL you/i
> Qrender then it crashes unless i start imagine and jump back to WB and set
> NewMode to DONOTPROMOTE then its ok -i read the docs and every thing but i can
t
> get it to work properly

The problem with NewMode is subtle and bit me too. There is an easy solution however!

Open up the NewMode requester, select the Imagine screen, hit Edit, and then Options. Make sure "Screen Name" is checkmarked! Save.

The problem is that by default, NewMode only looks at the program opening the screen. So when Imagine tries to open a quickrender screen, NewMode promotes it! Some modes have fits when promoted. Turning on Screen Name makes NewMode check the name of tehe program AND the name of the screen, and leaves quickrenders alone.

--
IanSmith@ncinter.net <--- New EMail, new web page address in a day or so!

Thread 166

-=> RETURN TO CONTENTS!<=-

1.142 MSG-139 Subject: Re: Autodesk 3D Studio - Wow!!!

Subject: Re: Autodesk 3D Studio - Wow!!!
Date: Tuesday, 08 August 1995 01:32:41
From: Charles Blaquiere <blaq@io.org>

> From: The Prophet <jbk4@email.psu.edu>
>
> It was used to do the cyberspace for 'Johnny Neumonic'.
> There was an article about it in a recent CineFex.

Yes, Johnny Neumonic. The guy who got terabytes of compressed air pumped into his head. <goofy, lopsided grin>

By the way, various companies produced various FX sequences using various software packages. So don't go see that movie if you expect a 3DStudio demo. (according to reviewers, don't go. Period)

Thread 104

-=> RETURN TO CONTENTS!<=-

1.143 MSG-140 Subject: Re: Global Fog animation (doh!)

Subject: Re: Global Fog animation (doh!)
Date: Tuesday, 08 August 1995 01:34:40
From: Charles Blaquiere <blaq@io.org>

> From: gregory denby <gdenby@bach.helios.nd.edu>
>
> MFF, mhfff, (sound of foot being extracted from mouth.)

Hey, I didn't know Imagine supported sound effects!

Thread 115

-=> RETURN TO CONTENTS!<=-

1.144 MSG-141 Subject: Re: Imagine 3.3 Screen Res.

```
                Subject: Re: Imagine 3.3 Screen Res.
Date:    Tuesday, 08 August 1995 01:44:37
From:    Duncan <dunc@eraser.demon.co.uk>


  ---------------------------------------------------------------------------

Hi Dylan,

> > PC: Dunno... anyone?
>
> Pc version has a preferences entry which lets you set it to 800x600,
> 1024x768 and 1280x1024 (Which is impossible to read on a 15in monitor! :)
> Where did you get those NewMode and ModePro programs?
>
  Errrm i got NewMode off Aminet and it works very well in DBLPAL -No Flicker
with extra space for more buttons along the bottom and is ok UNTIL you/i
Qrender then it crashes unless i start imagine and jump back to WB and set
NewMode to DONOTPROMOTE then its ok -i read the docs and every thing but i cant
get it to work properly

 im gonna get ModePro and try that

  Duncan


                              dunc@eraser.demon.co.uk



                           Thread          143

                   -=> RETURN TO CONTENTS!<=-
```

1.145 MSG-142 Subject: Re: Single sided mapping

```
                Subject: Re: Single sided mapping
Date:    Tuesday, 08 August 1995 01:56:13
From:    Charles Blaquiere <blaq@io.org>


  ---------------------------------------------------------------------------

> From: Rick Dolishny <dolish@io.org>
>
> If anyone is interested, I'll be uploading images from the montage after
> it's totally finished (music and sound are being added now). You can get
> it at the Command Line BBS/Toronto (great animation and video BBS)
> soon at (416) 533-8321 but I'll have <someone> show me how to upload
> to Aminet...
```

>
> ...I'm lucky to have the one and only CHARLES BLAQUIERE in my home town!

<laughing> Yep! And we all know who's going to show you how to upload to Aminet, don't we? <laughing some more>

I guess this is a good time to tell you all a bit about my buddy Rick here. He runs TAZA, the Toronto Animators Zoetrope Association. It's a fun user group for mostly-Amiga animators. He's also a real-live animator, who makes his living using Imagine and a PAR/IV24-equipped Amiga 3000. This year, after 2 years of animating underwater scenes for a syndicated show called "Fish'n Canada", which was his biggest client, he was hired outright as a staff member. He's progressed from flat, white, geometric facsimiles of fish, using all of 3 faces (I kid you not), swimming in a foggy, gridded underwater environment, to his current level: realistic fishies of all kinds, with tacked textures and bones and stuff. It's great to see the progress this guy has made. It's also great that there were people actually paying for his little swimming origami fish, 2 years ago! I don't mean it as a putdown; it's just an example that there's a market for _all levels_ of animation. The topic surfaces <oops, another fish analogy %^S > regularly on the IML: how to get work? Well, my work so far has been decidedly low-end, but I've sold everything from nicely-lit, field-rendered, 24-bit, single-framed flying logos, down to dopey 16-color DPaint animations being played off my 3000. There's a client for every quality level, and conversely, there's a quality level for every client's budget.

Anyway, what started out as a small bio ended as today's soapbox speech. Ladies and gentlemen of the IML, meet Rick.

Thread 37

-=> RETURN TO CONTENTS!<=-

1.146 MSG-143 Subject: Re: Imagine 3.3 Screen Res.

Subject: Re: Imagine 3.3 Screen Res.
Date: Tuesday, 08 August 1995 02:02:55
From: Torgeir Holm <torgeirh@powertech.no>

On 07-Aug-95 16:44:56, Dylan Neill wrote:

>> On an amiga, use NewMode or ModePro to promote imagine (works perfectly
>> with ModePro here)
>>
>> PC: Dunno... anyone?

>Pc version has a preferences entry which lets you set it to 800x600,
>1024x768 and 1280x1024 (Which is impossible to read on a 15in monitor! :)
>Where did you get those NewMode and ModePro programs?

They should both be on aminet. Don't know the directory. ModePro is written by one of the many Mikes on the IML (the Rivers one...), and he mailed it to me uuencoded.

If you don't find them, let me know and I'll mail you the archive.

Torge!r

Thread 138

-=> RETURN TO CONTENTS!<=-

1.147 MSG-144 Subject: GreG

Subject: GreG
Date: Tuesday, 08 August 1995 02:03:01
From: Torgeir Holm <torgeirh@powertech.no>

---

type http://www.websharx.com/~greg

enter gallery

click any form button

KLONNK <sound of jaw hitting floor>

GreG, awesome work! (can't wait for those image descriptions to come online)

Torge!r

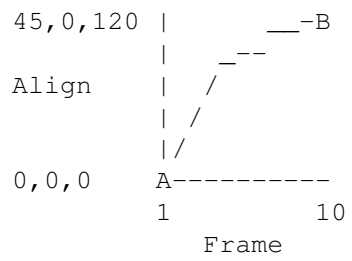
Thread 47

-=> RETURN TO CONTENTS!<=-

1.148 MSG-145 Subject: Re: Velocity scaling

Subject: Re: Velocity scaling
Date: Tuesday, 08 August 1995 02:31:01
From: Charles Blaquiere <blaq@io.org>

Visualize a 2-D graph, with time running at the bottom from left (start) to right (end), and the vertical axis representing the degree to which (alignment/size/position/morphing) varies, from bottom (beginning value or object) to top (end value or object). When you're morphing a value or object, what you're doing is laying down a spline curve that joins the bottom-left point with the top-right point:



In this diagram, we're morphing, ohhh, position from a triplet of XYZ values ("A" on the graph) to another ("B" on the graph), between frames 1 and 10. At frame 1, the object's alignment is 0,0,0; at frame 10, it's 45,0,120. Obviously, when you lay down an Action bar, you want to go from 0,0,0 to 45,0,120 as time marches along; that is, you want to join the points marked "A" and "B" on the graph.

How you join those points is where Velocity Scaling comes into play.

In the Bad Old Days, the only way to join those points was with a straight line. Alignment would vary at the same rate in every frame, giving rise to the following problems:

- jerky start/stop motion, as the rotational speed suddenly went from zero to (whatever) when the beginning of the bar was encountered; the same was true at the end of the movement.

- Rotational speed, or the rate at which alignment changed from frame to frame, was constant. Real-world objects always need to _accelerate_ from a speed of zero to (whatever), and inertia means they can't decelerate to zero instantly, either.

Result: totally unnatural movement.

These days, the curve that joins A and B is a spline curve, which you can control through two parameters, the Velocity Scaling fields. Each one represents the _slope_ of the spline as it touches A or B. Remember from your geometry days: a slope of zero is horizontal; 1 is a 45-degree angle; 90 degrees is positive infinity. Similarly, -1 is a -45-degree slope, and minus infinity will give you a vertical slope, pointing downwards.

Imagine works as if the graph, above, had the same width and height. So, you can simulate the Bad Old Days by setting both Velocity Scaling (VS) values to 1: the spline will start and end at a 45-degree angle, and since each end of the spline will be pointing straight towards the other

end, there's no need to deviate. The result: a straight line.

With any other VS values, the spline at one point will have a slope defined by that VS value; the spline will gently curve to meet the other endpoint at whatever VS slope is defined there.

For example, since a slope of zero is horizontal, setting VS#0 to zero will mean the Action editor bar will start morphing slowly, and the transformation will pick up as time progresses. The same would be true of VS#1, where a value of zero would mean progressive deceleration.

VS values of zero at both ends often look the most natural, if you're trying to model anything organic, or even artificial objects, such as a milk carton, which you wish to imbue with human qualities.

(By the way, VS#1 values represent the slope of the spline at point B, rotated 180 degrees. Turn your monitor upside-down to see what I mean.)

Negative values would mean the spline will briefly dip below the "initial value" line (VS#0) before arcing upwards towards B, or conversely (VS#1), create an overshoot that corrects itself quickly and settles at the final value, at point B.

Now if a slope of 1 means an abrupt start or end to the movement, greater and greater values will mean even stronger initial rates of change, giving a cartoony effect; think of the Road Runner instantly disappearing after sticking out its tongue at Wile E. Coyote.

I'm thinking of submitting a "Velocity Scaling Lab" project to 3D Artist, which would use some devious tricks to show you exactly, in a single frame, what the spline interpolation curve would look like for a given pair of VS values. Until then, this written description should be enough for all but the most visually-challenged user. (I hope)

Thread 146

-=> RETURN TO CONTENTS!<=-

1.149 MSG-146 Subject: Re: Velocity scaling

Subject: Re: Velocity scaling
Date: Tuesday, 08 August 1995 03:16:04
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello Rick, on Aug 7 you wrote:

> > Has anyone mastered the velocity scaling in the action editor. I can't find the

> > logic to its operation.
> > I try 0 then 1, to get acceleration. Then I try 0 and 2, also acceleration b
ut
> > aster. But 0 and 3
> > creates a vastly different motion path.
> >
> > It seems if the numbers a attractors that exagerate the spline interpolation
.
> > Please if anyone could explain.
>
> Actually, I think a quick tutorial is in place too! I've had just a
> bugger of a time geting things to start out REALLY slow then shoot off,
> as an example. What on earth do the numbers do? Logically, I'd think a
> scaling value of 1 would not affect the "units per frame" where 2 would
> double the units per frame... but double of what?
>
> Any suggestions anyone?

Don't confuse the speed of an object, ie. the distance it travels over a number of frames, with it's acceleration (Vel. Scaling). Remember that Spline Interpolation and Velocity can be set for four timelines, Actor, Position, Align and Size and each can act independantly or influence each other. If you set Velocity in the Actor timeline and morph from a sphere to a cube the rate of the morph will effect all the points in the object during its transition. If the object is also moving and you set Velocity in the Position timeline the object's axis is ac/decelerated from one key frame to the next.

Take your example of an object starting out slow and shooting off quickly. Make a Position timeline over 20 frames, moving the object 150 units in X from its' original position with Velocity set to 0,1. Make another timeline from frame 21 to 40 and move the object another 500 units in X with Velocity set to 0,2. The distance travelled in the last 20 frames is greater than the first 20 and the object will "shoot off" and accelerate as well. I don't think the Velocity values themselves can be defined in terms of units travelled but rather the higher the value the greater the effect. Try setting velocity to 6,0 for the last 20 frames with Spline Interpolation turned on and you will exaggerate the spline curve so much the object will reverse direction in the last few frames as it decelerates. Strangely enough if you toggle Spline Interpolation OFF the curve is even more pronounced.

Play around with the values and use the frame slider in the anim preview to step through the frames and notice how far the object travels each frame as it accelerates or decelerates.

I think the important thing here is that these movements are spline curves, not linear. Trial and Error as usual. :-)

-- Bob

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

-=> RETURN TO CONTENTS!<=-

1.150 MSG-147 Subject: Heightfields ?

Subject: Heightfields ?
Date: Tuesday, 08 August 1995 04:01:08
From: randman@interaccess.com (Randall Moore)

Since this is my first post here on the IML I better preface my query by saying I haven't read the FAQ so,....

I have been trying to generate a nice POV-like heightfield with no luck. I have taken
a fractint generated DXF from a plasma image - too chunky and too many points, plus takes a looooooooong time to render.
Does anyone have any suggestions ??
I am using 3.0 on the PC.

Thanks

- Randy

Thread 149

-=> RETURN TO CONTENTS!<=-

1.151 MSG-148 Subject: I'm back...

Subject: I'm back...
Date: Tuesday, 08 August 1995 05:20:34
From: lumbient@superlink.net

Yes you thought I was gone, anyway along the lines of many previous note about GreG's homepage I found that webshark is a great resource for Imagine stuff. Steve Blackman is also there.

!LuM!

Thread 170

-=> RETURN TO CONTENTS!<=-

1.152 MSG-149 Subject: Re: Heightfields ?

Subject: Re: Heightfields ?
Date: Tuesday, 08 August 1995 10:17:35
From: Drew_Perttula@altabates.com

'tis true, DXF files from Fractint are hard to work with-- I've tried. But I had a totally successful landscape by drawing a B&W plasma in fractint, saving the image (lo-res probably), making a detailed plane in IM30, and Applique'ing the plasma. The phong shading helped also.

To get a water level, simply intersect a 1x1 plane of water with the land. You could probably also do that common POV thing where it looks like they took everything higher than a certain Z and flattened it. You could even flatten several levels for plateaus/roads. Etc, etc.

Thread 356

-=> RETURN TO CONTENTS!<=-

1.153 MSG-150 Subject: Demo pic of upcoming Imagine soft shadows

Subject: Demo pic of upcoming Imagine soft shadows
Date: Tuesday, 08 August 1995 16:03:37
From: Charles Blaquiere <blaq@io.org>

After 2 weeks, I finally got through to Aminet, where I uploaded "AlienArt.jpg", an image that had been uploaded onto CompuServe by, I believe, Mike H. It shows two upcoming Imagine features: the abstract sculpture was modelled using metaballs, and it's casting soft shadows, courtesy of a new type of light object. (Warning: only works in trace mode)

By the way, I spoke to Mike this week, and learned that Metaballs will both be a Detail editor modelling tool, _and_ an animated Action editor F/X, which means you'll be able to animate globuly things merging into each other! Coupled with some suitable organic Essence textures, this could lead to a new level of yuckiness.

P.S. You know, I can think of worse ways to spend five bucks than to call Mike and talk to him. He sure has a way of getting even grizzled old Imagine veterans (does 3.5 years count?) excited at the program and its near future. I can only encourage y'all to give Mike a call some time.

Thread 337

-=> RETURN TO CONTENTS!<=-

1.154 MSG-151 Subject: Lightwave demo on the web ...

Subject: Lightwave demo on the web ...
Date: Tuesday, 08 August 1995 16:36:32
From: sherman@netcad.ENET.dec.com

FROM too long. Original FROM is 'Steve NACAD::Sherman LKG2-A/R5 pole AA2 DTN 226 -6992 08-Aug-1995 1533 -0400 <sherman@netcad.ENET.dec.com>'

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

Just for comparison purposes, I checked this out. I still like Imagine, but I think it's good to look at what's out there. This is sort of a virtual demo of Lightwave:

http://cse.unl.edu/%7Emohrt/lightwave/

It lets you see what the screens look like as well as download some pics.

Steve

Thread 303

-=> RETURN TO CONTENTS!<=-

1.155 MSG-152 Subject: Retina problems

Subject: Retina problems
Date: Tuesday, 08 August 1995 17:28:01
From: Charles Blaquiere <blaq@io.org>

Here is a message I found on CompuServe. I told the author I'd report his problem to the IML, in case someone here had a solution.

#: 47798 S8/Rendering
28-Jul-95 21:47:37
Sb: Imagine & Retina?
Fm: Frank Dlugoleski 73577,2467

Thread 167

-=> RETURN TO CONTENTS!<=-

1.156 MSG-153 Subject: Siggraph Imagine user meet!

Subject: Siggraph Imagine user meet!
Date: Tuesday, 08 August 1995 17:43:55
From: Charles Blaquiere <blaq@io.org>

#: 9512 S3/Impulse
07-Aug-95 01:07:54
Sb: SIGGRAPH Imagine Meeting
Fm: Tim Wilson [Crestline] 76432,1122

Thread 19

-=> RETURN TO CONTENTS!<=-

1.157 MSG-154 Subject: Web Page Moved

Subject: Web Page Moved
Date: Tuesday, 08 August 1995 20:16:46
From: Ian M Smith <iansmith@ncinter.net>

Well, I finally have my Imagine Web paged moved to my new account...
give it a try if you get the chance and let me know if there are any
problems. It should be much faster... :)

-- - Imagine-ImageMaster-HP-Amiga! -
IanSmith@ncinter.net http://www.ncinter.net/~iansmith/

Thread 410

-=> RETURN TO CONTENTS!<=-

1.158 MSG-155 Subject: Re: Re[2]: lensflare

Subject: Re: Re[2]: lensflare
Date: Tuesday, 08 August 1995 21:41:42
From: yrod@ozemail.com.au

Is lensflare also a good way to distract the eye from sometimes unreal
looking renders? 8^)

Rod Macey: yrod@ozemail.com.au - Pre-press/Graphic Designer
Home: A2000/30 FPU 4MB RAM [soon to be 12 8-)] Imagine 3.0
Work: Power Macs, Sun Sparc & Pee Cees too.
"Sometimes the hard way is the only way!"

Thread 12

-=> RETURN TO CONTENTS!<=-

1.159 MSG-156 Subject: Re: Fog

Subject: Re: Fog
Date: Tuesday, 08 August 1995 21:57:42
From: Rick Dolishny <dolish@io.org>

You were asking about Global Fog. Remember to set the upper and lower
dimensions of the fog: for a while I was setting the Fog Length and
assuming that if I did not set restrictions on the size that the Fog
would affect everything: WRONG!

Good luck!

Rick Dolishny dolish@io.org
Ardee Productions - Toronto, Ontario

Thread 168

-=> RETURN TO CONTENTS!<=-

1.160 MSG-157 Subject: Re: Single sided mapping

Subject: Re: Single sided mapping
Date: Tuesday, 08 August 1995 22:18:51
From: Rick Dolishny <dolish@io.org>

On Tue, 8 Aug 1995, Charles Blaquiere wrote:

> > From: Rick Dolishny <dolish@io.org>
> >
> > If anyone is interested, I'll be uploading images from the montage after
> > it's totally finished (music and sound are being added now). You can get
> > it at the Command Line BBS/Toronto (great animation and video BBS)
> > soon at (416) 533-8321 but I'll have <someone> show me how to upload
> > to Aminet...
> >
> > ...I'm lucky to have the one and only CHARLES BLAQUIERE in my home town!
>
> <laughing> Yep! And we all know who's going to show you how to upload to
> Aminet, don't we? <laughing some more>
>
> I guess this is a good time to tell you all a bit about my buddy Rick
> here. He runs TAZA, the Toronto Animators Zoetrope Association. It's a
> fun user group for mostly-Amiga animators. He's also a real-live
> animator, who makes his living using Imagine and a PAR/IV24-equipped
> Amiga 3000. This year, after 2 years of animating underwater scenes for a

<blush!>

Thanks Charles! I read the Lightwave magazines and go to the 3D get-togethers across Ontario, and until now it's been a bit lonely: producing 10-60 seconds of 3D animation every week that I think looks pretty good - at least as good as the Lightwave stuff. But nobody outside Canada has heard of my show or my work. When do I get to be on a cover of a magazine? *

* Actually, I have... Many of you are familiar with Amiga Animation magazine: it's a collection of PD graphics, animation, Mods and programs. There on the cover was my dog: fully articulated and animated on the enclosed disk! Included was a short tutorial on Bones and states. Check it out: it was issue 8.4. It's a great way to see what I do... I suspect the file is floating around Aminet too: I originally called the archive "Dog.gone.lha".

So the point of all this is that it's great to be on the IML finally, to meet all of you Imagine animators of all skill levels. I hope that if you are in the Toronto area that you can make it to TAZA: we meet in the back room of a great restaurant with a capacity of over 60 people. I'd like to meet you there!

It's great to be here. Now Charles, how about that ftp demo...

Rick Dolishny dolish@io.org
Ardee Productions - Toronto, Ontario

Thread 89

-=> RETURN TO CONTENTS!<=-

1.161 MSG-158 Subject: Re: Velocity scaling

```
                Subject: Re: Velocity scaling
Date:    Tuesday, 08 August 1995 22:22:56
From:    Rick Dolishny <dolish@io.org>
```

Charles, that Velocity scaling demo was remarkable! What I don't
understand is why it doesn't seem to make a difference whatever the
values are... unless I click on Discontinuous Knot. Am I wrong? What is
this button?

Rick Dolishny dolish@io.org
Ardee Productions - Toronto, Ontario

Thread 164

-=> RETURN TO CONTENTS!<=-

1.162 MSG-159 Subject: Re: An old challenge - How are diamonds done ?

```
                Subject: Re: An old challenge - How are diamonds done ?
Date:    Tuesday, 08 August 1995 23:07:14
From:    yrod@ozemail.com.au
```

Could you use Millan Polle's glass.itx to get the diamond right.
The method Charles is describing with the fakely.itx sounds similar to
what Millan's texture does. Correct me if I am wrong. I might try it on
the diamond obj that was supplied on the list. Let you know what happens.
Might be a bit late though. Have a few days off in the mountains betwen jobs.

When I get back from the mountains I will be publishing the results of
the Tool survey. If anyone else out there wants to be included in the
survey please post ASAP. At the moment more Amiga users have responded
than PC users. Tom G(renderbrant) seems to be using the most platforms
for 3D rendering.

Rod Macey: yrod@ozemail.com.au - Pre-press/Graphic Designer
Home: A2000/30 FPU 4MB RAM [soon to be 12 8-)] Imagine 3.0
Work: Power Macs, Sun Sparc & Pee Cees too.
"Sometimes the hard way is the only way!"

Thread 3

-=> RETURN TO CONTENTS!<=-

1.163 MSG-160 Subject: Re: Imagine 3.3 Screen Res.

Subject: Re: Imagine 3.3 Screen Res.
Date: Tuesday, 08 August 1995 23:23:39
From: Torgeir Holm <torgeirh@powertech.no>

On 08-Aug-95 00:44:37, Duncan wrote:
>>
> Errrm i got NewMode off Aminet and it works very well in DBLPAL -No Flicker
>with extra space for more buttons along the bottom and is ok UNTIL you/i
>Qrender then it crashes unless i start imagine and jump back to WB and set
>NewMode to DONOTPROMOTE then its ok -i read the docs and every thing but i
>cant get it to work properly

> im gonna get ModePro and try that

No such problems using ModePro, it even promotes the PlayBig animation screen correctly.

Torge!r

Thread 100

-=> RETURN TO CONTENTS!<=-

1.164 MSG-161 Subject: Re: Velocity scaling

Subject: Re: Velocity scaling
Date: Tuesday, 08 August 1995 23:31:13
From: Charles Blaquiere <blaq@io.org>

> From: Charles Blaquiere <blaq@io.org>
>
> 45,0,120 | __-B
> | _--
> Align | /
> | /
> |/
> 0,0,0 A----------
> 1 10
> Frame
>

```
> In this diagram, we're morphing, ohhh, position from a triplet of XYZ
> values ("A" on the graph) to another ("B" on the graph), between frames 1

D'oh! As you can imagine, I started writing the tutorial using
"Position" as the variable XYZ triplet, then went back and changed it
all to "Align"... everywhere except in one line. Obviously, I meant that
we're morphing _Align_, not Position. The graph is correct.



                          Thread          145

                  -=> RETURN TO CONTENTS!<=-
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1.165 MSG-162 Subject: Re: Velocity scaling

```
                Subject: Re: Velocity scaling
Date:    Tuesday, 08 August 1995 23:44:03
From:    Charles Blaquiere <blaq@io.org>


  ---------------------------------------------------------------------------

> From: Rick Dolishny <dolish@io.org>
>
> Charles, that Velocity scaling demo was remarkable! What I don't
> understand is why it doesn't seem to make a difference whatever the
> values are... unless I click on Discontinuous Knot. Am I wrong? What is
> this button?

Discontinuous Knot is used when you create several adjoining morph bars,
e.g.

      A[########B[###C

Normally, you'll want the spline curve, from A to B to C, to look
harmonious, without any abrupt changes caused by different values to the
left of B (Velocity Scaling #1 of first morph bar) and to the right
of B (Velocity Scaling #0 of second morph bar). I don't know how Imagine
does it; perhaps it plays with the values so that the first VC#1 and the
second VC#0 won't really be what you entered, but an average of the two.
Whatever method Imagine uses, the idea would be to force the slope of
the spline to be the same as it arrives at B, and as it leaves B.

However, if you want the spline curve to have different slopes, you
click on the Discontinuous Knot button. This allows you to enter
different values in the first VC#1 and the second VC#0, giving the
effect of a break in the curve. (You get the same effect, in 2-D space,
in the Spline editor when you change a knot from Continuous to
Discontinuous) You're basically telling Imagine, "when computing the
first spline interpolation, pretend that the second bar doesn't exist".

Well, when you're just creating a _single_ morph bar, the second bar
_doesn't_ exist, and for some reason I found that activating
Discontinuous Knot really got the point across to Imagine. Without it, I
```

sometimes got strange behaviour.

Thread 158

-=> RETURN TO CONTENTS!<=-

1.166 MSG-163 Subject: Re:Re: lensflare

Subject: Re:Re: lensflare
Date: Tuesday, 08 August 1995 23:46:38
From: yrod@ozemail.com.au

On Sun, 6 Aug 1995, gregory denby wrote:

>
> Rod asks:
> >How do I obtain a nice sparkle offthe edge of a wine glass or chrome
> >object?
>
> I suppose you are talking about a glint durring the course of an
> anim? I don't think there is any easy way to do this. Maybe try
> running a small test anim, just to see which frames have the sharpest
> specular highlights, and then add a flared light at those points/
> frames. ??
>
> Greg Denby
>

This might be a nice feature that Impulse might be able to impement.
A global effect that reacts to a texture (or attributes button) on an obj.
Like the way that the global lens flare reacts to lights that don't have
the "No lens flare" switch on. Place a texture that works on specularity
(or mabey just a button in the attributes requestor like the bright button).
Anyway, the global effect would look for objects with that is tagged with
the specularity texture/button, and where the specularity reaches
255,255,255 in a tight spot (like on an edge) it would produce a
sparkle/lensflare like effect. Possible settings for the effect could be:

Intensity before sparkle, ie: 250,250,250
Width of bright spot (set in Imagine units), ie. if an edge of your wine
glass was 5 Imagine units, this setting would be say: 5.
So with these two settings you could say, "Put a sparkle/flare on any
area where the specularity intensity is over 250,250,250 on an area less
than 5 imagine units wide"
Perhaps other lensflare type settings could be borrowed.

Anyway, just an idea. Don't flare me 8-) if this doesn't make sense, is
totally useless, or could never be done.

Rod Macey: yrod@ozemail.com.au - Pre-press/Graphic Designer
Home: A2000/30 FPU 4MB RAM [soon to be 12 8-)] Imagine 3.0
Work: Power Macs, Sun Sparc & Pee Cees too.
"Sometimes the hard way is the only way!"

Thread 34

-=> RETURN TO CONTENTS!<=-

1.167 MSG-164 Subject: Re: Velocity Scaling

Subject: Re: Velocity Scaling
Date: Tuesday, 08 August 1995 23:58:21
From: NEWKIRK@delphi.com

---

to Rick Dolishny-
Think back to college math... a discontinuity is a point at which (on a graph of velocity) the velocity changes abrubtly, no smooth curve. If you select Discontinuous Knot (knot being the control points of the spline) then you are telling the program to take your input value and disregard the slope approaching

that point. In reverse, if you don't have a discontinuous knot, the slope in th
e
frame preceding the spline is probably used instead, to ensure that no discontinuity exists at the starting point.
Did that make any sense? I'm half asleep...
Joelzzzzzzzzzzzz

Thread 161

-=> RETURN TO CONTENTS!<=-

1.168 MSG-165 Subject: RE: Beyond Imagination

Subject: RE: Beyond Imagination
Date: Wednesday, 09 August 1995 00:12:10
From: Andrew@Herbert.Netkonect.Co.UK (Andrew Herbert)

> ----- The following addresses had delivery problems -----
><Andrew@Herbert.Netkonect.Co.UK> (unrecoverable error)
>
> ----- Transcript of session follows -----
><Andrew@Herbert.Netkonect.Co.UK>... Deferred: Connection timed out with

herbert.netkonect.co.uk
>Message could not be delivered for 1 week, 2 days
>Message will be deleted from queue
>
Oh dear...as you can see I had a bit of trouble recieving the message, but it go
t to me in the
end !

>>Beyond Imagination is a On-Line help system for Imagine and includes hints,
>tips, and tutorials
>>on just about everything.

>Just downloaded your software, and I must say I'm very impressed with the
>time and effort you
>obviously put into it. Although I've kept my own archives and FAQs from the
>IML, it's great to
>have them easily accessible all in one place. Thanks!
>
>Since you asked for comments, I must say that the one thing that would make
>it even more
>useful than it already is would be some kind of search function. Being able
>to find every
>reference to, say, "glass" at the click of a button would be great!

Thanks for your reply.

"Beyond Imagination" was a idea after using "Dare 2 Imagine" on the Amiga (and I
 have to admit
quite a lot of the information was "aquired" from the very same archive !)

I feel Imagine for the PC has never taken off in the same way it did for the Ami
ga (certainly
not in the UK) I hope that this will soon change, although I'd be the first to a
dmit Imagine
needs to make some changes in order to achieve this.

Thanks to everyone who has said they liked it and found it useful, until I start
 working
full-time with (hopefully) a computer graphics firm (interview this week - bite
fingernails time
!) I will constantly improve it.

Thanks for your constructive critism and I'm working on a search program at the
moment, it
won't be much different from the Netscape searcher or Yahoo, I'm just making the
 code more
effecient so it'll run a bit faster. I realise the on-line time costs money so I' ↩
    ll try and
make it as small as possible, and give it it's own .exe so you won't have to dow
nload the full
program again and re-install it.

That's all for now and I'll msg everyone when it's downloadable through the web
page.

Bye !

```
>> Email: Andrew@Herbert.Netkonect.Co.UK <<
>> Beyond Imagination available at http://uptown.turnpike.net/H/Herbert/ <<


                          Thread          191

                 -=> RETURN TO CONTENTS!<=-
```

1.169 MSG-166 Subject: Re: Imagine 3.3 Screen Res.

```
                Subject: Re: Imagine 3.3 Screen Res.
Date:    Wednesday, 09 August 1995 10:52:45
From:    Mtucibat@cris.com


  ---------------------------------------------------------------------------

By 8-8, lots of folks have talked about Screen Size:

T> > im gonna get ModePro and try that
T>
T> No such problems using ModePro, it even promotes the PlayBig animation
T> screen correctly.
===============

        I'd prefer not to have another commodity running, but still
        haven't found the locations to edit.  If anyone has or could
        find them, I'd appreciate their posting.

        -mikeT


* Offline Orbit 0.70a * ...Sleep is a poor substitute for Raytracing...


                          Thread          134

                 -=> RETURN TO CONTENTS!<=-
```

1.170 MSG-167 Subject: Re: Retina problems

```
                Subject: Re: Retina problems
Date:    Wednesday, 09 August 1995 11:02:24
From:    Vance Schowalter <viking@freenet.edmonton.ab.ca>


  ---------------------------------------------------------------------------

I have a Retina Z2 and Imagine 3.0. I found a utility on AmiNet (archive
name "DCTV4RetinaV25.lha") which allows Retina users to retarget
```

Imagine's rendering output (using the DCTV switch) to the Retina. I've tried it, and it works perfectly. You only have to register it to get a version that doesn't stamp a logo on your output screen.


```
*****************************************
*    Vance Schowalter >>Image Master<<    *
*                                         *
* Internet: viking@freenet.edmonton.ab.ca *
*                                         *
*     "Affable little snow creature."     *
*****************************************
```


Thread 473

-=> RETURN TO CONTENTS!<=-

1.171 MSG-168 Subject: Fonts

Subject: Fonts
Date: Wednesday, 09 August 1995 11:36:41
From: Mike McCool <mikemcoo@efn.org>

Seems like I might have gone through this once, so excuse the rudundancy,--but is there something buggy in 3.0's add font object, in Detail?

I'm not usually into the flying logo thing, but hey, cliche's strike even the most conceited of us. I couldn't get Detail to load any kind of font, not even postscript's. Ended up having to go into spline, which isn't too slow at all. And the manual of course was incredibly helpful.

I'm glad I haven't deleted 2.9. Oh, and I'm on an A3000.

(And also, please excuse those multiple posts yesterday about the watersplash tutorial. I got three of my own letters. My server's playing pingpong).

Thread 188

-=> RETURN TO CONTENTS!<=-

1.172 MSG-169 Subject: Re: Craig Collins

Subject: Re: Craig Collins
Date: Wednesday, 09 August 1995 15:09:00
From: Paul Townend <Paul.Townend@raytech.co.uk>

-=> Quoting Andrew@herbert.netkonect.co.uk to All <=-

An> From: Andrew Herbert <Andrew@herbert.netkonect.co.uk>

An> Has anyone heard of Craig Collins or any of his animations ?

An> Dolphin Dreams
An> Speed Limit
An> Last Stand On Hoth
An> Mean CD Machone
An> Soldier X
An> Tygris III
An> Aliens III

An> He also did a magazine cover for Amiga Shopper

An> I have one of his videos in PAL format (The Imagine Video Collection
An> 1) from 17 bit software and was wondering if he released any more
An> animations or if anyone has a contact address ?

Hello Andrew :-) I live a couple of miles from Craig and work part-time at the same place so I reckon I'm quite up on Craigs material since I supplied the music for his video (check out the credits).

I haven't got hold of him to ask if it's OK to give You a tel number, but I could relay any messages..he is a bit busy though.

He also did PC format and Amiga format's covers and may do some more in the near future (amiga format was the pixelpro2 giveaway).

He now runs a pentium90 with 40 meg ram and all the trimmings! :-)

If You think that video was good..You wanna see his demo reel...blows that away. Full 24 bit anims on svhs...stunners!
Time to show off a bit now..:-)..I managed to get the soldier x object from Craig some time ago, and have sworn never to release it. Nice piece of work, but I really wanted the alien, however Craig spent 3 months off and on building that so I doubt if anything short of violence will prise that from his clutches:-))

As far as more anims goes...no. Craig is now professional and has no time for PD. He recognises PD launched his career, but there comes a time when You cant restrict Yourself to small/free anims! People out there are prepared to pay good money for this kind of work, so why not join in?

Craig's now working on a few ideas, I can't really say what, but I'll let You know as and when - he uses comms but doesn't really like to

do any more than read the mail.

Just thought I'd drop You a reply 'cos even though we're mates, I still admire his work as a pro (it seem you do too).

Don't know if you wanna e-mail me back, but it would be better 'cos walls have ears and Craig often gets badly informed when I write about him....I then spend 2 or 3 hours explaining what was REALLY said to him:-)

OK, nuff waffling, it's time 4 bed!
Traa!

.... There goes me knotted pine! (Wrong Trousers)
|
| Internet: Paul.Townend@raytech.co.uk
|---|
| Gated from RAYTECH BBS - free access raytracing support in the UK |
|------------------------- call +44 1862 83 2020 modem - 24 hours ! |

Thread 454

-=> RETURN TO CONTENTS!<=-

1.173 MSG-170 Subject: Imagine 2.0

Subject: Imagine 2.0
Date: Wednesday, 09 August 1995 17:59:55
From: Joe Piche <jpiche@freenet.calgary.ab.ca>

I was wundering if there was an upgrade to imagine 2.0? Bug fix, and the like. I can't afford 3.0, so I'm kinda stuck with 2 <The price was right>. I'm also looking for a tutorial on how to use the Cycle editor. The book that came with imagine when I bought it, covers all the basics, but not the cycle ed.

BTW, I'm using the PC version.

Thanx, Joe

Thread 65

-=> RETURN TO CONTENTS!<=-

1.174 MSG-171 Subject: Rendering Resolution

Subject: Rendering Resolution
Date: Wednesday, 09 August 1995 20:35:00
From: horst@artemedia.DE (Horst Heberle)

On Aug 10, 2:04am, William Allwell wrote:
> Subject: Rendering Resolution
> What is a good resolution to render in? I usually stick to 640*512,
> rendering in 24 bit, then viewing the rendered image through Art
> Department in AGA. I have noticed a few images in magazines rendered at
> resolutions up to 1500*1000, which are of veryy high qaulity. What
> resolutions do other people use???
>
> Bill Allwell
>
>-- End of excerpt from William Allwell

I think, it depends on what you want.
If you want an animation in Video resolution you don't need a resolution of your image larger than 720x576 (this is for a PAL image).
If you want to produce a slide, you need a resolution higher than Video, because a slide needs a very high resolution to display your rendered image in the best quality (my experiences in this: 2048x1365 for a good quality), but remember - an image in this resolution in 24 bit is up to 8,5 mb size.

You need more info in this question? Don't hesitate to ask me. I will try to help you. I often produce animations and slides in different resolutions with much success.
Horst

--
Dipl. Ing. Horst Heberle
Lindenstrasse 9 54292 Trier
eMail heberle@trier.fh-rpl.de
Phone (0)651 47493
Fax (0)651 43176

Thread 230

-=> RETURN TO CONTENTS!<=-

1.175 MSG-172 Subject: Re: Imagine upgrade

Subject: Re: Imagine upgrade
Date: Wednesday, 09 August 1995 21:17:19
From: bilboyce@iconz.co.nz (Bill Boyce)

>>I am currently using version2 of Imagine, and I'm thinking of upgrading to
>>version3 or later. Are there many advantages to the later versions and
>>what are to user guides like???
>>
>>   Bill Allwell
>>
The user guide is much improved, as is the program.

-Particles
-Lens Flares
-Bones / Skeletonal control, and Inverse kinematics
-Hugely improved brush and texture map requester and settings options
-Postscript text objects & spline editor
And many other things. That should wet your appetite, anyway.

Get it! If you can afford it, it is streets ahead of version 2.

Thread 343

-=> RETURN TO CONTENTS!<=-

1.176 MSG-173 Subject: Amiga IFF

Subject: Amiga IFF
Date: Wednesday, 09 August 1995 21:37:11
From: Susan Dianne Boon <sdboon@acs.ucalgary.ca>

Hi!

Sorry to be slightly off topic but,are there any PD programs that
would convert my Imagine IFF to other formats like GIFF and TIFF?
Or even HTML????
Keep rendering!

--

Dr. Susan D. Boon
Department of Psychology
University of Calgary
2500 University Dr. NW
Calgary, AB T2N 1N4
CANADA

Thread 219

-=> RETURN TO CONTENTS!<=-

1.177 MSG-174 Subject: Craig Collins

Subject: Craig Collins
Date: Wednesday, 09 August 1995 21:38:55
From: Andrew@Herbert.Netkonect.Co.UK (Andrew Herbert)

Has anyone heard of Craig Collins or any of his animations ?

Dolphin Dreams
Speed Limit
Last Stand On Hoth
Mean CD Machone
Soldier X
Tygris III
Aliens III

He also did a magazine cover for Amiga Shopper

I have one of his videos in PAL format (The Imagine Video Collection 1) from 17 bit software and
was wondering if he released any more animations or if anyone has a contact addr ess ?

BTW The Beyond Imagination search engine is out now from http://uptown.turnpike. net/H/Herbert/

>> Email: Andrew@Herbert.Netkonect.Co.UK <<
>> Beyond Imagination for Windows available at http://uptown.turnpike.net/H/Herb ert/ <<

Thread 169

-=> RETURN TO CONTENTS!<=-

1.178 MSG-175 Subject: Re: Creating landscapes

Subject: Re: Creating landscapes
Date: Wednesday, 09 August 1995 22:08:50
From: mikael@pip.dknet.dk

I found a way on how to make easy landscapes, using Fractint (I use Fractint 19.
2).
Start Fractint, make Plasma, save image. From main menu select "3D transform fro
m file"
and select your saved image. An option screen appears. The option "coarseness" c
ontrols the
detail level (number of points, edges and faces). Go down to "Ray Trace out" and
 enter "7"
for DXF output. Press enter until the computer begins to draw. Start imagine, se
lect "load DXF"
 and Imagine will convert the DXF, this may take some time. You know have an eas
y way of
making landscapes objects.

Yours Mikael Johannesen.

Thread 177

-=> RETURN TO CONTENTS!<=-

1.179 MSG-176 Subject: Re: Creating landscapes

Subject: Re: Creating landscapes
Date: Wednesday, 09 August 1995 23:25:49
From: Fredster <fredster@sapphire.netrix.net>

-- [From: Fredster * EMC.Ver #2.5.02] --

> I found a way on how to make easy landscapes, using Fractint (I use
Fractint
> 19.2). Start Fractint, make Plasma, save image. From main menu select "3D
> transform from file" and select your saved image. An option screen
appears.

Neat idea!

There’s a program called VistaPro, that does great landscapes that can be
saved as dxf and imported into Imagine as well, that gives you greater
control over the whole thing. It’s pretty cheap, and very effective...

Fred Aderhold
fredster@netrix.net

Brownies - not just for breakfast anymore!

Thread 175

-=> RETURN TO CONTENTS!<=-

1.180 MSG-177 Subject: Re: Creating landscapes

Subject: Re: Creating landscapes
Date: Wednesday, 09 August 1995 23:32:53
From: Roger Straub <straub@csn.net>

On Wed, 9 Aug 1995 mikael@pip.dknet.dk wrote:

> I found a way on how to make easy landscapes, using Fractint (I use Fractint 1
9.2).

What is Fractint? What platforms? Shareware? How much? AAAAAAGHHHHH!!!!

>
> Yours Mikael Johannesen.
>
>
>

See ya,
Roger

Thread 229

-=> RETURN TO CONTENTS!<=-

1.181 MSG-178 Subject: Re: Help-Im2.0

Subject: Re: Help-Im2.0
Date: Thursday, 10 August 1995 00:06:11
From: Roger Straub <straub@csn.net>

On Wed, 9 Aug 1995 NEWKIRK@delphi.com wrote:

> HELP! I'm running IM 2.0, trying to 'Trace' a scene, and I keep getting
> 'Error - World OcTree Too Large' What does it mean, what can I do?
> This one's new to me.

I think I've heard of this one. Try scaling your entire stage setup down
below 1024(?). This should alleviate the problem, I think.

> Joel
>

See ya,
      Roger

Thread 481

-=> RETURN TO CONTENTS!<=-

1.182 MSG-179 Subject: Help-Im2.0

Subject: Help-Im2.0
Date: Thursday, 10 August 1995 00:07:23
From: NEWKIRK@delphi.com

HELP! I'm running IM 2.0, trying to 'Trace' a scene, and I keep getting
'Error - World OcTree Too Large' What does it mean, what can I do?
This one's new to me.
Also have a non-Imagine question for Amiga Imagineers: I'm running on ECS
chips, and have noticed a strange effect - my Amiga's display bleeds into
channel six on my TV set, ten feet away, no connections (except power, but
each is on it's own surge protector with filters) The problem exists with
the monitor turned off too, so I guess I've been getting irradiated for years
sitting in front of my A2000 (it sits on the floor, on it's end, right in fron
of my chair. Hmmm.... glad I've already had a son...)
Joel

Thread 178

-=> RETURN TO CONTENTS!<=-

1.183 MSG-180 Subject: Re: Amiga IFF

Subject: Re: Amiga IFF
Date: Thursday, 10 August 1995 02:05:39
From: Vance Schowalter <viking@freenet.edmonton.ab.ca>

Yes, you can get several choices of image processor(format converters)
from your nearest AmiNet site. I've tried out GfxCon, and it works well
and is easy to use. It will convert to and from most popular Amiga/PC

file graphic formats.

Normally, however, I use the commercial program Imagemaster R/t. It's
bang for the buck can't be beat by competitors.


```
*****************************************
*    Vance Schowalter >>Image Master<<    *
*                                         *
* Internet: viking@freenet.edmonton.ab.ca *
*                                         *
*     "Affable little snow creature."     *
*****************************************
```


Thread 223

-=> RETURN TO CONTENTS!<=-

1.184 MSG-181 Subject: Rendering Resolution

Subject: Rendering Resolution
Date: Thursday, 10 August 1995 03:04:36
From: William Allwell <bill@netspace.net.au>

What is a good resolution to render in? I usually stick to 640*512,
rendering in 24 bit, then viewing the rendered image through Art
Department in AGA. I have noticed a few images in magazines rendered at
resolutions up to 1500*1000, which are of veryy high qaulity. What
resolutions do other people use???

Bill Allwell

Thread 171

-=> RETURN TO CONTENTS!<=-

1.185 MSG-182 Subject: Imagine upgrade

Subject: Imagine upgrade
Date: Thursday, 10 August 1995 03:11:43
From: William Allwell <bill@netspace.net.au>

I am currently using version2 of Imagine, and I'm thinking of upgrading to version3 or later. Are there many advantages to the later versions and what are to user guides like???

Bill Allwell

Thread 172

-=> RETURN TO CONTENTS!<=-

1.186 MSG-183 Subject: Re: Pentax

Subject: Re: Pentax
Date: Thursday, 10 August 1995 03:45:20
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello Greg, on Aug 9 you wrote:

> I d-loaded your Pentax .iob from Aminet, and I want to congratulate
> you on your modelling. For a change, a nice object that's not
> a space ship. Also, I like the way you didn't use any brush maps.
> I guess I'm a bit of a purist, but using brushes seems to be a bit
> of a cheat.
>
> Now, where do I get film for this :->

I'm glad you like it. I've tried to follow Carmen Rizzolo's lead and avoid brush maps where possible. It's a fine line between getting a detailed object and too many faces. The "PENTAX" logo alone is over 1400 faces, not to mention the Zoom and Focus rings. I was tempted to add brush maps for some text on the lens and aperture ring but had second thoughts, it would have meant rendering in a very high resolution to make them legible.

I have to admit though that my next object will probably be the Deep Space 9 station :-) but it will be modelled from a VCR freeze frame, not a model.

-- Bob

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

Thread 68

-=> RETURN TO CONTENTS!<=-

1.187 MSG-184 Subject: Re: Rendering Resolution

Subject: Re: Rendering Resolution
Date: Thursday, 10 August 1995 04:01:49
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello William, on Aug 10 you wrote:

> What is a good resolution to render in? I usually stick to 640*512,
> rendering in 24 bit, then viewing the rendered image through Art
> Department in AGA. I have noticed a few images in magazines rendered at
> resolutions up to 1500*1000, which are of veryy high qaulity. What
> resolutions do other people use???
>
> Bill Allwell

I generally render to suit my default display (Workbench) size, around 724 x 566. A local magazine here in Australia won't accept anything less than 1500 x 3000 for their cover which measures 8" x 11" (A4). They need the higher resolutions for printing.

-- Bob

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

Thread 187

-=> RETURN TO CONTENTS!<=-

1.188 MSG-185 Subject: Re: Creating landscapes

Subject: Re: Creating landscapes
Date: Thursday, 10 August 1995 04:17:09
From: RobSampson@aol.com

In a message dated 95-08-09 19:53:42 EDT, you write:

>There's a program called VistaPro, that does great landscapes that can be
>saved as dxf and imported into Imagine as well, that gives you greater
>control over the whole thing. It's pretty cheap, and very effective...

I've been using Vistapro 3.1, picked it up a couple weeks ago. I now consider it an excellent addtion to Imagine. There are so many ways to use it. Export dxf terrains to Imagine. Convert dem files to 3ds with a utility of thiers then convert the 3ds file to Imagine with Andrey's program. Backdrop an Imagine render into a Vistapro landscape and then place another Imagine render in the foreground as long as the tga files background color is

black. It is by itself a great program with very good tech support, in fact the best tech support I have come across on any product. When I had a question about a feature right after buying it the guy who wrote the program responded to my question within hours even though the post was not directed towards him specifically. If you have need for great terrains and photorealistic backdrops this is the program to get. It was $85 I believe direct from VRLI but can be found cheaper I'm sure.

Bob.....

Thread 222

-=> RETURN TO CONTENTS!<=-

1.189 MSG-186 Subject: Upgrading...

Subject: Upgrading...
Date: Thursday, 10 August 1995 07:22:54
From: James Brooks <jamesb@clark.net>

Hi all,

(Sorry if this question have been ask before..and I know it has)

I have been out of the loop (in a since) with Imagine. As you can see I own Imagine 3.0. I am just wondering how much will cost total not to get up to Imagine 3.3? I was once offer to join Impulse's upgrade club but I was already sucked into using Lightwave (and I love it!) but the features I have been hearing about Imagine has me seriously thinking about seeing this package and once again use it WITH LW. :)

Oh is there a number (or email address) I can get to Impulse?

TIA

Alex

James "Alex" Brooks Amiga 4000/040/28MHz 22MB 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

Thread 119

-=> RETURN TO CONTENTS!<=-

1.190 MSG-187 Subject: Re: Rendering Resolution

Subject: Re: Rendering Resolution
Date: Thursday, 10 August 1995 10:33:16
From: Paul Rance <paul@rance.demon.co.uk>

> From: William Allwell <bill@netspace.net.au>
> Subject: Rendering Resolution
> To: imagine@email.sp.paramax.com
> Date: Thu, 10 Aug 1995 02:04:36 +1000 (EST)

> What is a good resolution to render in? I usually stick to 640*512,
> rendering in 24 bit, then viewing the rendered image through Art
> Department in AGA. I have noticed a few images in magazines rendered at
> resolutions up to 1500*1000, which are of veryy high qaulity. What
> resolutions do other people use???
>
> Bill Allwell

640x512 is a good choice, or if you want to it to be seen on the PC's
do 640x480. I found that when I moved onto the PC most of my Amiga
renderings were cut-off at the bottom.

Another idea that I always used in final renderings is to render at
1280x1024 and then scale down 50%. This improves the quality
of the render , as Imagines anti-aliasing has never been the best.
I still found it quicker this way even with Imagine 3's improved
anti-aliasing, I just turned down the quality in Imagine and rendered
it at twice the resolution I needed. It turned out quicker than
using Imagine 3's improved anti-aliasing quality which slows down
dramatically.

The reason why the magazines would use such a high
resolution is so that it can be published without loss of quality.
Alot of highend printing can go up to 32000.

Paul R
---
email: paul@rance.demon.co.uk

gallery web page http://metro.turnpike.net/P/paulr/index.html
---

Thread 152

-=> RETURN TO CONTENTS!<=-

1.191 MSG-188 Subject: Re: Fonts

```
                Subject: Re: Fonts
Date:    Thursday, 10 August 1995 10:36:55
From:    Paul Rance <paul@rance.demon.co.uk>


  ---------------------------------------------------------------------------

> Date:          Wed, 9 Aug 1995 10:36:41 -0700 (PDT)
> From:          Mike McCool <mikemcoo@efn.org>
> To:            imaginemailinglist <imagine@email.sp.paramax.com>
> Subject:       fonts

> Seems like I might have gone through this once, so excuse the
> rudundancy,--but is there something buggy in 3.0's add font object, in
> Detail?
>
> I'm not usually into the flying logo thing, but hey, cliche's
> strike even the most conceited of us.  I couldn't get Detail to load any
> kind of font, not even postscript's.  Ended up having to go into
> spline, which isn't too slow at all.  And the manual of course was
> incredibly helpful.
>
> I'm glad I haven't deleted 2.9. Oh, and I'm on an A3000.
>
> (And also, please excuse those multiple posts yesterday about the
> watersplash tutorial.  I got three of my own letters.  My server's
> playing pingpong).
>

THis has been fixed in the later versions, I think its 3.2.
Use the spline editor its much better anyway.

Paul
-----------------------------------------------------------------
 email: paul@rance.demon.co.uk

 gallery web page http://metro.turnpike.net/P/paulr/index.html
-----------------------------------------------------------------


                           Thread          377

                  -=> RETURN TO CONTENTS!<=-
```

1.192 MSG-189 Subject: Manuals please

```
                Subject: Manuals please
Date:    Thursday, 10 August 1995 12:12:42
From:    simon phillips <S.T.Phillips@canterbury.ac.uk>


  ---------------------------------------------------------------------------
```

I got imagine 2.0 for my PC froma coverdisk. Only I have no clue how
to use it properly as I have limited background in Amiga usage. Can
anyone tell me where I can download a simple user guide ? If not can
I get a cheap user manual for the pc version anywhere (cheap being
the operative word) ?
thanks
Simon.

Thread 324

-=> RETURN TO CONTENTS!<=-

1.193 MSG-190 Subject: Field Rendering

Subject: Field Rendering
Date: Thursday, 10 August 1995 12:52:52
From: pantera@voyager.com

A few questions:

* I have not tried to do a fiel rendering yet, but i am kinda confused,
i understand that the best time to use it is when you have objects
moving horizontally or vertically across the screenn. Should i just use
field rendering for ALL my animations??? and what do the individual
frames look like?

* When I try to align an object to the camera i get an error message,
anyone know why?

* If there is ANYONE out there with version 3.3 please E-mail me.

H"E"L"M"Y PRODUCTIONS

<3D & 2D AnImAtIoN>

E-Mail: Helmy@Voyager.Com

Thread 199

-=> RETURN TO CONTENTS!<=-

1.194 MSG-191 Subject: Re: Beyond Imagine

```
                Subject: Re: Beyond Imagine
Date:    Thursday, 10 August 1995 12:59:51
From:    Ayalon Hermony <ila2024@zeus.datasrv.co.il>

  ---------------------------------------------------------------------------


Hello,

Tried FTP uptown.turnpike.net to get Beyond.zip.
The system didn't allows me as ftp or anon or guest.

Do I need http it only?

TIA.

        How do you come back from 3D ?
Ayalon M. Hermony,    Internet: ila2024@datasrv.co.il


                           Thread          478

                  -=> RETURN TO CONTENTS!<=-
```

1.195 MSG-192 Subject: Re: Amiga IFF

```
                Subject: Re: Amiga IFF
Date:    Thursday, 10 August 1995 15:39:04
From:    Mike McCool <mikemcoo@efn.org>

  ---------------------------------------------------------------------------

Look down at aminet, in the gfx directory, I don't know if it's in the
edit directory or the 3d directory, but I think it's called Image
Studio.  (Great help, eh!  I'm not sure exactly where it is, nor what
it's called!  Help like this you could do without . . . :^)

On Wed, 9 Aug 1995, Susan Dianne Boon wrote:

> Hi!
>
> Sorry to be slightly off topic but,are there any PD programs that
> would convert my Imagine IFF to other formats like GIFF and TIFF?
> Or even HTML????
> Keep rendering!
>
>
> --
>
```

> Dr. Susan D. Boon
> Department of Psychology
> University of Calgary
> 2500 University Dr. NW
> Calgary, AB T2N 1N4
> CANADA
>

Thread 116

-=> RETURN TO CONTENTS!<=-

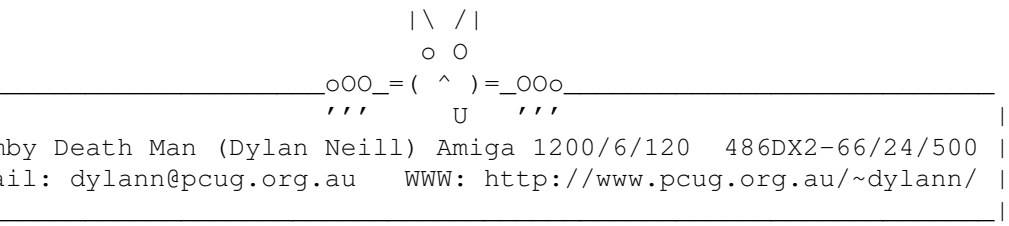
1.196 MSG-193 Subject: Re: Rendering Resolution

Subject: Re: Rendering Resolution
Date: Thursday, 10 August 1995 16:44:05
From: Dylan Neill <dylann@pcug.org.au>

On Thu, 10 Aug 1995, William Allwell wrote:

> What is a good resolution to render in? I usually stick to 640*512,
> rendering in 24 bit, then viewing the rendered image through Art
> Department in AGA. I have noticed a few images in magazines rendered at
> resolutions up to 1500*1000, which are of veryy high qaulity. What
> resolutions do other people use???

Depends what you're doing it for. If your gonna make the picture for a
magazine or something then you have to use high resolutions so the
picture won't look too chunky. For viewing on screen just render 640x512
or whatever the highest resolution of your system is (I've done 1280x512
and 800x600 pictures and viewed them in AGA, looks good!)



Thread 184

-=> RETURN TO CONTENTS!<=-

1.197 MSG-194 Subject: Back From Siggraph

```
                Subject: Back From Siggraph
Date:    Thursday, 10 August 1995 18:50:57
From:    Broctune@aol.com
```

I just got back from siggraph and I must say it was awesome. I mean I only went to the exibits, cause I couldn't afford the classes and stuff but it was truly an experience. Someof the more interesting things were the full earth scaling thing-a-ma-bober, that allowed you to look at a globe, turn it around and go into to any city or place and fly around, it scaled from full earth view to like a 10 meter resolution of a place in almost real time. Another cool place was the Alias Wavefront exhibit. They had a guy there who was showing how the software was used in making fire, hair and proper speech. If you have never been I urge you to go sometime because you'll never forget it.

Thread 205

-=> RETURN TO CONTENTS!<=-

1.198 MSG-195 Subject: IML-FAQ#07 upped

```
                Subject: IML-FAQ#07 upped
Date:    Thursday, 10 August 1995 21:41:52
From:    G.Scibilia@Agora.stm.it
```

Hi Imagineers,

>Subject: FAQ's
>From: DAVEH47@delphi.com
>
>
>   Could someone post a message as soon as Imagine FAQ#7 is
> available on aminet?

I upped the latest Imagine Mailing List FAQ#07 on Aminet ftp.luth.se site right now, it should be available in the next days (gfx/3d/iml-faq7.lzh).

```
 /\_
|   | "G.Scibilia@Agora.stm.it"
| O | "cn01@novell.dima.unige.it"
|   | "2:332/211.24@FidoNet.org"
| O | "Imagine Mailing List,IML FAQer"                    ae(-_^)ue
|___|                          _    __   ___  _______Wizard signing off
```

Thread 409

-=> RETURN TO CONTENTS!<=-

1.199 MSG-196 Subject: ModePro?

Subject: ModePro?
Date: Thursday, 10 August 1995 22:19:12
From: Roger Straub <straub@csn.net>

When I downloaded ModePro from Aminet the other day, It worked fine. I was running Imagine 3.3 in fully overscanned 724x482. Cool, I thought. Then after a couple of days, it quit. ModePro wouldn't recognize when I ran Imagine, and wouldn't promote the screen. =_(Uncol, I thought. Is there something obvious that I'm missing? ModePro works every once in a while, but I usually have to reboot several times. I tried adding a path to the program name, and I tried using the screenmode requester option; the requester doesn't even try to pop up. Help!?

See ya,
Roger

Thread 8

-=> RETURN TO CONTENTS!<=-

1.200 MSG-197 Subject: 50mhz cpu plug-in?

Subject: 50mhz cpu plug-in?
Date: Thursday, 10 August 1995 23:19:05
From: Mike McCool <mikemcoo@efn.org>

Anybody heard anything about such an animal? At the local users's group meeting last night, some fellow mentioned a 'replacement chip' or plug-in type thing that goes in the cpu slot and turns your amiga into a 50mhz. He didn't know WHICH amiga, and someone else said it wasn't 50mhz, but 60 or 100--but both agreed they'd heard it costs under 600 bucks.

This news comes just when I was thinking of buying a warp engine. I guess I should pick up a magazine occasionally and thumb through it.

Reminds me: last year, I got a print-out of a simple hardware hack for the A3000 that allegedly transforms the floating point unit into a 50mhz screamer. (I know, 50mhz is hardly screaming, but to a 25mhz user, it

IS). Anybody know about this, or tried it, or fried their machine trying it?

Thanks in a trance.

Thread 201

-=> RETURN TO CONTENTS!<=-

1.201 MSG-198 Subject: Rendering Resolution

Subject: Rendering Resolution
Date: Friday, 11 August 1995 01:08:45
From: Torgeir Holm <torgeirh@powertech.no>

On 10-Aug-95 02:04:36, William Allwell wrote:

>What is a good resolution to render in? I usually stick to 640*512,
>rendering in 24 bit, then viewing the rendered image through Art
>Department in AGA. I have noticed a few images in magazines rendered at
>resolutions up to 1500*1000, which are of veryy high qaulity. What
>resolutions do other people use???

It depends on what the image is intended for. If it's for screen display, I usualy don't go above 800x600. However, if it's meant to be printed (offset, ie. in a magazine) It all depends on the final size of the printed image and the magazine's screen ruling.

Example: I get a job to do a rendering as an illustration in a magazine, the final size is supposed to be 8"*5", and they use a 130 lpi screen (they tell me this, I don't have to figure that out.)

I double the lpi to get the dpi = 260
260 * 8 = 2080
260 * 5 = 1300
So I render the image at 2080*1300 at a 1:1 aspect ratio.

If I render at a lower resoulution, you will start to notice pixels on the printed page. "lpi*2=dpi" & "dpi * x size & y size" is the basic rule when figuring out resolutions for print.

Torge!r

Thread 181

-=> RETURN TO CONTENTS!<=-

1.202 MSG-199 Subject: Re: Field Rendering

Subject: Re: Field Rendering
Date: Friday, 11 August 1995 02:03:14
From: Richard Heidebrecht <rheidebr@freenet.niagara.com>

On Thu, 10 Aug 1995 pantera@voyager.com wrote:

> * I have not tried to do a fiel rendering yet, but i am kinda confused,
> i understand that the best time to use it is when you have objects
> moving horizontally or vertically across the screenn. Should i just use
> field rendering for ALL my animations??? and what do the individual
> frames look like?

What's field rendering? I've heard of it before, but have no idea what
it does, would someone please enlighten me?

~Rick Heidebrecht~

Thread 208

-=> RETURN TO CONTENTS!<=-

1.203 MSG-200 Subject: Blaq! away until Aug. 21

Subject: Blaq! away until Aug. 21
Date: Friday, 11 August 1995 03:18:23
From: Charles Blaquiere <blaq@io.org>

Since this is a long time, and I'm one of the more prolific current IML
members, I thought I'd post a tiny notice of my absence. Hope nobody minds.

ObImagine: Call Mike H. and talk to him in person! It's much better than
trying to communicate with him online. His enthusiasm for upcoming
Imagine developments is downright contagious.

Thread 207

-=> RETURN TO CONTENTS!<=-

1.204 MSG-201 Subject: Re: 50mhz cpu plug-in?

Subject: Re: 50mhz cpu plug-in?
Date: Friday, 11 August 1995 07:35:41
From: bilboyce@iconz.co.nz (Bill Boyce)

>Anybody heard anything about such an animal? At the local users's group
>meeting last night, some fellow mentioned a 'replacement chip' or plug-in
>type thing that goes in the cpu slot and turns your amiga into a 50mhz.
>He didn't know WHICH amiga, and someone else said it wasn't 50mhz, but 60
>or 100--but both agreed they'd heard it costs under 600 bucks.
>
>This news comes just when I was thinking of buying a warp engine. I guess
>I should pick up a magazine occasionally and thumb through it.
>
>Reminds me: last year, I got a print-out of a simple hardware hack for the
>A3000 that allegedly transforms the floating point unit into a 50mhz
>screamer. (I know, 50mhz is hardly screaming, but to a 25mhz user, it
>IS). Anybody know about this, or tried it, or fried their machine trying
>it?
>
>Thanks in a trance.
>
Replacement chipping the 3000 would be difficult - the 030 is suface mounted
ie soldered to the motherboard. The only real way to accelerate a 3000 is via
the cpu slot, as used by the Warp engine.

Thread 27

-=> RETURN TO CONTENTS!<=-

1.205 MSG-202 Subject: Sparkles

Subject: Sparkles
Date: Friday, 11 August 1995 11:04:57
From: "DEBEAUMONT, GEORGE" <debeaugw@songs.sce.com>

On 8/6/95 Rod Macey wrote:
>Back to lenseflares - well sparkles actually. How do I obtain a nice
>sparkle off the edge of a wine glass or chrome object? Help is
>appreciated. Thanks.

Hey Rod,

I've got a quick thought on how to achieve a sparkle type of effect in an
animation. Presumably you want something less intense than a lense flare,

but something more than a simple specular highlight...the result of what one would see in real life from some minor imperfection or poorly seen detail on a rotating reflective object.

I'd approach it this way:

1) Create a primitive disk with even # of sections (lets use 12). Select every other point (pick points mode) and scale down (result = six point star).

2) Apply the Fakely texture to the sparkle object:

TYPE NO. = 2 (This will affect the filter value of the object only)
CHANGE THRESHOLD = 0.9 (This will make the sparkle object visible only when it directly faces the camera)
SIDE RGB = 255,255,255
FRONT RGB = 0,0,0

3) Group the six pointed star to the object needing the sparkles. Make sure to orient it such that it becomes visible (directly faces the camera) at the desired point in your animation. Each sparkle object will now remain invisible until its plane is perpendicular to the Y axis of the camera.

Anyway thats the basic idea. You'd probably want to use multiple sparkle objects (with slightly different orientations) and keep them relatively small. You might want to experiment with other shapes as well.

George deBeaumont
debeaugw@songs.sce.com

Thread 338

-=> RETURN TO CONTENTS!<=-

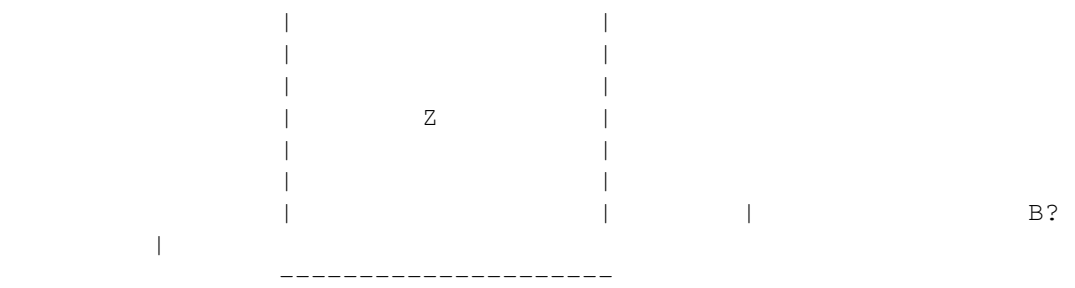
1.206 MSG-203 Subject: Texture/States problem

Subject: Texture/States problem
Date: Friday, 11 August 1995 14:11:13
From: spack@mv.us.adobe.com

Hey All,

I was trying to make a animation of clouds moving past, like in time-lapse photography, using PC IM3.3's cloud texture. I created a primitive plane 1000x1000 with 1 horizontal and vertical sections. I then applied the clouds texture and created two states for the texture's position to morph from. Here is a ASCII diagram:

```
        ---------------------
        | A                 X|
```



The first state of the texture is 'tacked' at A (i.e. I edited the texture axis, moved it to A). The second state is tacked at B (again moving the texture axis to B). I would expect that when animated there should be a smooth, linear transition from A to B. However, this does not work! What happens is that the texture rotates around a imaginary axis located at X. Z is the object axis location, so this does not appear to be part of the problem.

Can someone explain why the texture doesn't morph in a linear manner? Ideas on how to make it move linearly? Thanks!

-Scott
spack@adobe.com

Thread 487

-=> RETURN TO CONTENTS!<=-

1.207 MSG-204 Subject: Interesting ...

Subject: Interesting ...
Date: Friday, 11 August 1995 15:38:03
From: sherman@netcad.ENET.dec.com

FROM too long. Original FROM is 'Steve NACAD::Sherman LKG2-A/R5 pole AA2 DTN 226-6992 11-Aug-1995 1423 -0400 <sherman@netcad.ENET.dec.com>'

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

The latest DV has some exciting stuff in it. I'm considering going to broadcast quality hardware to spit out Imagine stuff as well as upgrading other stuff.

There was formal mention of Iomega's Jaz box. Basically, it's supposed to be out soon and sell for about $500. It takes 3.5" media that costs each about $100. Each cart can hold about 1 GB of data and can be accessed at a quoted average rate of 6.73 MB/sec. Takes a SCSI 2 interface and by the

picture looks like it'll fit in one o' my PC bays with no prob. If Iomega delivers, this thing could be used for video playback, project storage and backups. Has the potential to be one INCREDIBLE piece of HW. I'm waiting for it ...

Also, I've seen several ads for the MARS 2 card by Daewoo. Has a big, red 800 number at the bottom to call for more info. It's supposed to do MPEG2 playback and recording with 6:1 compression or so. Thus, one *should* be able to use a vanilla hard disk with it to play back animation. I've called the 800 number a few times. The voicemail for Mark Brown (the gringo you need to speak to) is full. Could be a lot of interest in this card. I have no idea where to get one or how much it will be. Generates broadcast quality video, unlike most of the cards out there. (NTSC has 60 frame, true color, 740X480, MPEG-2, selectable PAL or NTSC, ISA interface, S-VHS, Composite and Betacam outs.) Specs look real good on this board. Looks to me like it would work well with the coming Jaz ...

An aside, I note that several card vendors are packaging Adobe Premiere 4.0 LE with their hardware. I know what AP 4.0 is. But, what is "LE"? I assume it's a hobbled version of 4.0, no? There's little or no mention of it in Adobe's www pages. Anybody know?

Steve

Thread 210

-=> RETURN TO CONTENTS!<=-

1.208 MSG-205 Subject: Re: Back From Siggraph

Subject: Re: Back From Siggraph
Date: Friday, 11 August 1995 18:19:48
From: Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>

If you want some real inspiration (or to get really depressed), you should check out the Alias website, http://www.alias.com. It has been redone for SIGGRAPH and to note their merger with Wavefront. There are dozens of MPEG's done by Alias animators and others. There is the running Yeti, covered with flowing, bouncing HAIR, the porcupine covered with moving QUILLS, the realistic glass of water with BUBBLING Alka-seltzer, moving clouds in the sky made with PARTICLES, and so on and so on. You will really have to check out Cyrus Lum's DRAGON.
During SIGGRAPH, they had a live connection but I believe it is down now.

On Thu, 10 Aug 1995 Broctune@aol.com wrote:

> I just got back from siggraph and I must say it was awesome. I mean I only
> went to the exibits, cause I couldn't afford the classes and stuff but it was
> truly an experience. Someof the more interesting things were the full earth
> scaling thing-a-ma-bober, that allowed you to look at a globe, turn it around

> and go into to any city or place and fly around, it scaled from full earth
> view to like a 10 meter resolution of a place in almost real time. Another
> cool place was the Alias Wavefront exhibit. They had a guy there who was
> showing how the software was used in making fire, hair and proper speech. If
> you have never been I urge you to go sometime because you'll never forget it.
>

Thread 400

-=> RETURN TO CONTENTS!<=-

1.209 MSG-206 Subject: Velocitiy in v4.0 ???

Subject: Velocitiy in v4.0 ???
Date: Friday, 11 August 1995 20:16:56
From: Broctune@aol.com

Since there is all this talk about velocity scaling and all that will there been an easier way to control the speed of an object and have it vary over time in the new version.

Thread 123

-=> RETURN TO CONTENTS!<=-

1.210 MSG-207 Subject: Bones animation

Subject: Bones animation
Date: Friday, 11 August 1995 21:36:58
From: Doug Darland <ddarland@qualcomm.com>

Hello,
Here is my first try at Bones and Shadows.
It is a 720K zipped .FLC it unzips to
1M or so. It shows Bones being used in
2 different axis's on the same object.

Sharky has been gracious enough to allow
me to put it on his server.
You can ftp it from ftp.websharx.com/pub/imagine/walk.zip
Thanks Sharky for all your help.

Doug
ddarland@qualcomm.com

Thread 285

-=> RETURN TO CONTENTS!<=-

1.211 MSG-208 Subject: Re: Field Rendering

Subject: Re: Field Rendering
Date: Friday, 11 August 1995 22:58:53
From: RobSampson@aol.com

In a message dated 95-08-11 01:23:42 EDT, you write:

>> * I have not tried to do a fiel rendering yet, but i am kinda confused,
>> i understand that the best time to use it is when you have objects
>> moving horizontally or vertically across the screenn. Should i just use
>> field rendering for ALL my animations??? and what do the individual
>> frames look like?
>
>What's field rendering? I've heard of it before, but have no idea what
>it does, would someone please enlighten me?
>
>
> ~Rick Heidebrecht~
7. Field Rendering... For many this feature will do nothing,
except make you feel good that once you really need it you now have
it. Field rendering is only worth something if you are going to a single
frame recorder, of digital animation system like the Personal
Animation Recorder from DPS, in Florence, Kentucky. You simply
click on the Field Render button in the subproject requester for the
project that you are working on. Notice also that there is a flip fields
button. You should make a test render of say 30 frames, if the image is
not stable or seems to be blurred or jagged, then simple click on the
Flip Field button. Now re-render the animation and everything should
be just perfect. Remember that this is the case for your system so that
when you set up a render you will always have to click on this button
if you needed to do so for this test. We have set this feature to work
out of the box with the PAR card, so as you test this feature please let
us know what you had to do to make it work with your system so that
we can let everyone else know what works best.

This is from the manual.txt file. Hope it helps you.

Bob.....

Thread 258

-=> RETURN TO CONTENTS!<=-

1.212 MSG-209 Subject: Re: Field Rendering

Subject: Re: Field Rendering
Date: Saturday, 12 August 1995 00:23:06
From: bilboyce@iconz.co.nz (Bill Boyce)

>ok well thanks for the explanations guys, my question now is should i
>Field Render ALL the time? and if so, what kind of an speed decrease
>should i expect if any?
>
>Also why is the PAR still so expensive!!! Its been at the $1600 range
>for the past 3 years! Isnt there anything out there that is much
>cheaper and has the same broadcast quality?
>
As mentioned, field render only when you will be playing back at a guranteed 30 fps. Otherwise the animation will look ragged. If you can play back at 30 fps, field render. It's not alot slower, and the result is great. Note when field rendering if you want to hold on the first or last frame, render those two without field rendering.

PAR is still that price because it's the same card it was 3 years ago! It's about to be replaced by the Perception card, which is the same price but uses compression ratios as low as 3 to 1, and uses a SCSI II interface so you can use standard drives and get better speed, among other features.

They cost this much because true broadcast standard is demanding, and hence expensive. The prices of these cards is chicken feed in an industry where a basic broadcast quality Sony Betacam SP video deck is $30,000+. We are lucky to have access to such 'cheap' gear as $2000!

There is a card called the Q'motion (?) coming out which is broadcast resolution with composite and YC (S-VHS/Hi8) in (?) and out, for around $600. It doesn't have component (YUV or RGB) out so it's not quite Broadcast in the same league as PAR/Perception but it may be 'Broadcastable' ie don't let the engineers get too close!
Might be worth looking out for if it performs.

Bill Boyce

Thread 246

-=> RETURN TO CONTENTS!<=-

1.213 MSG-210 Subject: Re: Interesting ...

Subject: Re: Interesting ...
Date: Saturday, 12 August 1995 00:32:40
From: bilboyce@iconz.co.nz (Bill Boyce)

>The latest DV has some exciting stuff in it. I'm considering going to
>broadcast quality hardware to spit out Imagine stuff as well as upgrading
>other stuff.
>
snip
>Also, I've seen several ads for the MARS 2 card by Daewoo. Has a big, red
>800 number at the bottom to call for more info. It's supposed to do MPEG2
>playback and recording with 6:1 compression or so.
snip
>Generates broadcast
>quality video, unlike most of the cards out there. (NTSC has 60 frame,
>true color, 740X480, MPEG-2, selectable PAL or NTSC, ISA interface, S-VHS,
>Composite and Betacam outs.) Specs look real good on this board. Looks
>to me like it would work well with the coming Jaz ...

Check out the Q'Motion (?) card too. Similar features, (though no beta)
for around $600

>An aside, I note that several card vendors are packaging Adobe Premiere
>4.0 LE with their hardware. I know what AP 4.0 is. But, what is "LE"?
>I assume it's a hobbled version of 4.0, no? There's little or no mention
>of it in Adobe's www pages. Anybody know?

Yes, it's a cut down (giving new meaning to Limited Edition!) version.

Thread 212

-=> RETURN TO CONTENTS!<=-

1.214 MSG-211 Subject: Re:ModePro?

Subject: Re:ModePro?
Date: Saturday, 12 August 1995 01:34:17
From: mrivers@tbag.tscs.com (Michael Rivers)

> When I downloaded ModePro from Aminet the other day, It worked fine.
> I was running Imagine 3.3 in fully overscanned 724x482. Cool, I
> thought. Then after a couple of days, it quit. ModePro wouldn't
> recognize when I ran Imagine, and wouldn't promote the screen. =_(
> Uncol, I thought. Is there something obvious that I'm missing?
> ModePro works every once in a while, but I usually have to reboot
> several times. I tried adding a path to the program name, and I

```
> tried using the screenmode requester option; the
> requester doesn't even try to pop up. Help!?

> See ya,
> Roger

A few things come to mind,
- Promote Imagine by the Screens name(Imagine).  Depending
  on how Imagine is started, it's Program Name may be
  'Imagine.fp' , 'Imagine.int' or something like
  'work:imagine/Imagine.fp'
- Check you chip-mem perhaps your running out or is becoming
  fragmented, if ModePro can't promote the screen, it will
  fallback and open the the screen without promotion.
  Try promoting to a smaller screen mode.
- Check the entrys in ModePro, Entries in the Screen list have
  priority over the entries in the Program list.
- Try using wild cards, for ex. #?Imagine#?
  or you can use #?(which will promote everthing)

I'm probably guessing it will be the 1st, 3rd or 4th, being
as your not getting the screen mode requester.
```

Thread 220

-=> RETURN TO CONTENTS!<=-

1.215 MSG-212 Subject: Re: Interesting ...

```
                Subject: Re: Interesting ...
Date:    Saturday, 12 August 1995 01:46:32
From:    Sharky <sharky@websharx.com>


  ---------------------------------------------------------------------------

On Fri, 11 Aug 1995, Steve NACAD::Sherman LKG2-A/R5 pole AA2 DTN 226-6992 11-Aug
-1995 1423 -0400 wrote:

> The latest DV has some exciting stuff in it.  I'm considering going to
> broadcast quality hardware to spit out Imagine stuff as well as upgrading
> other stuff.
>
> There was formal mention of Iomega's Jaz box.  Basically, it's supposed to
> be out soon and sell for about $500.  It takes 3.5" media that costs each
> about $100.  Each cart can hold about 1 GB of data and can be accessed at
> a quoted average rate of 6.73 MB/sec.  Takes a SCSI 2 interface and by the
> picture looks like it'll fit in one o' my PC bays with no prob.  If Iomega
> delivers, this thing could be used for video playback, project storage and
> backups.  Has the potential to be one INCREDIBLE piece of HW.  I'm waiting
> for it ...

The JAZ looks hot! If it is anything like the ZIP drive I just got (JAZ's
little 100MB brother) it'll sell like hotcakes. I've moved from
```

bernoulli's straight to zip disks and the pricing is just right to put
one project per zip disk. (OK I do wimpy imagine projects that don't go
over 100MB phtophtpht) :-)

[snipped daewoo stuff]

> An aside, I note that several card vendors are packaging Adobe Premiere
> 4.0 LE with their hardware. I know what AP 4.0 is. But, what is "LE"?
> I assume it's a hobbled version of 4.0, no? There's little or no mention
> of it in Adobe's www pages. Anybody know?

The LE is short for 'Lite Edition' or more appropriately 'Lame Edition'.
I got it with my Movie Machine Pro MJPEG compression setup and will be
upgrading to the full version (~$150) as soon as possible. The MM Pro is
great, but I get the feeling that I may be crying for the newer stuff
come COMDEX this fall. :-(

Aloha,
Sharky

sharky@aloha.com/CIS#70614,2011 __ v Home Page : http://aloha.com/~sharky
WebSurfer & Fun Guy,Funky __/ \ >*< Home Server:http://www.websharx.com
WWW Page Designs, ____/) | ^ Hawaii Related Links and Etcetera's,
Tech. Planning /_____/ } \ 3D Modelling & Animation Art,Objects
~~~~~~~~~~~~~~~(_____ALOHA!_____)~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Thread 243

-=> RETURN TO CONTENTS!<=-

1.216 MSG-213 Subject: Amiga IFF

Subject: Amiga IFF
Date: Saturday, 12 August 1995 02:12:33
From: Susan Dianne Boon <sdboon@acs.ucalgary.ca>

Thanks to all for the replys about imagestudio and superview. Too
bad neither have TIFF but I will give GIF a whirl. Another
question...(again?!?!?) has to do with my final renderings.
I have basically made an animimated intro using fonts I have
created with the spline editor. Now the animated words show up
fine during a "make" and during a "quickrender". But when I go to
do a trace (in any graphic mode) there is always three letters
missing on the last word. If I recreate the word again in the
spline editor,but create the letters in a different order, it
never shows the last three letters I have created in the
spline editor. It seems that there are a maximum of letters
~~~~~~~~~~~~~~~

(faces) allowed? Any ideas?

Cool...I'm up to 70% complete...isnt multitasking great?
--

Dr. Susan D. Boon
Department of Psychology
University of Calgary
2500 University Dr. NW
Calgary, AB T2N 1N4
CANADA

Thread 173

-=> RETURN TO CONTENTS!<=-

1.217 MSG-214 Subject: Re: Imagine 2.0

Subject: Re: Imagine 2.0
Date: Saturday, 12 August 1995 07:08:43
From: SGiff68285@aol.com

In a message dated 95-08-09 19:48:35 EDT, jpiche@freenet.calgary.ab.ca (Joe Piche) writes:

>I was wundering if there was an upgrade to imagine 2.0? Bug fix, and the
>like. I can't afford 3.0, so I'm kinda stuck with 2 <The price was
>right>. I'm also looking for a tutorial on how to use the Cycle editor.
>The book that came with imagine when I bought it, covers all the basics,
>but not the cycle ed.
>
>BTW, I'm using the PC version.
>
>Thanx, Joe
>
>

Hey Joe, and anyone else out there that may be interested. Impulse offers a package called Imagine Lite on CD-Rom. It is only $100 bucks and offers significant improvements over 2.0. I believe it is version 3.0, and has some of the high-end features like Particles taken out. It would be well worth your $100 bucks. 2.0 seems like a script based program in comparison.

stephen g.

Thread 264

-=> RETURN TO CONTENTS!<=-

1.218 MSG-215 Subject: Re: Creating landscapes

```
                Subject: Re: Creating landscapes
Date:    Saturday, 12 August 1995 07:09:27
From:    SGiff68285@aol.com
```

In a message dated 95-08-09 23:54:10 EDT, RobSampson@aol.com writes:

>I've been using Vistapro 3.1, picked it up a couple weeks ago. I now
>consider it an excellent addtion to Imagine. There are so many ways to use
>it. Export dxf terrains to Imagine. Convert dem files to 3ds with a
utility
>of thiers then convert the 3ds file to Imagine with Andrey's program.
> Backdrop an Imagine render into a Vistapro landscape and then place another
>Imagine render in the foreground as long as the tga files background color
is
>black. It is by itself a great program with very good tech support, in fact
>the best tech support I have come across on any product. When I had a
>question about a feature right after buying it the guy who wrote the program
>responded to my question within hours even though the post was not directed
>towards him specifically. If you have need for great terrains and
>photorealistic backdrops this is the program to get. It was $85 I believe
>direct from VRLI but can be found cheaper I'm sure.
>
>Bob.............
>
>

Bob, doesn't VP create DXF files that are to large for Imagine to handle.
 Or have they created a way to export reduced polygon dxf's. So far everyone
I have talked to say the DXF's go beyond Imagine's face or point limit.

stephen g.

```
                          Thread          185

                  -=> RETURN TO CONTENTS!<=-
```

1.219 MSG-216 Subject: IML overload

```
                Subject: IML overload
Date:    Saturday, 12 August 1995 07:49:03
From:    cjo@esrange.ssc.se
```

Wheeewww!!!

What _is_ this?

```
I'm gone for 5 weeks and when I come back I've got over 1100 mails from the=
=20
IML in my mailbox! That's more than 200 mails per week!!

Jeez...
```


```
*-------------------------------------------------------------*
|   Conny Joensson    |   Swedish Space Corp. Esrange         |
|   Kiruna            |   Satellite operations - Telecom Div. |
|   Sweden            |   cjo@smtpgw.esrange.ssc.se           |
*-------------------------------------------------------------*
```



```
                          Thread          195

                -=> RETURN TO CONTENTS!<=-
```


1.220 MSG-217 Subject: RE:Veloctiy in v4.0 ???

```
               Subject: RE:Veloctiy in v4.0 ???
Date:    Saturday, 12 August 1995 09:10:47
From:    jbk4@email.psu.edu (The Prophet)


  ---------------------------------------------------------------------------

To make it easier, Impulse should implement a graphical control
box that displays a spline curve that represents the velocity
scaling.  It would aid the user-friendliness of the prg.

Jaeson K.
 ____             ____            _           _
( |  \           ( /  \          ( )        _ / )
 )|   )_   __     /   /_   _  __  /   __   ( X_)
( |  /~ \ /\_)   /---~/ ) / )/  )/~\ /\_)  / _
 )ll/  l/ \__ (/   (/   (_//__//  / \__  (___)
(_____________)         (___/        (___)

Jaeson Koszarsky                  Amiga 3000+
----------------                  -----------
cyberprophet@psu.edu              68040/30Mhz
jbk4@email.psu.edu                24Megs-1GIG
jason@chaos.ezgate.com            OS3.1
```


```
                          Thread          405

                -=> RETURN TO CONTENTS!<=-
```


1.221 MSG-218 Subject: Re: An old challenge - How are diamonds done ?

Subject: Re: An old challenge - How are diamonds done ?
Date: Saturday, 12 August 1995 10:02:41
From: "JOSEPH F. HART" <VISHART@ubvms.cc.buffalo.edu>

> From: IN%"rbyrne@3dform.edex.edu.au" :
> Here's a trace I did of your Diamond object. For a comparison, I copied it
> and changed the attributes to Glass with the same Index of Refraction as
> yours and placed it to the right of your original.

I looked at the JPEG, and you have exactly the effect I've been trying to achieve. I've been having some difficulty trying to duplicate it. Is there any way you could provide more details on how you did it ? Perhaps you could lharc and uuencode the project, or perhaps better yet, post a tutorial here on the mailing list.....

In Awe of Your Marvelous Achievement.....

[Sounds of transcendant admiration, followed by thunderous applause and fervent worship, with much bowing, praise and sacrificing.....]

Joseph Hart | Internet: VISHART@ubvms.cc.buffalo.edu
Niagara Falls, NY | /// Plink : OSS542
| \\\/// Ham call: WA2SND
| \XX/ FreeNet : af804@freenet.buffalo.edu
| *** AMIGA - Computers for REAL MEN ***

Thread 234

-=> RETURN TO CONTENTS!<=-

1.222 MSG-219 Subject: Re: Amiga IFF

Subject: Re: Amiga IFF
Date: Saturday, 12 August 1995 11:56:24
From: bilboyce@iconz.co.nz (Bill Boyce)

>I have basically made an animimated intro using fonts I have
>created with the spline editor. Now the animated words show up
>fine during a "make" and during a "quickrender". But when I go to
>do a trace (in any graphic mode) there is always three letters
>missing on the last word. If I recreate the word again in the
>spline editor,but create the letters in a different order, it

```
>never shows the last three letters I have created in the
>spline editor. It seems that there are a maximum of letters
>(faces) allowed? Any ideas?
>

Hmmm. There is a limit on the number of edges (the only limit I've bumped
into) which is around 32000 (40000?) edges per object.
The other thing is if Imagine runs out of RAM for a render it drops polygons
 - well it used to do this, I probably haven't run up against this since
Imagine 2.0, so I'm not sure it still does it.

Bill Boyce
```

Thread 180

-=> RETURN TO CONTENTS!<=-

1.223 MSG-220 Subject: Re:ModePro?

```
                Subject: Re:ModePro?
Date:    Saturday, 12 August 1995 12:20:38
From:    Roger Straub <straub@csn.net>

  ------------------------------------------------------------------------------


On Sat, 12 Aug 1995, Michael Rivers wrote:

b>
> A few things come to mind,
> - Promote Imagine by the Screens name(Imagine).  Depending
>   on how Imagine is started, it's Program Name may be
>   'Imagine.fp' , 'Imagine.int' or something like
>   'work:imagine/Imagine.fp'
> - Check you chip-mem perhaps your running out or is becoming
>   fragmented, if ModePro can't promote the screen, it will
>   fallback and open the the screen without promotion.
>   Try promoting to a smaller screen mode.
> - Check the entrys in ModePro, Entries in the Screen list have
>   priority over the entries in the Program list.
> - Try using wild cards, for ex. #?Imagine#?
>   or you can use #?(which will promote everthing)
>
> I'm probably guessing it will be the 1st, 3rd or 4th, being
> as your not getting the screen mode requester.
>

I tried all of these. Imagine still pops up as a tiny 640x400 screen, and
I still don't get the requester. Grrr...

See ya,
```

Roger

Thread 360

-=> RETURN TO CONTENTS!<=-

1.224 MSG-221 Subject: Re: Creating landscapes

Subject: Re: Creating landscapes
Date: Saturday, 12 August 1995 13:36:43
From: Jim Shinosky <tracker@en.com>

> Bob, doesn't VP create DXF files that are to large for Imagine to handle.
> Or have they created a way to export reduced polygon dxf's. So far everyone
> I have talked to say the DXF's go beyond Imagine's face or point limit.
>
> stephen g.

Actually, if I may step in here, Vistapro lets you set the detail level of the DXF from very low quality(low polygon count) to very high quality. There are 4 detail levels(maybe 5 I haven't used it in a while). The DXF's are very useable.

Jim Shinosky

Thread 492

-=> RETURN TO CONTENTS!<=-

1.225 MSG-222 Subject: Re: Creating landscapes

Subject: Re: Creating landscapes
Date: Saturday, 12 August 1995 15:22:00
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

-> Bob, doesn't VP create DXF files that are to large for Imagine to= ha-> Or have they created a way to export reduced polygon dxf's. So f=ar-> I have talke d to say the DXF's go beyond Imagine's face or point l=imiI've never had any tro uble importing VP DXF's, but if I remember righ=tyou can control how large of te rrain you want. In theory I suppose yo=ucould create one so large it would excee d your ram limits.ps. This is 3.1 for IBM (don't know about any other version)

/------------------------------ ___ ___ ___ ___ | Mike van der Sommen / __ /__/ /__/ /_ \ / | Santa Barbara, Ca.

```
               /___/ / \  /  /  /     / \  | mike.vandersommen@caddy.uu.silcom.c
om     HAUS BBS (805-683-1388)  |           "Blackouts make for nice breaks in t
he day"   \_____________________________________________________________--- =FE
InterNet - GraFX Haus BBS - Santa Barbara, Ca - (805) 683-1388
```

Thread 221

-=> RETURN TO CONTENTS!<=-

1.226 MSG-223 Subject: Re: Amiga IFF

Subject: Re: Amiga IFF
Date: Saturday, 12 August 1995 15:48:36
From: Mike McCool <mikemcoo@efn.org>

Hey Doc,

Sounds like a common problem: either your objects are going outside your world boundary, or else you're running out of ram.

Go into action editor, and make sure, in the Globals, that your world size is set to 0,0,0.

World size is only a factor in trace mode, so I'll bet this is where you're losing your object.

Thread 192

-=> RETURN TO CONTENTS!<=-

1.227 MSG-224 Subject: Ram drive when using imagine

Subject: Ram drive when using imagine
Date: Saturday, 12 August 1995 16:03:21
From: Old_Man <sea_dog@yrkpa.kias.com>

I have just added a pentium to my faithful Amigo, and I know this will show how little I know about IBM but,,,,,,,,,,,,,,,In order to run imagine,I have to rem out the first two lines of my config.sys - right? (to get rid of emm386 and himem)

When I do this and then try to create a RAM drive I can only create about 128 and this fills up almost immediately.

Obviously I am doing something wrong and will appreciate hearing how to
do it right

Thanks
Bill

Thread 244

-=> RETURN TO CONTENTS!<=-

1.228 MSG-225 Subject: ISL PC version

Subject: ISL PC version
Date: Saturday, 12 August 1995 16:15:36
From: Paul Thompson <shinobi@gold.interlog.com>

I'm looking for the PC version of ISL. I haven't had much luck finding
it. Can someone help?

Paul

Thread 240

-=> RETURN TO CONTENTS!<=-

1.229 MSG-226 Subject: Hide/unhide subgroups

Subject: Hide/unhide subgroups
Date: Saturday, 12 August 1995 18:34:00
From: drift@nighthawk.com (Drift Dennis)

I am working with imagine 3.3 and would like to know if anyone knows of a
way to hide by subgroups. The unhide by subgroups function in the
pick/select menu is real nice, but to hide by subgroups would be even nicer.
If this cannot be done, will be able to be done in 4.0 I hope, I hope..

Thanks Drift
Drift Dennis
drift@nighthawk.com May The Force Be With You
{KC7OT}
NightHawk Production
3D graphics and animation

```
 9403 Marilla Dr
 Lakeside, California               The true miracle is that we exist at all,
 92040-2801                             let alone the we are here and now.
 PHONE 619-390-8375
 FAX   619-390-8375       PLEASE STOP BY OUR WEB SITE, we would appreciate
hearing
                          from you  http://www.cts.com/browse/drift/
                           or soon to change to http://nighthawk.com
*************************************************************************
**********^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
^^^^^^^^^^^^^^^^^^^
```

Thread 233

-=> RETURN TO CONTENTS!<=-

1.230 MSG-227 Subject: Re: Creating landscapes

```
                Subject: Re: Creating landscapes
Date:    Saturday, 12 August 1995 18:52:38
From:    RobSampson@aol.com
```

In a message dated 95-08-12 02:08:40 EDT, you write:

<< Bob, doesn't VP create DXF files that are to large for Imagine to handle. Or have they created a way to export reduced polygon dxf's. So far everyone I have talked to say the DXF's go beyond Imagine's face or point limit. >>

If the poly count is set to 1 then yes the object is to large. If however you reduce to a higher number (less polys) then the file will export to a dxf that Imagine will import and I have been able to do this. Another mode is to use VRLI's utility for converting a dem file to 3ds file and then use Andrey's program to import after that. I have not tried that route yet but it is my understanding that the dem to 3ds converter allows control of poly count as well.
Bob.....

Thread 236

-=> RETURN TO CONTENTS!<=-

1.231 MSG-228 Subject: Re: Hide/unhide subgroups

Subject: Re: Hide/unhide subgroups
Date: Saturday, 12 August 1995 22:11:09
From: Scott F Tracy <sftracy@winternet.com>

> I am working with imagine 3.3 and would like to know if anyone knows of a
> way to hide by subgroups. The unhide by subgroups function in the
> pick/select menu is real nice, but to hide by subgroups would be even nicer.
> If this cannot be done, will be able to be done in 4.0 I hope, I hope..
>
> Thanks Drift
> Drift Dennis
> drift@nighthawk.com May The Force Be With You
>
>

Select Hide, go into the Pick/select menu, go down to Pick Subgroup,
select the subgroup you want to hide and there you are. :-)

Scott F Tracy
sftracy@winternet.com

Thread 237

-=> RETURN TO CONTENTS!<=-

1.232 MSG-229 Subject: Re: Creating landscapes

Subject: Re: Creating landscapes
Date: Saturday, 12 August 1995 23:00:54
From: Richard Heidebrecht <rheidebr@freenet.niagara.com>

On Sat, 12 Aug 1995 RobSampson@aol.com wrote:

> that Imagine will import and I have been able to do this. Another mode is to
> use VRLI's utility for converting a dem file to 3ds file and then use
> Andrey's program to import after that. I have not tried that route yet but
> it is my understanding that the dem to 3ds converter allows control of poly
> count as well.
> Bob.....

Is the dem-to-3ds utility shareware? I've got Vistapro 1.0, which
doesn't let you export dxf's. I'm pretty sure that the specs on the dem
format have been released, has anybody written a dem-to-imagine converter
yet?(I'd like to myself, but I'm still quite new to programming)

~Rick Heidebrecht~

Thread 227

-=> RETURN TO CONTENTS!<=-

1.233 MSG-230 Subject: Re: Rendering Resolution

Subject: Re: Rendering Resolution
Date: Sunday, 13 August 1995 00:29:34
From: yrod@ozemail.com.au

On Fri, 11 Aug 1995, Torgeir Holm wrote:

> Example: I get a job to do a rendering as an illustration in a magazine, the
> final size is supposed to be 8"*5", and they use a 130 lpi screen (they tell
> me this, I don't have to figure that out.)
>
> I double the lpi to get the dpi = 260
> 260 * 8 = 2080
> 260 * 5 = 1300
> So I render the image at 2080*1300 at a 1:1 aspect ratio.
>
> If I render at a lower resoulution, you will start to notice pixels on the
> printed page. "lpi*2=dpi" & "dpi * x size & y size" is the basic rule when
> figuring out resolutions for print.
>
>
> Torge!r
>

Doubling the lpi to get this dpi is the normal rule. However sometimes
this is not possible, as high resoloution also equals LARGE file sizes.
To get around this, we have just reduced the resoloution. So if file size
is a real problem (it becomes a problem for us on a double page spread
for our newspapers, over 100megs at high res!) here is an example of what
is acceptable for us.
Like Torgier's example, we output at 133 lpi. To double that would be 266
dpi. We even cheat with this on our normal scans, we use 240 dpi. Anyway,
we have found that even 200 dpi is acceptable for our large scans. This
is only for our newspapers though. We do use glossy paper, but the
quality is not the greatest.
DON'T cheat like this if you are going to be producing the front cover of
a magazine, as it most likely be printed on top quality paper, and will
definitely show pixelisation.

Rod Macey

Thread 193

-=> RETURN TO CONTENTS!<=-

1.234 MSG-231 Subject: Re:Re: lensflare

Subject: Re:Re: lensflare
Date: Sunday, 13 August 1995 00:46:48
From: yrod@ozemail.com.au

On Sun, 6 Aug 1995, gregory denby wrote:

> Rod asks:
> >How do I obtain a nice sparkle offthe edge of a wine glass or chrome
> >object?
>
> I suppose you are talking about a glint durring the course of an
> anim? I don't think there is any easy way to do this. Maybe try
> running a small test anim, just to see which frames have the sharpest
> specular highlights, and then add a flared light at those points/
> frames. ??
>
> Greg Denby
>

This might be a nice feature that Impulse might be able to impement.
A global effect that reacts to a texture (or attributes button) on an obj.
Like the way that the global lens flare reacts to lights that don't have
the "No lens flare" switch on. Place a texture that works on specularity
(or mabey just a button in the attributes requestor like the bright button).
Anyway, the global effect would look for objects with that is tagged with
the specularity texture/button, and where the specularity reaches
255,255,255 in a tight spot (like on an edge) it would produce a
sparkle/lensflare like effect. Possible settings for the effect could be:

Intensity before sparkle, ie: 250,250,250
Width of bright spot (set in Imagine units), ie. if an edge of your wine
glass was 5 Imagine units, this setting would be say: 5.
So with these two settings you could say, "Put a sparkle/flare on any
area where the specularity intensity is over 250,250,250 on an area less
than 5 imagine units wide"
Perhaps other lensflare type settings could be borrowed.

Anyway, just an idea. Don't flare me 8-) if this doesn't make sense, is
totally useless, or could never be done.

Rod Macey: yrod@ozemail.com.au - Pre-press/Graphic Designer
Home: A2000/30 FPU 4MB RAM [soon to be 12 8-)] Imagine 3.0
Work: Power Macs, Sun Sparc & Pee Cees too.
"Sometimes the hard way is the only way!"

Thread 114

-=> RETURN TO CONTENTS!<=-

1.235 MSG-232 Subject: Re: Hide/unhide subgroups

Subject: Re: Hide/unhide subgroups
Date: Sunday, 13 August 1995 02:50:39
From: bilboyce@iconz.co.nz (Bill Boyce)

> I am working with imagine 3.3 and would like to know if anyone knows of a
> way to hide by subgroups. The unhide by subgroups function in the
> pick/select menu is real nice, but to hide by subgroups would be even nicer.
> If this cannot be done, will be able to be done in 4.0 I hope, I hope..
>
> Thanks Drift
> Drift Dennis

Err, surely just go into hide mode, then Pick Subgroup...

Bill Boyce

Thread 228

-=> RETURN TO CONTENTS!<=-

1.236 MSG-233 Subject: Hide/Unhide subgroups

Subject: Hide/Unhide subgroups
Date: Sunday, 13 August 1995 03:16:00
From: w.graham6@genie.geis.com

Once you've defined your subgroup(s), just go into any of the Point/Edge/
Face manipulation modes, then go into Hide Points mode. From then on, simply
Pick Subgroup will hide the points of that subgroup only.

Thread 232

-=> RETURN TO CONTENTS!<=-

1.237 MSG-234 Subject: Re: An old challenge - How are diamonds done ?

Subject: Re: An old challenge - How are diamonds done ?
Date: Sunday, 13 August 1995 03:19:02
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello JOSEPH, on Aug 12 you wrote:

> I looked at the JPEG, and you have exactly the effect I've
> been trying to achieve. I've been having some difficulty trying
> to duplicate it. Is there any way you could provide more details
> on how you did it ? Perhaps you could lharc and uuencode the
> project, or perhaps better yet, post a tutorial here on the
> mailing list.....
>
> In Awe of Your Marvelous Achievement.....

The main thing to remember when trying to make reflective objects like diamonds or chrome etc. is that they need something to reflect. They need a "world" of objects around them. The easiest way to do this is to use a Global Brush in the Action Editor which is what I did with your Diamond object. I have a Gemstone pic, it came with the OpalVision software I think, which gave the impression that the diamond was surrounded by a cluster of multi-coloured jewels. The sample jpeg I sent you also had two diamond objects instead of one, so they reflected off of each other which added to the effect.

-- Bob

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

Thread 159

-=> RETURN TO CONTENTS!<=-

1.238 MSG-235 Subject: Re: Creating landscapes

Subject: Re: Creating landscapes
Date: Sunday, 13 August 1995 03:49:28
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello Mike, on Aug 12 you wrote:

> I've never had any trouble importing VP DXF's, but if I remember right
> you can control how large of terrain you want. In theory I suppose you

```
> could create one so large it would exceed your ram limits.
>
> ps. This is 3.1 for IBM (don't know about any other version)

With all the talk of VistaPro and DXF's I thought I'd mention that the
Amiga version of Vista saves in Imagine's TDDD format and these can get
very large. A complete poly size 1 landscape needs about 30 Meg of memory
to render, a size 2 needs about 7 Megs but you can clip sections of Vista's
topography map and increase the poly size to keep them manageable.

-- Bob
```

Thread 215

-=> RETURN TO CONTENTS!<=-

1.239 MSG-236 Subject: Re: Creating landscapes

```
Subject: Re: Creating landscapes
Date:    Sunday, 13 August 1995 05:05:13
From:    RobSampson@aol.com

  ------------------------------------------------------------------------

In a message dated 95-08-12 22:03:16 EDT, you write:

>Is the dem-to-3ds utility shareware?  I've got Vistapro 1.0, which
>doesn't let you export dxf's.  I'm pretty sure that the specs on the dem
>format have been released, has anybody written a dem-to-imagine converter
>yet?(I'd like to myself, but I'm still quite new to programming)

The dem to 3ds converter I got from the VRLI software forum on Compuserve.
 The 3ds to Imagine converter is written by Andrey Zmievskiy (hope I spelled
that right) and is on Compuserve and his page on the net.  I don't think
anyone is doing anything for direct conversion to Imagine format because I
think it has to small a user base ect.  Maybe after we get a windoze version
people will realize the program exists.

Bob.....
```

Thread 235

-=> RETURN TO CONTENTS!<=-

1.240 MSG-237 Subject: Hmmmmm

Subject: Hmmmmm
Date: Sunday, 13 August 1995 05:23:08
From: helmy@voyager.com

---

is it me or are fewer people posting messages on the IML? I used to get like 20! now i only get 10 or so...

H"E"L"M"Y PRODUCTIONS
<3D & 2D AnImAtIoN>
Los Angeles-California-US
E-Mail: Helmy@Voyager.Com

Thread 82

-=> RETURN TO CONTENTS!<=-

1.241 MSG-238 Subject: FIRE

Subject: FIRE
Date: Sunday, 13 August 1995 06:50:24
From: helmy@voyager.com

I know this has been addressed over and over again, my question is: Is there a texture that looks like fire AND has a time parameter? so you can morph from Time 0 to Time 1? The only ones that i know that look like fire are Fireball, MountainTop, CoolFire...none of these however have a Time param. Help?

Ali Helmy
H"E"L"M"Y PRODUCTIONS
<3D & 2D AnImAtIoN>
Los Angeles-California-US
E-Mail: Helmy@Voyager.Com

Thread 249

-=> RETURN TO CONTENTS!<=-

1.242 MSG-239 Subject: Re: 3.3Prob

Subject: Re: 3.3Prob
Date: Sunday, 13 August 1995 10:50:13
From: "Anime a day..." <b7655@hopi.dtcc.edu>

On Sun, 13 Aug 1995, Darren Priestnall wrote:

> Can anyone help me, I'm not on the mailing list so you'll have to mail
> me back direct.
>
> I set up a animation on Imagine 3.2 which consisted of a moving camera
> filming a lake with animated ripples using the Essence 2 Randomripple
> texture.
> I've now installed the latest 3.3 update which look's impressive but
> the lake now render's as a normal flat plane.
> No ripples, no nothing.....AAaaahhhh
> I need those ripples back, any idea's ?
>
> I'm assuming that the new texture option's just ain't compatible with
> the old one's which are causing the texture's to be ignored.
>

Looks like more and more I will just wait till 4.0 before I re-install Imagine. 3.2 works so well.. I'd hate to see more bugs then the ones already mentioned...

Bill

Thread 197

-=> RETURN TO CONTENTS!<=-

1.243 MSG-240 Subject: Re: ISL PC version

Subject: Re: ISL PC version
Date: Sunday, 13 August 1995 12:38:22
From: John Grieggs <grieggs@primenet.com>

>
> I'm looking for the PC version of ISL. I haven't had much luck finding
> it. Can someone help?
>
Both versions of ISL, Amiga and PC, are in my ftp directory.

ftp.netcom.com:/pub/gr/grieggs/ISL/ISL3_0B9.ZIP PC
ftp.netcom.com:/pub/gr/grieggs/ISL/ISL3_0b9.LHA Amiga

> Paul
>
_john

Thread 336

-=> RETURN TO CONTENTS!<=-

1.244 MSG-241 Subject: 3.3Prob

Subject: 3.3Prob
Date: Sunday, 13 August 1995 12:41:26
From: Darren Priestnall <darren@hanger.demon.co.uk>

Can anyone help me, I'm not on the mailing list so you'll have to mail
me back direct.

I set up a animation on Imagine 3.2 which consisted of a moving camera
filming a lake with animated ripples using the Essence 2 Randomripple
texture.
I've now installed the latest 3.3 update which look's impressive but
the lake now render's as a normal flat plane.
No ripples, no nothing.....AAaaahhhh
I need those ripples back, any idea's ?

I'm assuming that the new texture option's just ain't compatible with
the old one's which are causing the texture's to be ignored.

--
~===~
Darren Priestnall - darren@hanger.demon.co.uk (P&GImaging)
3D imaging and FX for carbon print's and video

WWW demo page coming on-line soon

Thread 292

-=> RETURN TO CONTENTS!<=-

1.245 MSG-242 Subject: Re:Textures/States problem

Subject: Re:Textures/States problem
Date: Sunday, 13 August 1995 13:01:04
From: gregory denby <gdenby@bach.helios.nd.edu>

Scott writes:
>The first state of the textures is 'tacked' at A (i.e. i edited the
>texture axis, moved it to A). The second is tacked at B...

Hmmm? When you say "tacked," do you mean locked the texture to the
state? This should freeze the texture (Or a brush) to the planes
geometry. I'm puzzuled because I just ran a small anim using two
states with the cloud texture's axis moving from point A to B, and
I did get the expected results. That is, a linear drift for the clouds.

Try, try again?

Greg Denby

Thread 217

-=> RETURN TO CONTENTS!<=-

1.246 MSG-243 Subject: Re: Interesting ...

Subject: Re: Interesting ...
Date: Sunday, 13 August 1995 13:42:20
From: George Lane <glane@qualcomm.com>

On Sat, 12 Aug 1995, Bill Boyce wrote:
> >An aside, I note that several card vendors are packaging Adobe Premiere
> >4.0 LE with their hardware. I know what AP 4.0 is. But, what is "LE"?
> >I assume it's a hobbled version of 4.0, no? There's little or no mention
> >of it in Adobe's www pages. Anybody know?

> Yes, it's a cut down (giving new meaning to Limited Edition!) version.

How much is cut down? Can anyone give a quick summary?

George Lane

Thread 225

-=> RETURN TO CONTENTS!<=-

1.247 MSG-244 Subject: Re: Ram drive when using imagine

Subject: Re: Ram drive when using imagine
Date: Sunday, 13 August 1995 14:16:31
From: cdhall@cityscape.co.uk (Chris Hall)

>I have just added a pentium to my faithful Amigo, and I know this will
>show how little I know about IBM but,,,,,,,,,,,,,,,In order to run
>imagine,I have to rem out the first two lines of my config.sys - right?
>(to get rid of emm386 and himem)
>
>When I do this and then try to create a RAM drive I can only create about
>128 and this fills up almost immediately.
>
>Obviously I am doing something wrong and will appreciate hearing how to
>do it right
>
>Thanks
>Bill
>

You only have to get rid of the emm386 line. It works with himem, at least it does for me. If you are using dos 6> then why not create a multiple config and autoexec file with your normal settings and an different version for imagine. I use this method and it works fine.

Why would you want to create a ram drive anyway? If you only have limited memory this will eat it up and leave very little for imagine. I have never used a ram drive so I don't know much about them. Try typng 'help ramdrive' on the command line.

Ta Ta.
Chris Hall.

|---|\
| You have been spoken to by Chris Hall ||

```
| A very tall and generally nice bloke from Great Briton ||
|                                                        ||
| E- mail me at : CDHALL@CITYSCAPE.CO.UK                 ||
| Or try my WWW home page at :                           ||
| HTTP://www.cityscape.co.uk/users/ad87/index.html       ||
|                                                        ||
| Today's lucky lottery numbers are :-                   ||
|              16 37 38 15 27 05                        ||
|--------------------------------------------------------||
 \--------------------------------------------------------\
```

Thread 250

-=> RETURN TO CONTENTS!<=-

1.248 MSG-245 Subject: Quickie (multiple stages)

Subject: Quickie (multiple stages)
Date: Sunday, 13 August 1995 15:50:48
From: cjo@esrange.ssc.se

OK, it's about time I wrote something on this here list of our's.

During my vacation (which was very nice indeed, thank you for asking ;) I=20
got it into my head that I should do some traces with a guitar - hardly=20
very original, but hey, I like guitars.

So I went to Aminet (gfx/3dobj) (you didn't think I would model it myself,=20
did you? After all, this is a "quickie"!) and found a _very_ nice acoustic=20
guitar modelled by Danny Chrastina (if you're listening: GREAT piece of=20
work!)

I set up a scene (a small stage, a stool, the guitar and a spotlight),=20
rendered it and thought that I wanted to render a whole series of images=20
with the same scene, just moving the camera around. But I still wanted to=20
be able to come back to my original scene (with the exact same camera=20
position).
So, what do I do if I don't want to write down the position and alignment=20
for all the 5 different positions that I'm working on? Well, let me tell=20
you;

Since I've got this nice computer with a multitasking operating system=20
<grinning at all PC users> I simply copied the staging file (which can be=20
found in your PROJECT.IMP directory), renamed it to "staging.original",=20
went back to Imagine and modified the scene, saved changes, etc... And I=20
can do this for as many times as I want. When I want to go back to a=20
previous setup I simply copy the "staging.whatever" to "staging". Easy,=20
ain't it?

Now, there is another way to do all this, which even works on a PC!! ;)
Once you have set up your scene the way you like it and decide to change it=
=20
nevertheless, go to "action", increase the number of frames, extend the=20
action bars for your objects, add new bars for the cameras position and=20
alignment in your new frame, save changes, got to "stage", modify the=20
camera (don't forget to select "position bar" and "alignment bar" from the=20
menues) and save changes. Voila!

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

Thread 295

-=> RETURN TO CONTENTS!<=-

1.249 MSG-246 Subject: FIRE

Subject: FIRE
Date: Sunday, 13 August 1995 16:05:16
From: helmy@voyager.com

---

somebody replied by saying that there is a FIRE texture that comes with
3.2? hmmm...i dont have one called FIRE! If there is such a thing called
Fire.itx, if you could i'd apprecite you or any of you attaching it and
snding me via e-mail i'm sure it wouldnt taKE more than a second, and
yes I'm a registered user. =)

E-Mail: Helmy@Voyager.Com

Thread 238

-=> RETURN TO CONTENTS!<=-

1.250 MSG-247 Subject: Re: FIRE

Subject: Re: FIRE
Date: Sunday, 13 August 1995 19:41:13
From: Jim Shinosky <tracker@en.com>

3.1 or 3.2 has a FIRE texture which looks amazingly real(with time param
also).

On Sun, 13 Aug 1995 helmy@voyager.com wrote:

> I know this has been addressed over and over again, my question is: Is
> there a texture that looks like fire AND has a time parameter? so you
> can morph from Time 0 to Time 1? The only ones that i know that look
> like fire are Fireball, MountainTop, CoolFire...none of these however
> have a Time param. Help?
>
>   ------------------------
>   Ali Helmy
>   ------------------------
>   H"E"L"M"Y PRODUCTIONS
>   ------------------------
>   <3D & 2D AnImAtIoN>
>   ------------------------
>   Los Angeles-California-US
>   ------------------------
>   E-Mail: Helmy@Voyager.Com
>   ------------------------
>
>
>

Thread 255

-=> RETURN TO CONTENTS!<=-

1.251 MSG-248 Subject: Re: 3.3Prob

Subject: Re: 3.3Prob
Date: Sunday, 13 August 1995 21:41:43
From: bilboyce@iconz.co.nz (Bill Boyce)

>On Sun, 13 Aug 1995, Darren Priestnall wrote:
>

>> I've now installed the latest 3.3 update which look's impressive but
>> the lake now render's as a normal flat plane.
>> No ripples, no nothing.....AAaaahhhh
>> I need those ripples back, any idea's ?
>>
>> I'm assuming that the new texture option's just ain't compatible with
>> the old one's which are causing the texture's to be ignored.
>>

>
>
> Looks like more and more I will just wait till 4.0 before I re-install
>Imagine. 3.2 works so well.. I'd hate to see more bugs then the ones
>already mentioned...
>
>Bill

Install 3.3 if you have it - it's new attributes requestor is wonderful. I haven't had any (well ok one obscure) problems with bugs. I wouldn't go back, that's for sure.

Thread 239

-=> RETURN TO CONTENTS!<=-

1.252 MSG-249 Subject: Re: FIRE

Subject: Re: FIRE
Date: Sunday, 13 August 1995 21:46:02
From: bilboyce@iconz.co.nz (Bill Boyce)

>I know this has been addressed over and over again, my question is: Is
>there a texture that looks like fire AND has a time parameter? so you
>can morph from Time 0 to Time 1? The only ones that i know that look
>like fire are Fireball, MountainTop, CoolFire...none of these however
>have a Time param. Help?
>
There's more than one way to skin a morph...

Try moving the texture in one axis over time - which axis depends on the texture. You basically want to move it in or out of the face it's on. I know this works great with CoolFire, which is indeed cool.

Bill Boyce

Thread 247

-=> RETURN TO CONTENTS!<=-

1.253 MSG-250 Subject: Re: Ram drive when using imagine

Subject: Re: Ram drive when using imagine
Date: Sunday, 13 August 1995 22:47:42
From: rgrzywna@unix.infoserve.net (Romuald Grzywna)

>I have just added a pentium to my faithful Amigo, and I know this will
>show how little I know about IBM but,,,,,,,,,,,,,,,In order to run
>imagine,I have to rem out the first two lines of my config.sys - right?
>(to get rid of emm386 and himem)
>

Well, almost.
Get rid of emm386, NOT himem. You need all this memory above 640 kb, don't you?

You can also have both emm386 and himem active and run Imagine. Just at the
command prompt, when starting Imagine, type: imagine /noxms. It gives you
more base memory for your other apps.

Roman

Thread 379

-=> RETURN TO CONTENTS!<=-

1.254 MSG-251 Subject: Rotoscoping

Subject: Rotoscoping
Date: Monday, 14 August 1995 04:09:00
From: Thomas Ross <ROSST@gar.union.edu>

I asked this before, but no respondo!

I understand 2D rotoscoping, but what's 3D rotoscoping as offered in
Imagine after 3.0 or so?

Thanks

Baby Shoeless

Thread 257

-=> RETURN TO CONTENTS!<=-

1.255 MSG-252 Subject: Wish List

Subject: Wish List
Date: Monday, 14 August 1995 04:13:50
From: SGiff68285@aol.com

Here's my wish list for 4.0 or a future version. Probably to late to make it into 4.0

1. Ability to cut a closed path into open path or paths in Stage.

2. Bluing in Detail editor so that when creating new states you can see what the old one looks like.

3. Set anim speed for "make movie" in Project.

4. Blend/Extrude along path between to line segments that are shaped differently. Also a feature that would allow you to bevel the extrusion in a arc.

5. Change states visually in Stage editor instead of having to change them in Action editor.

6. Change Stage editor lights attributes inside stage.

7. (Asked for before but) Unpick select points in detail.

8. A point randomizer that would give objects a "not so perfect, real world" look within specified tolerances by shifting all points on an object a small amount.

9. Fix bug that causes layers to magically disappear.

10. Simple landscape generator.

Thread 498

-=> RETURN TO CONTENTS!<=-

1.256 MSG-253 Subject: Impulse + Siggraph 95

Subject: Impulse + Siggraph 95
Date: Monday, 14 August 1995 14:29:37
From: Granberg Tom <tom.granberg@TV2.no>

Hi there!
I'm back from the US, being there for two great weeks!
First I visited Impulse for a couple of days. And we are going to see a heck of

a program when they release 4.0, pheew!! Heck, I even talked them in to do some

of the things I wished for. And to all of you who think that they are a bit weird.....they are! But in a very cool sense. And they listen to what we say about their program. I saw metaballs,Motion blur,a new smooth feature, etc,etc. And it realy is looking great. And the way they implemented the motion blur is f***ing genius, nr of frames, and shutter speed dragable button.

At Siggraph there was a lot of cool things happening, and I meet Greg Tsdallis,

what a great guy.

A got to go!

Renderbrandt!

Thread 389

-=> RETURN TO CONTENTS!<=-

1.257 MSG-254 Subject: Bones man. Bones.

Subject: Bones man. Bones.
Date: Monday, 14 August 1995 20:06:25
From: cdhall@cityscape.co.uk (Chris Hall)

I have recently got hold of a model of a man and have been playing about with bones in a attempt to make some sort of realistic looking poseable model. I managed to stick one of the arms onto the torso and made the neccesary bones additions. The trouble is that when I move the arm it looks like a shop window dummy arm that rotates around an axis. I know this is essentialy right but how can I get it to look more realistic? A bigger group overlap?
Also when I rotate the hand a very small part of the wrist turns were as if you rotate your own hand (Go on. Try it) most of the lower arm (From the elbow down) turns as well. How can I achieve this? A smaller lower arm group?
And lastly, if you are still with me, were should I place the base group for a human? If I make it the head and I want to nod the head the whole body rotates around the fixed head. I have tried the middle of the shoulders which makes the head nod ok but I get the same problem when moving the lower body. I would take a guess that it is the bottom of the spine. Your body (mine anyway) appears to rotate around this point. Yes??

Thanks for any help.

PS. If any body wants I could uuencode the model so far and post it on the list for all to see.

Chris Hall.

```
|-----------------------------------------------------|\
| You have been spoken to by Chris Hall               ||
| A very tall and generally nice bloke from Great Briton ||
|                                                     ||
| E- mail me at : CDHALL@CITYSCAPE.CO.UK              ||
| Or try my WWW home page at :                        ||
| HTTP://www.cityscape.co.uk/users/ad87/index.html    ||
|                                                     ||
| Today's lucky lottery numbers are :-                ||
|              16 37 38 15 27 05                     ||
|-----------------------------------------------------||
 \-----------------------------------------------------\
```

Thread 309

-=> RETURN TO CONTENTS!<=-

1.258 MSG-255 Subject: Re: FIRE

Subject: Re: FIRE
Date: Monday, 14 August 1995 20:47:31
From: Jim Shinosky <tracker@en.com>

If you're missing the FIRE texture, I suggest you call Impulse. I don't think they would appreciate anyone mailing their textures around regardless of the fact that you are a registered user.

On Sun, 13 Aug 1995 helmy@voyager.com wrote:

> somebody replied by saying that there is a FIRE texture that comes with
> 3.2? hmmm...i dont have one called FIRE! If there is such a thing called
> Fire.itx, if you could i'd apprecite you or any of you attaching it and
> snding me via e-mail i'm sure it wouldnt taKE more than a second, and
> yes I'm a registered user. =)
>
> ---
> E-Mail: Helmy@Voyager.Com
> ---
>
>
>

Thread 129

-=> RETURN TO CONTENTS!<=-

1.259 MSG-256 Subject: Wish list

```
                Subject: Wish list
Date:    Monday, 14 August 1995 21:18:09
From:    Edward Askins <edochan@moose.erie.net>
```

Is there any way to use the deform tools(bend, taper, twist etc.) in pick points mode? if not I would like to add it to the wish list.

-Ed A.

Thread 252

-=> RETURN TO CONTENTS!<=-

1.260 MSG-257 Subject: Re: Rotoscoping

```
                Subject: Re: Rotoscoping
Date:    Monday, 14 August 1995 22:35:42
From:    beeton@SEDSystems.ca (Gary Beeton, beeton@SEDSystems.ca)
```

> I understand 2D rotoscoping, but what's 3D rotoscoping as offered in
> Imagine after 3.0 or so?

Pretty much the same thing except that in 3D rotoscoping you are using 2D images to help position 3D objects.

Thread 17

-=> RETURN TO CONTENTS!<=-

1.261 MSG-258 Subject: Re: Field Rendering

```
                Subject: Re: Field Rendering
Date:    Monday, 14 August 1995 22:55:22
From:    bilboyce@iconz.co.nz (Bill Boyce)
```

>On Sat, 12 Aug 1995, Bill Boyce wrote:
>
>> As mentioned, field render only when you will be playing back at a
>> guranteed 30 fps. Otherwise the animation will look ragged.

```
>
>I believe that should have said "field render only when you will be
>playing back on an interlaced display."  The rate of playback has
>less to do with it than the type of display.  If I play an animation
>on my non-interlaced Retina video board, I most certainly do not
>want to use field rendering, as alternate lines or "fields" are
>displayed in the same scan of the electron beam causing images with
>certain kinds of motion to appear jagged.
>
>I don't know if my syntax is clear, so let me put it this way:
>
>     Field rendering compensates for the effects of an
>     interlaced display.  Using field rendering for a
>     non-interlaced display introduces the same time-domain
>     artifacts you were trying to get rid of when using
>     an interlaced display.
>
Correct - but so was I. I was assuming an interlaced playback (read
my original post where I explained fields etc). It is also
just as important to play it back at the scan rate of your output
device - ie usually 30fps. It is just as jagged if played back slow.
So we are both right! Isn't that great!

1. Field render only if playing back at a guranteed 30 fps (NTSC or
the rate supported by your hardware - 25 fps PAL)

2. Field render only if using an interlaced screen on your
playback device



                            Thread          209

                   -=> RETURN TO CONTENTS!<=-
```

1.262 MSG-259 Subject: Re: Bones man. Bones.

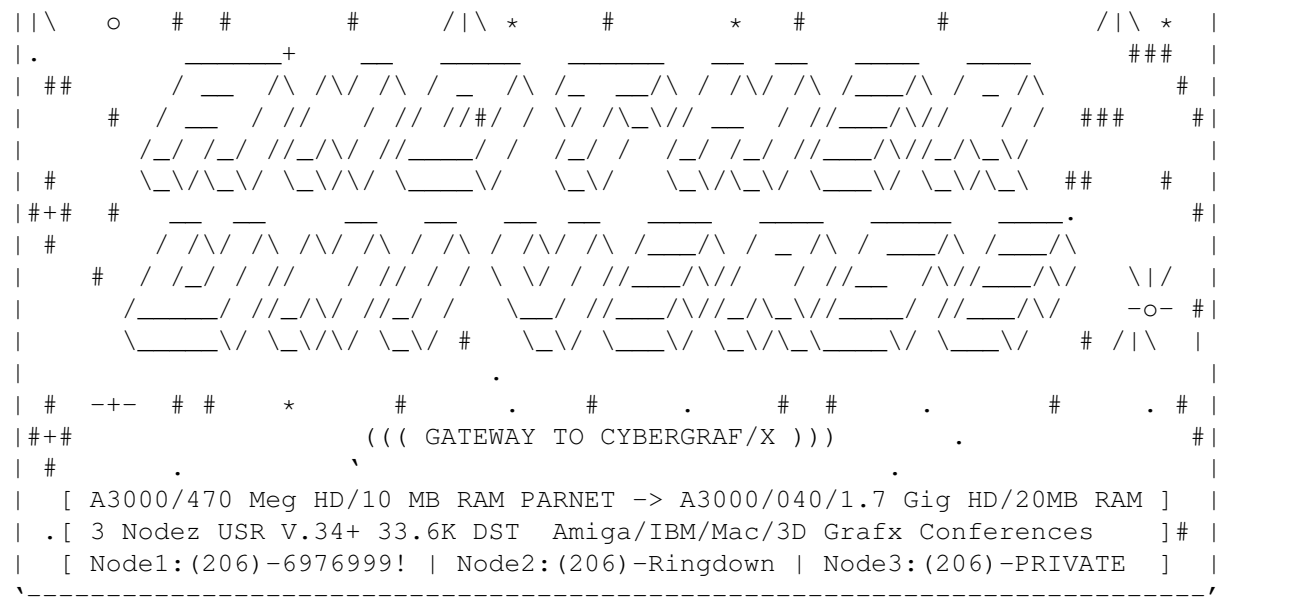
```
                Subject: Re: Bones man. Bones.
Date:    Monday, 14 August 1995 23:04:54
From:    Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>


  ---------------------------------------------------------------------------


  I have a bones animation on Aminet in gfx/anim called BeachBabe.lha.
Maybe you will take a look and see if I might be able to help you with
bones, and maybe you will take a look and decide it is crap. Let me know.

Sysop of:

   Over 1 Gig of Imagine Objects, over 3 Gigs of Texture Maps,
   3D-Studio, Imagine, and LightWAVE conferences. Call Now!!!
..-------------------------\|/-------------------------------------\|/----.
|*-      ###     #         -o-   *      #      *        #     #   ##-o-   *|
```



On Mon, 14 Aug 1995, Chris Hall wrote:

> I have recently got hold of a model of a man and have been playing about
> with bones in a attempt to make some sort of realistic looking poseable
> model. I managed to stick one of the arms onto the torso and made the
> neccesary bones additions. The trouble is that when I move the arm it looks
> like a shop window dummy arm that rotates around an axis. I know this is
> essentialy right but how can I get it to look more realistic? A bigger group
> overlap?
> Also when I rotate the hand a very small part of the wrist turns were as if
> you rotate your own hand (Go on. Try it) most of the lower arm (From the
> elbow down) turns as well. How can I achieve this? A smaller lower arm group?
> And lastly, if you are still with me, were should I place the base group for
> a human? If I make it the head and I want to nod the head the whole body
> rotates around the fixed head. I have tried the middle of the shoulders
> which makes the head nod ok but I get the same problem when moving the lower
> body. I would take a guess that it is the bottom of the spine. Your body
> (mine anyway) appears to rotate around this point. Yes??
>
> Thanks for any help.
>
> PS. If any body wants I could uuencode the model so far and post it on the
> list for all to see.
>
> Chris Hall.
>
> |---|\
> | You have been spoken to by Chris Hall ||
> | A very tall and generally nice bloke from Great Briton ||
> | ||
> | E- mail me at : CDHALL@CITYSCAPE.CO.UK ||
> | Or try my WWW home page at : ||
> | HTTP://www.cityscape.co.uk/users/ad87/index.html ||
> | ||
> | Today's lucky lottery numbers are :- ||
> | 16 37 38 15 27 05 ||

```
> |-------------------------------------------------------||
>  \-------------------------------------------------------\
>
>
>
```

Thread 10

-=> RETURN TO CONTENTS!<=-

1.263 MSG-260 Subject: Tool Survey Results 8^(

Subject: Tool Survey Results 8^(
Date: Monday, 14 August 1995 23:05:45
From: yrod@ozemail.com.au

Hello all,

A couple of weeks ago I asked you all to participate in a survey about
what tools we all used to complete our masterpieces.

Well, I received only 29 answers. Is no-one interested in the results?
If some of you didn't reply because you thought it was a stupid survey,
the least you could have done was flame me.

Anyway, here are the results:

Firstly, Tom Renderbrant uses every computer ever made to do
his renders 8^)

```
Amiga Users:   15 + 1 guy with a bridgeboard and Emplant
                    (Are these used for rendering??)
PC Users:      6
Ami/PC Users:  5
Ami/Other:     1
PC/Other:      0
Ami/PC/Other:  1 (Tom)
```

Are there only 29 people on this mailing list now? If anyone else would
like to be added to this survey, please! mail soon. If enough new replies
come in then I will repost the results again. If anyone isn't interested,
please flame me and I won't bother.

Remember, send the replies to me privately, with the subject line
in this format:

Re:Tools_platform/platforms

Where platform/platforms is either;
ami for Amiga only
pc for PC only

amipc for Amiga and PC
amiother for Amiga and another platform
pcother for PC and another platform, or
amipcother for Amiga, PC and another

Don't bother sending any content, as I will be just tallying up the
subject lines, then deleting the message.

Rod Macey: yrod@ozemail.com.au - Pre-press/Graphic Designer
Home: A2000/30 FPU 4MB RAM [soon to be 12 8-)] Imagine 3.0
Work: Power Macs, Sun Sparc & Pee Cees too.
"Sometimes the hard way is the only way!"

Thread 322

-=> RETURN TO CONTENTS!<=-

1.264 MSG-261 Subject: Re: Bones man. Bones.

Subject: Re: Bones man. Bones.
Date: Tuesday, 15 August 1995 03:09:08
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello Chris, on Aug 14 you wrote:

> I have recently got hold of a model of a man and have been playing about
> with bones in a attempt to make some sort of realistic looking poseable
> model. I managed to stick one of the arms onto the torso and made the
> neccesary bones additions. The trouble is that when I move the arm it looks
> like a shop window dummy arm that rotates around an axis. I know this is
> essentialy right but how can I get it to look more realistic? A bigger group
> overlap?

You might have to re-shape the bone faces at the joints. Eg, the elbow when
bent, creases at the inside of the joint and stretchs at the outside. The
subgroup should be shaped like a wedge with the wide part on the funny bone
side. The shoulder may be more difficult, I spent hours moving my hand just
to get the thumb movement looking realistic for a hand anim. The main thing I
have noticed is that the movements are not linear. When you move your limbs
there are rotations as well. A tin soldier swings its arms straight up and
down, a person's arms move across in front of the thighs.

If this is your first Bones object, I'd try something less complicated
first.

> Also when I rotate the hand a very small part of the wrist turns were as if
> you rotate your own hand (Go on. Try it) most of the lower arm (From the
> elbow down) turns as well. How can I achieve this? A smaller lower arm group?

Yes, you would need a separate group for parts that rotate around the wrist
and the forearm. You may need several because the closer you get to the
elbow the less rotation. Actually, if you look closely most of the rotation
occurs internally with the bones (radius, ulna), not the skin, so don't
over do it.

> And lastly, if you are still with me, were should I place the base group for
> a human? If I make it the head and I want to nod the head the whole body
> rotates around the fixed head. I have tried the middle of the shoulders
> which makes the head nod ok but I get the same problem when moving the lower
> body. I would take a guess that it is the bottom of the spine. Your body
> (mine anyway) appears to rotate around this point. Yes??

I've never made a complete human but I think you may not have set the
parent bone correctly. When you select this axis in group mode, all the
other axes will be selected. This bone should have ALL the faces of the
object as a subgroup for the Small and Big bone.

> PS. If any body wants I could uuencode the model so far and post it on the
> list for all to see.

It might be better to wait until a separate site is set up for binaries.

I'd take a look myself but I'm right in the middle of a project and the
Slice command is giving me hell :-(

> Chris Hall.

-- Bob

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

Thread 259

-=> RETURN TO CONTENTS!<=-

1.265 MSG-262 Subject: Slice

Subject: Slice
Date: Tuesday, 15 August 1995 03:34:23
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello All,

I'm trying to slice some fairly complex objects (IM3) and thought it would
be nice if Imagine's error messages were more detailed, like giving the
number of the offending edge/face. After getting an error like "edge too
close..." or "error splitting faces" I move, rotate or scale the object and

may correct that part of the object but then have another part cause an
error. If I knew which face was causing the problem I could manipulate it
using Pick Range. This will no doubt be tedious but after three hours
trying to get slice to work it might be easier.
I may just leave the objects as they are but you end up with the pieces
looking like they are fused together rather than joined with sharp edges
where they intersect.

-- Bob

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

Thread 310

-=> RETURN TO CONTENTS!<=-

1.266 MSG-263 Subject: Re: Wish List

Subject: Re: Wish List
Date: Tuesday, 15 August 1995 04:24:58
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello SGiff68285, on Aug 13 you wrote:

> Here's my wish list for 4.0 or a future version. Probably to late to make it
> into 4.0

> 7. (Asked for before but) Unpick select points in detail.

It's already there, UnPick Select (F2).

> 8. A point randomizer that would give objects a "not so perfect, real world"
> look within specified tolerances by shifting all points on an object a small
> amount.

For Amiga users there's some utilities on Aminet/gfx/3d called something
like IIUtilities.lha. It has a program called Jitter which does this.

> 10. Simple landscape generator.

Use Applique with an appropriate pic.

-- Bob

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

Thread 440

-=> RETURN TO CONTENTS!<=-

1.267 MSG-264 Subject: Imagine 3.0

Subject: Imagine 3.0
Date: Tuesday, 15 August 1995 04:41:27
From: SGiff68285@aol.com

In case anyone is interested I noticed that Select Solutions (latest issue of DV Magazine) is selling Imagine 3.0 for $199.00 and Imagine L/T for 59.99. Not a bad bargain for people looking to get a great animation package. I'v already spent much more than that just buying 2.0 to 3.3. I guess that is the price of having the latest version. I'm certainly not complaining however, Imagine is still worth way more than what you pay for it.

For those interested in a cheap solution to getting their animations on tape. I called QMotion today regarding their new capture/playback card. It costs $499.00 and can capture and playback to NTSC/Pal at 640 x 480 in realtime without scaling. However for any animators interested in puchasing the product it uses Motion Jpeg compression for the video capture but does not convert a series of Targa images to MJpeg. You need external software for that. The guy I talked to was totally incompetent however, he was very young and had to keep getting off the phone to ask other people questions that I had asked. He did tell me that Premiere creates MJpeg output. I wonder if someone on this list could confirm this.

Stephen G.

Thread 279

-=> RETURN TO CONTENTS!<=-

1.268 MSG-265 Subject: Q-motion

Subject: Q-motion
Date: Tuesday, 15 August 1995 04:44:46
From: Brian V Salisbury <bvs@viewpoint.com>

For those interested in a cheap solution to getting their animations on tape. I called QMotion today regarding their new capture/playback card. It costs $499.00 and can capture and playback to NTSC/Pal at 640 x 480 in realtime without scaling. However for any animators interested in puchasing the

product it uses Motion Jpeg compression for the video capture but does not convert a series of Targa images to MJpeg. You need external software for that. The guy I talked to was totally incompetent however, he was very young and had to keep getting off the phone to ask other people questions that I had asked. He did tell me that Premiere creates MJpeg output. I wonder if someone on this list could confirm this.

Stephen G.

I spoke with q-motion today, and must have got the same guy, but they gave me the name of a reseller, Broadmore, or something like that, and this guy was a bit more informative. He has one himself, and says that it is awesome. the $695 version comes with adobe premiere le, that will take a series of field rendered targas and convert them to an avi file for output.

I saw a similar product at Siggraph from Fast, the fs/60, or something like that, it pretty much works the same way. It will go for about $800

I have been looking for a product like this for a long time, (can't afford the PAR) and I think the Q-motion board is the one I'm going to go for. If anybody has one, or has seen one in action, please post your opinion of it to the iml.

--
Brian Salisbury
bs@viewpoint.com

Thread 130

-=> RETURN TO CONTENTS!<=-

1.269 MSG-266 Subject: Undocumented Textures/Effects

Subject: Undocumented Textures/Effects
Date: Tuesday, 15 August 1995 10:04:21
From: nigel_elliot@MENTORG.COM (nigel_elliot@mentorg.com)

I've just been trawling through the Imagine 3.0 -> 3.3 documentation and have noticed a number of textures and effects that have been supplied by Impulse to which there is no reference in their supplied docs.
These are (all shipped with 3.0 unless noted otherwise) :

Textures :	Effects
Angular.itx	AnimBrsh.ifx

```
bricks.itx                                  Baloon.ifx
Camo.itx                                    Spike.ifx
Checks2.itx                                 Sway.ifx
Disturbed.itx
Dots.itx
Fuzz.itx
Grid.itx
Inviso.itx    (3.3)
Linear.itx
Metals2.itx   (3.2)
OldBrick.itx
Pastella.itx
Radial.itx
Rivitz.itx    (3.3)
Specular.itx (3.3)
Spots.itx
Twinkle.itx
Waves.itx
Wires.itx     (3.3)
Wood.itx

Has any one got any documentation about these (from Impulse or elsewhere) ?

I guess we shouldn't complain about any 'extras' from Impulse, but it would be
nice if 'eventually' they would document every thing they ship (especially
since
most of these textures/effects have been with us since 3.0) !

- Nigel



--
```

Thread 296

-=> RETURN TO CONTENTS!<=-

1.270 MSG-267 Subject: Re[2]: Textures/States problem

```
                Subject: Re[2]: Textures/States problem
Date:    Tuesday, 15 August 1995 10:28:30
From:    spack@mv.us.adobe.com


  ------------------------------------------------------------------------


>>Scott writes:
>>The first state of the textures is 'tacked' at A (i.e. i edited the
>>texture axis, moved it to A).  The second is tacked at B...

>Hmmm? When you say "tacked," do you mean locked the texture to the
>state?  This should freeze the texture (Or a brush) to the planes
```

>geometry. I'm puzzuled because I just ran a small anim using two
>states with the cloud texture's axis moving from point A to B, and
>I did get the expected results. That is, a linear drift for the clouds.

>Try, try again?

Well I did try it again last night... and it worked. Seems that my state information WAS NOT RETAINED, despite doing a State/Update and saving the object! So this brings me to the heart of my problem, how to properly set a state. Seems like I setup this object about ten time before the states stayed the way I intended. Everytime I would go back and look at the texture axis, one

or more were wrong. I'll have to experiment some more. Does anyone else share

the statelessness problem?

For PC'ers, I just received Adobe Premiere 4.0 and it does do FLI/FLC's. But that is just the tip of the iceberg - lots of effects (wipes, fades, PhotoShop effects) as well as audio and high-end video support. Should be a very handy tool for animators looking to polish their Imagine renderings into a complete piece.

-Scott
spack@adobe.com

Thread 307

-=> RETURN TO CONTENTS!<=-

1.271 MSG-268 Subject: Re: Q-motion

Subject: Re: Q-motion
Date: Tuesday, 15 August 1995 10:49:13
From: spack@mv.us.adobe.com

>had asked. He did tell me that Premiere creates MJpeg output. I wonder if
>someone on this list could confirm this.

Just happen to have the Premiere 4.0 manual here (wink, wink). Output file types supported are:

- AVI
- QuickTime
- Filmstrip
- Autodesk FLC/FLI
- Bitmap sequence (like Imagine's numbered pic sequence)
- Targa sequence

Both AVI and QuickTime are compressed formats, but I don't think they are MJpeg.

I read that AVI is less compressed and thus somewhat faster than QuickTime.
If anyone has questions about Adobe products, I will *try* to answer them.

-Scott
spack@adobe.com

Thread 69

-=> RETURN TO CONTENTS!<=-

1.272 MSG-269 Subject: Re: Wish list

Subject: Re: Wish list
Date: Tuesday, 15 August 1995 11:03:20
From: spack@mv.us.adobe.com

>Is there any way to use the deform tools(bend, taper, twist etc.) in pick
>points mode? if not I would like to add it to the wish list.

Yes! Check page 121 of the Imagine 3.0 manual.

-Scott
spack@adobe.com

Thread 263

-=> RETURN TO CONTENTS!<=-

1.273 MSG-270 Subject: Re: Memory Constraints

Subject: Re: Memory Constraints
Date: Tuesday, 15 August 1995 13:31:15
From: RobSampson@aol.com

In a message dated 95-08-15 07:23:17 EDT, you write:

> It seems that the largest object I can
>render without getting an out of memory error has to be less than about
>0.5 meg in size (which is a fairly big object anyway, but theres some
>nice big objects I've got which I'd like to see rendered). I
>would have thought that with 6 meg, I could easily achieve this. Is

>there anyway around this restriction without upgrading to an 030 with a
>memory management unit???
>
>   William Allwell

I used to run Imagine on a 3000 with 040 accelerator and 14 meg of ram and ran out all the time. I then went to a 486/50 with 20 meg of ram and started running out shortly there after. Now I use a Zeos P90 with 40 meg of ram and still run out on some scenes. I think in the long run it does not matter how much ram you have, you will soon create scenes that will exceed the capacity of your hardware and then have to work around them<BG> I look forward to Imagine for windows so I can utilize the swap file but I dread the loss of speed that will cause. In any case there is no work around for very large objects (I have created some over 1.5 meg) you have to buy more ram.

Bob.....

Thread 363

-=> RETURN TO CONTENTS!<=-

1.274 MSG-271 Subject: Re: Undocumented Textures/Effects

Subject: Re: Undocumented Textures/Effects
Date: Tuesday, 15 August 1995 14:15:15
From: SGiff68285@aol.com

In a message dated 95-08-15 07:26:58 EDT, nigel_elliot@MENTORG.COM writes:

>Spots.itx
>Twinkle.itx
>Waves.itx
>Wires.itx (3.3)
>Wood.itx
>
>Has any one got any documentation about these (from Impulse or elsewhere) ?
>
>I guess we shouldn't complain about any 'extras' from Impulse, but it would
>be
>nice if 'eventually' they would document every thing they ship (especially
>since
>most of these textures/effects have been with us since 3.0) !
>
>- Nigel
>
>

I believe I read somewhere that Impulse is not going to release docs on those until 4.0 comes out.

Stephen G.

Thread 186

-=> RETURN TO CONTENTS!<=-

1.275 MSG-272 Subject: Contains Premiere 4.0 info

Subject: Contains Premiere 4.0 info
Date: Tuesday, 15 August 1995 15:06:50
From: aciolino@rrddts.donnelley.com

Alright. I've been reading all this stuff about Premiere. Since I work with it a little, I can tell you most of what it can do.

First off, MJPEG is NOT a standard option under Premiere. You CAN, however, include a DLL (link library) that will allow Premiere to understand MJPEG and write it. I don't have such a DLL, but I'd love to get one!

I have a MaxMedia Video Capture board that does MJPEG capture. It costs about $400.00 6 months ago. What it does is it captures with it's own DLL to Premiere, and Premiere processes the captured files into an AVI file useable to other systems. If I want to, I can play the MJPEG video directly, only if I have the DLL and only if I want to watch it play real slow if I play it on a machine without the Video Board.

The point here:
1) You can display MJPEG directly with and without the capture board.

2) Premiere is basically optimizing the Video so that others can view it on thier machines without capture boards.

3) Premiere is NOT an MJPEG processor, but it can link in MJPEG input and (with a DLL) output.

Thread 26

-=> RETURN TO CONTENTS!<=-

1.276 MSG-273 Subject: Tutorial on 3D LANDSCAPES

Subject: Tutorial on 3D LANDSCAPES
Date: Tuesday, 15 August 1995 17:30:20

From: surentrr@vax.sbu.ac.uk

Hi All ,
I posted some pointers on Imagine and Landscapes a couple of weeks ago but
the mail did not appear on the IML so here it goes :

1) Basically , you have imagine and you want to import in Landscapes .
Vista-Pro creates Landscapes from .DEM files and can output to DXF
however, DXF's are very large, sorry HUGE files and when imported into Imagine
either won't load (4MB USERS) or won't render (8 MB Users).

But, objects in Imagine's native format are size efficent (i.e. a Landscape
in DXF format is a LOT smaller in Imagine format)

So use DEM23DS, to convert the DEM file to a 3DS file (which is size efficent)
the format is :
dem23ds -iINFILE -oOUTFILE -sNUM
where INFILE is the name of the DEM file,
OUTFILE IS the name of the output file
and NUM is a value for the Landscape Polygon size .
Basically it is similar to Vista Pro's Polygon size (1 means high detail ,
8 means Low detail)
so if you use 8, you get a small 3DS file out (fewer faces)
and if you use 1 you get a massive 3ds file out (extremly high detail)
Generally a value of 2 will suffice.

2) Next you use a conversion utility to convert the 3DS file to an Imagine
object. You could use 3DS2IM (which is shareware), or a commercial program
to convert the landscape in 3DS format to Imagine format.

3) Load object in Imagine and Enjoy.

Ramesh Suren
I believe 3DS2IM is available at ftp.websharx.com ,
DEM23DS is available at povray.org

Good Luck

Thread 277

-=> RETURN TO CONTENTS!<=-

1.277 MSG-274 Subject: Slow Rendering With Fog!

Subject: Slow Rendering With Fog!
Date: Tuesday, 15 August 1995 19:29:26
From: Richard Heidebrecht <rheidebr@freenet.niagara.com>

Actually, to be more specific, I made a visible spotlight, using fog. I then added it to a farely complex scene which normally takes about 3 or 4 minutes to trace, or 1 minute to scanline render. There was no significant difference in rendering time for scanline, but raytracing now took 12 HOURS!

Here's how I made the spotlight: I started with a basic cone, and scaled it to the proper size and shape. I set the filter value to about 210,210,210 and set the fog length so that you could still easily see through to the other side. I also made the cone bright, and then applied the linear texture, so that the beam of light appeared to fall-off. I also added an axis, moved it to the tip of the cone, and made it a conical light(with shadow casting turned on). BTW, the cone was open-ended.

Next, I added it to a scene I already had setup. I positioned the light so that the main object in the scene was partialy inside the cone. This was the only light in the entire scene.

Anybody got any ideas as to why this took so much longer to render?

~Rick Heidebrecht~

P.S. Im using version 2.0, if it makes any difference.

Thread 326

-=> RETURN TO CONTENTS!<=-

1.278 MSG-275 Subject: Memory Constraints

Subject: Memory Constraints
Date: Tuesday, 15 August 1995 19:30:57
From: William Allwell <bill@netspace.net.au>

Firstly, thanks to all that answered my previous questions re rendering resolutions and the advantages to later versions of Imagine. (I was overwhelmed with the number of responses). Here's another quick question:

I am currently using an Amiga 1200 with a maths co processor (using the FPU version of Imagine 2) with the standard 2 megs of Chip Ram and a further 4 meg of Fast Ram. It seems that the largest object I can render without getting an out of memory error has to be less than about 0.5 meg in size (which is a fairly big object anyway, but theres some nice big objects I've got which I'd like to see rendered). I would have thought that with 6 meg, I could easily achieve this. Is

there anyway around this restriction without upgrading to an 030 with a memory management unit???

William Allwell

Thread 342

-=> RETURN TO CONTENTS!<=-

1.279 MSG-276 Subject: Re: Convert Image Question

Subject: Re: Convert Image Question
Date: Tuesday, 15 August 1995 20:06:00
From: drift@nighthawk.com (Drift Dennis)

>After I use convert image with a black and white state of a logo, what is the
>best way to add faces to my .obj outline? Or am I doing something wrong.
>
>
I have a very complicated logo that I just converted to a 3D object (see my webpage at http://www.cts.com/browse/drift/) and I tried several different approaches, including PixelPro, and the Imagine 'convert iff'. I even tried converting the scanned logo into a eps object and then into an object.
The final answer for me was to input under 'convert iff' and then laboriously and faces, the set edge command made the job a lot easier, but it was still labor intensive.

The Drift
Drift Dennis
drift@nighthawk.com
{KC7OT}
NightHawk Production
3D graphics and animation
9403 Marilla Dr
Lakeside, California
92040-2801
PHONE 619-390-8375
FAX 619-390-8375

May The Force Be With You

The true miracle is that we exist at all, let alone the we are here and now.

PLEASE STOP BY OUR WEB SITE, we would appreciate hearing from you http://www.cts.com/browse/drift/ or soon to change to http://nighthawk.com

**********^^^^^^^^^^^^^^^^^^^^

Thread 317

-=> RETURN TO CONTENTS!<=-

1.280 MSG-277 Subject: Re: Tutorial on 3D LANDSCAPES

Subject: Re: Tutorial on 3D LANDSCAPES
Date: Tuesday, 15 August 1995 20:44:09
From: cdhall@cityscape.co.uk (Chris Hall)

>So use DEM23DS, to convert the DEM file to a 3DS file (which is size efficent)
>the format is :

Is dem23ds shareware. If so where can I get it please?
Chris Hall.

|---|\
You have been spoken to by Chris Hall	
A very tall and generally nice bloke from Great Briton	
E- mail me at : CDHALL@CITYSCAPE.CO.UK	
Or try my WWW home page at :	
HTTP://www.cityscape.co.uk/users/ad87/index.html	
Today's lucky lottery numbers are :-	
16 37 38 15 27 05	

\---\

Thread 266

-=> RETURN TO CONTENTS!<=-

1.281 MSG-278 Subject: Re:Textures/States problem

Subject: Re:Textures/States problem
Date: Tuesday, 15 August 1995 20:47:35
From: CoryJ44@aol.com

I have the same problems with retaining state information. Often I'll attempt to create two states for an object in which the object's shape has changed, as well as its attributes. But in attempting to create the second state, only the shape information is retained, and attribute information is carried over from the first state. After numerous attempts, I usually just create another object and do the morphing that way. I guess my point is . . .. I can identify, but I don't have answers either. Does anyone know why this happens, and why I can't create a red, metal sphere state and a blue, glass sphere state for the same object (just an example)?? I'm using 3.0 . . .

```
                                                                    Cory

                          Thread          242

                  -=> RETURN TO CONTENTS!<=-
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1.282 MSG-279 Subject: Re: Imagine 3.0

```
                Subject: Re: Imagine 3.0
Date:    Tuesday, 15 August 1995 21:06:26
From:    Jim Shinosky <tracker@en.com>

  ---------------------------------------------------------------------------

> had asked.  He did tell me that Premiere creates MJpeg output.  I wonder if
              ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

I don't think so.  I have version 4.0 of Premiere, which is the latest
version as far as I know, and it doesn't output to MJpeg.

Jim Shinosky


                          Thread          351

                  -=> RETURN TO CONTENTS!<=-
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1.283 MSG-280 Subject: RE: Q-motion

```
                Subject: RE: Q-motion
Date:    Tuesday, 15 August 1995 21:29:27
From:    Jeff Hanna <quarters@kesmai.com>

  ---------------------------------------------------------------------------

>Both AVI and QuickTime are compressed formats, but I don't think they =
are MJpeg.
>I read that AVI is less compressed and thus somewhat faster than =
QuickTime.
>If anyone has questions about Adobe products, I will *try* to answer =
them.

Yes, both are compressed. Yes, neither are MJpeg. Quicktime is more =
easily viewed (ie there are more Macs, PCs, and Unix boxes with =
Quicktime viewers) than AVI. AVI is better in the fact that it allows =
for 8 bit depth of color whereas Quicktime is 24bit or nothin'
```

Neither is "perfect" MPeg is arguably a much better format. Better =
compression and more widely accepted. But MPeg suffers in the area of =
keyframes and the such. MPeg -I think- only puts in major sync frames =
every 15-20 frames where as the other formats do it with more frequency. =
THis means that for 'VCR" sytle playback programs MPeg will not search =
and single frame as easily as QT or AVI.

At least that's all the technical jargon the programmers here at Kesmai =
keep telling me. We're working on full-motion video for our future games =
so this is a major area of research for us right now.

Thread 268

-=> RETURN TO CONTENTS!<=-

1.284 MSG-281 Subject: Re: Memory Constraints

Subject: Re: Memory Constraints
Date: Tuesday, 15 August 1995 21:50:24
From: Duncan <Duncan@eraser.demon.co.uk>

Hi William,

>
> I am currently using an Amiga 1200 with a maths co processor (using
> the FPU version of Imagine 2) with the standard 2 megs of Chip Ram and a
> further 4 meg of Fast Ram. It seems that the largest object I can
> render without getting an out of memory error has to be less than about
> 0.5 meg in size (which is a fairly big object anyway, but theres some
> nice big objects I've got which I'd like to see rendered). I
> would have thought that with 6 meg, I could easily achieve this. Is
> there anyway around this restriction without upgrading to an 030 with a
> memory management unit???
>
 dont run imagine through workbench

 when you want to use imagine reboot hold down both mouse buttons and
select boot with no startup-sequence you get a shell window
 then type dh1:image2.0/imagine.fp

 (obviously dh1:imagine2.0 will be changed to you own path name on your
HD)

 Duncan

Thread 313

-=> RETURN TO CONTENTS!<=-

1.285 MSG-282 Subject: Dare2Imagine a complete version

Subject: Dare2Imagine a complete version
Date: Tuesday, 15 August 1995 22:05:53
From: izi@hoa.ping.dk (Soren Wind)

Where can i mail FTP "Dare 2 Imagine" ?
I've got a version of it i downloaded at a local BBS but it is incomplete.. ;(

```
  _____ __ _
 |
 | Soren IZI Wind / Denmarks HIFI Club
 | izi@hoa.ping.dk   /   2:235/314.95
 |   Visual-ImPACT / Alien WorkShop
 |   RayTRACE / stud.comp.gfx.trace
 | sysop at : Our World +45 75872579  |
 | a2k/o3o/882/12MB/33Mhz/835MB HD    |
 | Picasso2 CyberGFX / UM-15"NLD      |
 | Macintosh Quadra 84oAV 24mb  (\o/) |
 | Sony 15"SF 5ooMB HD & CD-Rom (/|\) |
                        _ __ _________|
```

.... Lydige kvinder er lykkelige kvinder !

-- Via Xenolink 1.96, XenolinkUUCP 1.1

Thread 286

-=> RETURN TO CONTENTS!<=-

1.286 MSG-283 Subject: No 3D splines for 4.0?

Subject: No 3D splines for 4.0?
Date: Tuesday, 15 August 1995 22:13:21
From: DAVEH47@delphi.com

Renderbrandt on Mon, 14 Aug 1995 writes:
>First I visited Impulse for a couple of days. And we are going to see a
>heck of a program when they release 4.0...
>I saw metaballs,Motion blur,a new smooth feature, etc,etc...

Hmmm...No 3D splines though huh? (I'm assuming you wouldn't put something like splines under the heading of "etc., etc." :))

-- Dave

Thread 447

-=> RETURN TO CONTENTS!<=-

1.287 MSG-284 Subject: Re: Bones man. Bones.

Subject: Re: Bones man. Bones.
Date: Tuesday, 15 August 1995 22:16:19
From: DAVEH47@delphi.com

Chris Hall (CDHALL@CITYSCAPE.CO.UK) writes:
>I have recently got hold of a model of a man and have been playing about
>with bones in a attempt to make some sort of realistic looking poseable
>model. I managed to stick one of the arms onto the torso and made the
>neccesary bones additions. The trouble is that when I move the arm it looks
>like a shop window dummy arm that rotates around an axis. I know this is
>essentialy right but how can I get it to look more realistic? A bigger group
>overlap?
>Also when I rotate the hand a very small part of the wrist turns were as if
>you rotate your own hand (Go on. Try it) most of the lower arm (From the
>elbow down) turns as well. How can I achieve this? ...

I don't mean to write what might be construed as a "me too" message, but
I've been having a very similar problem. I have a contiguous female object
that I got from somewhere a long time ago, and I've been trying to
"bone-ize" it. But I have had a lot of trouble getting the arms to move
correctly at the shoulders (no matter how I move them, I usually end up
with a hopeless tangle of points and edges at the point of rotation resembling
the output of a plotter gone bezerk!).

I think our problem, Chris, is that all Bones tutorials, at least that I
have seen, assume hinge joints like those in the fingers. But the arm
at the shoulders is a BALL-AND-SOCKET joint, capable of bending and twisting
in diverse directions, and it is not at all clear how to implement ball-socket
joints with bones. Is it possible at all? Has anyone had success doing it?
If not, I have a another addition to the Wishlist...

-- Dave

Thread 254

-=> RETURN TO CONTENTS!<=-

1.288 MSG-285 Subject: Re: Bones man. Bones.

Subject: Re: Bones man. Bones.
Date: Tuesday, 15 August 1995 22:24:00
From: drift@nighthawk.com (Drift Dennis)

>Chris Hall (CDHALL@CITYSCAPE.CO.UK) writes:
>>I have recently got hold of a model of a man and have been playing about
>>with bones in a attempt to make some sort of realistic looking poseable
>>model. I managed to stick one of the arms onto the torso and made the
>>neccesary bones additions. The trouble is that when I move the arm it looks
>>like a shop window dummy arm that rotates around an axis. I know this is
>I don't mean to write what might be construed as a "me too" message, but
>I've been having a very similar problem. I have a contiguous female object
>that I got from somewhere a long time ago, and I've been trying to
>"bone-ize" it. But I have had a lot of trouble getting the arms to move
>correctly at the shoulders (no matter how I move them, I usually end up
>with a hopeless tangle of points and edges at the point of rotation resembling.

> Is it possible at all? Has anyone had success doing it?
>If not, I have a another addition to the Wishlist...
>
> -- Dave
>
>
I have created bones objects that moved around quite freely with stretching
realistic movements, except they were not anthropomorphic figures, just
experiments to see if it could be done, and as part of a seminar I was
giving for a computor show here in San Diego, CA.
Once again I am giving a seminar on 3D on the Amiga and PC with IMAGINE.
Once again I decide to do bones (not having done any in close to a year) and
unwisely I decide to do an anthropomorphic figure (read 'alien monster'),
and I too cannot get the thing right.
I do remember that grouping of the bones, and grouping of the subgroups was
very important, as was the assigning of states. But I DON'T remember WHAT
was important in WHICH part of the process.
May we all have better luck then we have had.
At least I know that it can indeed be done.
good luck
The Drift

Drift Dennis
drift@nighthawk.com
{KC7OT}
NightHawk Production
3D graphics and animation
9403 Marilla Dr
Lakeside, California
92040-2801
PHONE 619-390-8375
FAX 619-390-8375

May The Force Be With You

The true miracle is that we exist at all,
let alone the we are here and now.

PLEASE STOP BY OUR WEB SITE, we would appreciate hearing
from you http://www.cts.com/browse/drift/
or soon to change to http://nighthawk.com

```
*******************************************************************************
**********^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
^^^^^^^^^^^^^^^^^^^
```

Thread 284

-=> RETURN TO CONTENTS!<=-

1.289 MSG-286 Subject: Re: Dare2Imagine a complete version

Subject: Re: Dare2Imagine a complete version
Date: Tuesday, 15 August 1995 22:28:51
From: Roger Straub <straub@csn.net>

On Tue, 15 Aug 1995, Soren Wind wrote:

```
>
> Where can i mail FTP "Dare 2 Imagine" ?
> I've got a version of it i downloaded at a local BBS but it is incomplete.. ;(


You can get it on Aminet (ftp.netnet.net) under
/pub/aminet/gfx/3d/iml-d2im.lha.

>   ______ __ _
>  |
>  | Soren IZI Wind / Denmarks HIFI Club
>  | izi@hoa.ping.dk   /   2:235/314.95
>  |   Visual-ImPACT / Alien WorkShop
>  |   RayTRACE / stud.comp.gfx.trace
>  | sysop at : Our World +45 75872579  |
>  | a2k/o3o/882/12MB/33Mhz/835MB HD    |
>  | Picasso2 CyberGFX / UM-15"NLD      |
>  | Macintosh Quadra 84oAV 24mb  (\o/) |
>  | Sony 15"SF 5ooMB HD & CD-Rom (/|\) |
>                          _ __ __________|
>
> ... Lydige kvinder er lykkelige kvinder !
>
> -- Via Xenolink 1.96, XenolinkUUCP 1.1
>

   ^
   |
   |
Whoa!

See ya,
```

Roger

Thread 293

-=> RETURN TO CONTENTS!<=-

1.290 MSG-287 Subject: Convert Image Question

Subject: Convert Image Question
Date: Tuesday, 15 August 1995 22:50:55
From: CyberMer@aol.com

After I use convert image with a black and white state of a logo, what is the best way to add faces to my .obj outline? Or am I doing something wrong.

Thread 330

-=> RETURN TO CONTENTS!<=-

1.291 MSG-288 Subject: Re: Quickie (multiple stages)

Subject: Re: Quickie (multiple stages)
Date: Tuesday, 15 August 1995 23:49:19
From: Richard Heidebrecht <rheidebr@freenet.niagara.com>

On Sun, 13 Aug 1995 cjo@esrange.ssc.se wrote:

> Since I've got this nice computer with a multitasking operating system
> <grinning at all PC users> I simply copied the staging file (which can be
> found in your PROJECT.IMP directory), renamed it to "staging.original",
> went back to Imagine and modified the scene, saved changes, etc... And I
> can do this for as many times as I want. When I want to go back to a
> previous setup I simply copy the "staging.whatever" to "staging". Easy,
> ain't it?
>
> Now, there is another way to do all this, which even works on a PC!! ;)

Actually, you don't need multitasking to use the file copy command :)

~Rick Heidebrecht~

Thread 334

-=> RETURN TO CONTENTS!<=-

1.292 MSG-289 Subject: Texture Preview

Subject: Texture Preview
Date: Wednesday, 16 August 1995 00:14:10
From: Susan Dianne Boon <sdboon@acs.ucalgary.ca>

Hi Y'all!

The answer to my previous query was that I was definitely running out of memory. My fonts were too large and chewed up too much memory. Hmmm...perhaps Gigamem might be an answer for me in the future.

Now, a request to Impulse, and I know Mike and Co. are listening...

REQUEST # 120,222,143,122.1 -

It is really too bad that the texture preview only works for those who are priviledged to own an internal video board. For us normal (poor) folk, we only have DCTV or nothing at all. If you own a DCTV and a RGB converter, both DCTV and normal graphics can be incorporated (displayed) onto the same screen. Cool....one might think this could be easily coded into Imagine at some point. Oh well, what do I know, I only study people...not machines...but they do behave similarly at times.
--

Dr. Susan D. Boon
Department of Psychology
University of Calgary
2500 University Dr. NW
Calgary, AB T2N 1N4
CANADA

Thread 71

-=> RETURN TO CONTENTS!<=-

1.293 MSG-290 Subject: RE: Q-motion

Subject: RE: Q-motion
Date: Wednesday, 16 August 1995 05:07:53

From: philgro@indirect.com (Phil Grossblatt)

>Yes, both are compressed. Yes, neither are MJpeg. Quicktime is more easily viewed (ie there are more Macs, PCs, and Unix boxes with Quicktime viewers) than AVI. AVI is better in the fact that it allows for 8 bit depth of color whereas Quicktime is 24bit or nothin'
>
>Neither is "perfect" MPeg is arguably a much better format. Better compression and more widely accepted. But MPeg suffers in the area of keyframes and the such. MPeg -I think- only puts in major sync frames every 15-20 frames where as the other formats do it with more frequency. THis means that for 'VCR" sytle playback programs MPeg will not search and single frame as easily as QT or AVI.

Note that MPEG and MJPEG are completely different animals! MJPEG is one compression style for .avi files- all the frames exist in the file, as in a still JPEG file. With MPEG, the files are compressed with regard to the difference of the following frame, so the individual frames are lost.
Phil

Thread 280

-=> RETURN TO CONTENTS!<=-

1.294 MSG-291 Subject: Re:Impulse Im4.0

Subject: Re:Impulse Im4.0
Date: Wednesday, 16 August 1995 09:00:23
From: Granberg Tom <tom.granberg@TV2.no>

Hi!
I dont got as much time to write about my experience at Impulse, but I guess you

all want to know what I saw.
Well, V4.0 is still in the works and is not by far finished, but some of the features is almost finished and more is under development. The things I saw was

on PC's. And Zack was busy converting the code to windows/windows NT. As you probably can understand, I cant tell you everything about the new stuff since some of the new ideas is still under development.
But here are some of the features I think will make it to 4.0.

-Generation of alpha channel
-Backdrop+alpha, size regardless of rendering output

-Foreground+aplha, and maybe multi layering+alpha's, in the foregoround
-Smoothing of entire objects or subgroups/picked faces, and selectable
constraints
-Blobs/metaballs
-Possibility to use FX in detail editor
Thats that for now at least, I would think that there would be a lot more stuff

implemented in 4.0 but these are the things I see as the most usefull ones.

Tom Renderbrandt

Thread 362

-=> RETURN TO CONTENTS!<=-

1.295 MSG-292 Subject: Re: 3.3Prob

Subject: Re: 3.3Prob
Date: Wednesday, 16 August 1995 11:05:06
From: a00448@dtic.ua.es (ERNESTO POVEDA CORTES)

> I've now installed the latest 3.3 update which look's impressive but
> the lake now render's as a normal flat plane.
> No ripples, no nothing.....AAaaahhhh
> I need those ripples back, any idea's ?

I had a similar trouble.... here cames the probably solution...
Check the mix/morph box in the textures requester. Some textures put
it to 0.00 by default, which makes these textures to not render. If
the is the prob simply change the value to 1.00 :)
--
'There can be only one' -Highlanders

email: a00448@dtic.ua.es --> Ernesto Poveda Cortes (I am not a number :)

Thread 248

-=> RETURN TO CONTENTS!<=-

1.296 MSG-293 Subject: Re: Dare2Imagine a complete version

Subject: Re: Dare2Imagine a complete version
Date: Wednesday, 16 August 1995 11:17:53
From: a00448@dtic.ua.es (ERNESTO POVEDA CORTES)

```
> Where can i mail FTP "Dare 2 Imagine" ?
> I've got a version of it i downloaded at a local BBS but it is incomplete.. ;(


 You can get it from any aminet site ( wuarchive.wustl.edu (US) or
ftp.uni-paderborn.de (EUROPE) for example).
 Also there are both html and amigaguide hypertext versions of d2i.

--
'There can be only one' -Highlanders

email: a00448@dtic.ua.es  --> Ernesto Poveda Cortes (I am not a number :)


                           Thread          150

                  -=> RETURN TO CONTENTS!<=-
```

1.297 MSG-294 Subject: Re: An old challenge - How are diamonds done ?

```
                Subject: Re: An old challenge - How are diamonds done ?
Date:    Wednesday, 16 August 1995 11:26:14
From:    a00448@dtic.ua.es (ERNESTO POVEDA CORTES)

  ------------------------------------------------------------------------


Hi, I don't know how the diamond travel are at this point but here comes
my little experience....

After triying a lot of changes in the attributes requester( you know: playing
with index of ref. & filter & reflex...) i find a solution that generates
a very good looking diamond. Just try to lower the hardness to 0!
Try it before reply this, please. At least this setting will rip off
that black areas the trace generate on the standard diamond.


--
'There can be only one' -Highlanders

email: a00448@dtic.ua.es  --> Ernesto Poveda Cortes (I am not a number :)


                           Thread          218

                  -=> RETURN TO CONTENTS!<=-
```

1.298 MSG-295 Subject: Re: Quickie (multiple stages)

Subject: Re: Quickie (multiple stages)
Date: Wednesday, 16 August 1995 11:38:06
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello Conny, on Aug 13 you wrote:

> I set up a scene (a small stage, a stool, the guitar and a spotlight),
> rendered it and thought that I wanted to render a whole series of images
> with the same scene, just moving the camera around. But I still wanted to
> be able to come back to my original scene (with the exact same camera
> position).
> So, what do I do if I don't want to write down the position and alignment
> for all the 5 different positions that I'm working on? Well, let me tell
> you;

> deleted >

Am I missing something here? Is'nt this just a 5 frame pop morph anim?

-- Bob

Thread 288

-=> RETURN TO CONTENTS!<=-

1.299 MSG-296 Subject: Re: Undocumented Textures/Effects

Subject: Re: Undocumented Textures/Effects
Date: Wednesday, 16 August 1995 11:53:38
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello Nigel, on Aug 15 you wrote:

> Angular.itx
> bricks.itx
> Camo.itx
> Checks2.itx
> Disturbed.itx
> Dots.itx
> Grid.itx
> Linear.itx
> Pastella.itx
> Radial.itx
> Spots.itx
> Waves.itx
> Wood.itx
>

> Has any one got any documentation about these (from Impulse or elsewhere) ?

These are all Imagine 2.0 textures and documented in its' manual.

-- Bob

Thread 271

-=> RETURN TO CONTENTS!<=-

1.300 MSG-297 Subject: Re: Wish list

Subject: Re: Wish list
Date: Wednesday, 16 August 1995 12:01:31
From: rbyrne@3dform.edex.edu.AU (Robert Byrne)

Hello Scott, on Aug 15 you wrote:

EA> >Is there any way to use the deform tools(bend, taper, twist etc.) in pick
EA> >points mode? if not I would like to add it to the wish list.

> Yes! Check page 121 of the Imagine 3.0 manual.

That's the Deform Tool on p121, Edward was referring to page 117. :-)

-- Bob

Thread 325

-=> RETURN TO CONTENTS!<=-

1.301 MSG-298 Subject: Re:Textures/States problem

Subject: Re:Textures/States problem
Date: Wednesday, 16 August 1995 12:15:01
From: Torgeir Holm <torgeirh@powertech.no>

On 15-Aug-95 15:47:35, CoryJ44 wrote:

>I have the same problems with retaining state information. Often I'll
>attempt to create two states for an object in which the object's shape has
>changed, as well as its attributes. But in attempting to create the second
>state, only the shape information is retained, and attribute information is
>carried over from the first state. After numerous attempts, I usually just

```
>create another object and do the morphing that way.  I guess my point is . .
>. I can identify, but I don't have answers either.  Does anyone know why this
>happens, and why I can't create a red, metal sphere state and a blue, glass
>sphere state for the same object (just an example)??  I'm using 3.0 . . .
                                                      ~~~~~~~~~~~~~~~~~~~`
                                                        that's why :)

The attributes part of states didn't work properly in 3.0.
I think this was fixed in 3.1, at least it works in 3.3.


Torge!r
```

Thread 278

-=> RETURN TO CONTENTS!<=-

1.302 MSG-299 Subject: Re: Memory Constraints

```
                Subject: Re: Memory Constraints
Date:    Wednesday, 16 August 1995 12:15:05
From:    Torgeir Holm <torgeirh@powertech.no>


  ------------------------------------------------------------------------

On 15-Aug-95 20:50:24, Duncan wrote:
>>
> dont run imagine through workbench

> when you want to use imagine reboot hold down both mouse buttons and
>select boot with no startup-sequence you get a shell window
> then type dh1:image2.0/imagine.fp

> (obviously dh1:imagine2.0 will be changed to you own path name on your
>HD)

Or get one of the boot utilities that let you use another startup-sequence
when holding down a mouse button while booting.

I used this when I only had 6 MB Ram, because I needed all my assigns and
paths put in, and also a couple commodities I couldn't live without (like
ModePro).


Torge!r
```

Thread 323

-=> RETURN TO CONTENTS!<=-

1.303 MSG-300 Subject: Texture Preview

```
                Subject: Texture Preview
Date:     Wednesday, 16 August 1995 12:15:07
From:     Torgeir Holm <torgeirh@powertech.no>


  ------------------------------------------------------------------------------

On 15-Aug-95 23:14:10, Susan Dianne Boon wrote:

>Hi Y'all!

>The answer to my previous query was that I was definitely running
>out of memory. My fonts were too large and chewed up too much
>memory.  Hmmm...perhaps Gigamem might be an answer for me in the
>future.

Susan, try scaling the axis only of each letter before adding points, this
affects the numjber of points and faces the letter gets. A larger axis in
relation to the object gives you less points.z


Torge!r


                           Thread          289

                  -=> RETURN TO CONTENTS!<=-
```

1.304 MSG-301 Subject: Re: Convert Image Question

```
                Subject: Re: Convert Image Question
Date:     Wednesday, 16 August 1995 12:35:11
From:     rbyrne@3dform.edex.edu.au (Robert Byrne)


  ------------------------------------------------------------------------------

Hello CyberMer, on Aug 15 you wrote:

> After I use convert image with a black and white state of a logo, what is the
> best way to add faces to my .obj outline? Or am I doing something wrong.

I thought you had the option of adding faces when the object is created but
there is another way which gives you more control.

1. Make sure the Y axis is pointing out of the outline object.

2. Extrude the outline, the distance does'nt matter, say 100 units.

3. Load a primitive disk or plane depending on the type of faces you want
   on your object, radial or lateral.
```

4. Scale the primitive so it is larger than the extruded outline and
   position it to around the middle of (intersects) the outline.

5. Pick both objects and use the Slice command.

6. Go into Pick Group mode and ungroup it.

7. Go into Pick Object mode and cycle through all the parts created by the
   slice and delete the ones you don't want.

You can now extrude the object.

-- Bob

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

Thread 305

-=> RETURN TO CONTENTS!<=-

1.305 MSG-302 Subject: Re: Bones man. Bones.

Subject: Re: Bones man. Bones.
Date: Wednesday, 16 August 1995 14:20:21
From: SGiff68285@aol.com

In a message dated 95-08-15 22:28:01 EDT, DAVEH47@delphi.com writes:

>I don't mean to write what might be construed as a "me too" message, but
>I've been having a very similar problem. I have a contiguous female object
>that I got from somewhere a long time ago, and I've been trying to
>"bone-ize" it. But I have had a lot of trouble getting the arms to move
>correctly at the shoulders (no matter how I move them, I usually end up
>with a hopeless tangle of points and edges at the point of rotation
>resembling
>the output of a plotter gone bezerk!).

I would think you would be more worried about the legs if you were trying to
bone her. (G) :)

Sorry I couldn't resist.

Thread 261

-=> RETURN TO CONTENTS!<=-

1.306 MSG-303 Subject: Lightwave EMail list

```
                Subject: Lightwave EMail list
Date:    Wednesday, 16 August 1995 16:15:00
From:    horst@artemedia.DE (Horst Heberle)


  ---------------------------------------------------------------------------

Hi erverybody,

is there someone out there who can tell me the right address to subscribe to
the Lightwave list? Sorry that this is not Imagine related, but I don't have no
possibility to get it on an other way.
Thanks
Horst

--
    _/_/_/  _/          _/_/_/_/  _/       Dipl. Ing. Horst Heberle
   _/      _/_/        _/        _/_/      Lindenstrasse 9 54292 Trier
  _/      _/  _/      _/_/_/_/  _/  _/             eMail heberle@trier.fh-rpl.de

 _/      _/    _/          _/  _/_/_/_/            Phone (0)651 47493
_/_/_/  _/_/_/_/_/  _/_/_/_/  _/      _/     Fax (0)651 43176



                           Thread            6

                  -=> RETURN TO CONTENTS!<=-
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1.307 MSG-304 Subject: Re: Premiere - MJpeg

```
                Subject: Re: Premiere - MJpeg
Date:    Wednesday, 16 August 1995 17:09:54
From:    williamp@triode.apana.org.au


  ---------------------------------------------------------------------------

> > had asked.  He did tell me that Premiere creates MJpeg output.  I wonder if
>               ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>
> I don't think so.  I have version 4.0 of Premiere, which is the latest
> version as far as I know, and it doesn't output to MJpeg.

You need the MJpeg codec.It usually  comes with one of the video grabbing
and playback boards like the FAST Movie Machine card.


William
```

Thread 76

-=> RETURN TO CONTENTS!<=-

1.308 MSG-305 Subject: Re: Convert Image Question

Subject: Re: Convert Image Question
Date: Wednesday, 16 August 1995 17:44:16
From: jprusins@cybergrafix.com (John Prusinski)

>>After I use convert image with a black and white state of a logo, what is the
>>best way to add faces to my .obj outline? Or am I doing something wrong.
>>
>>
>I have a very complicated logo that I just converted to a 3D object (see my
>webpage at http://www.cts.com/browse/drift/) and I tried several different
>approaches, including PixelPro, and the Imagine 'convert iff'. I even tried
>converting the scanned logo into a eps object and then into an object.
>The final answer for me was to input under 'convert iff' and then
>laboriously and faces, the set edge command made the job a lot easier, but
>it was still labor intensive.

My solution to this problem is usually to extrude the outline of the logo after it's been converted from the IFF, then add a primitive plane of moderate complexity. Using "slice" I then cut the plane with the logo outline, and get rid of the extraneous pieces, including the original logo outline, so that all I have left is the logo-shaped piece cut out of the plane. Voila! Automatic facing!

John

```
_____________________________________________________
|  "The next great step toward a planetary holism is a     |
|    partial merging of the technologically transformed    |
|    human world with the archaic matrix of vegetable     |
|    intelligence that is the Overmind of the planet."        |
|                                                  -Terence McKenna         |
|__________________________________________________|
```

Thread 276

-=> RETURN TO CONTENTS!<=-

1.309 MSG-306 Subject: Re: Memory Constraints

Subject: Re: Memory Constraints
Date: Wednesday, 16 August 1995 18:42:37

From: Richard Heidebrecht <rheidebr@freenet.niagara.com>

On Tue, 15 Aug 1995 RobSampson@aol.com wrote:

> of your hardware and then have to work around them<BG> I look forward to
> Imagine for windows so I can utilize the swap file but I dread the loss of
> speed that will cause. In any case there is no work around for very large
> objects (I have created some over 1.5 meg) you have to buy more ram.
>
> Bob.....

Does anybody know if you will be able to use a swap file with the Dos
version of Imagine running through Windows 95?

~Rick Heidebrecht~

Thread 299

-=> RETURN TO CONTENTS!<=-

1.310 MSG-307 Subject: Re: Re[2]: Textures/States problem

Subject: Re: Re[2]: Textures/States problem
Date: Wednesday, 16 August 1995 22:06:11
From: bilboyce@iconz.co.nz (Bill Boyce)

>
>Well I did try it again last night... and it worked. Seems that my state
>information WAS NOT RETAINED, despite doing a State/Update and saving the
>object! So this brings me to the heart of my problem, how to properly set a
>state. Seems like I setup this object about ten time before the states stayed

>the way I intended. Everytime I would go back and look at the texture
axis, one
>or more were wrong. I'll have to experiment some more. Does anyone else
share
>the statelessness problem?
>
Procedure :
Set up your 'base' object configuration then 'create state' and accept
'Default' as
the first state name. Set all switches for Default that you will use, now or in
the future. In your case, make sure Textures/Brushes is set, of course.

Now create a state (I usually call Main) that is the same as default. Use this

whenever you want your base object configuration, particularly in Action/Stage.
I don’t know if this is a bug or just the way it is, but using Default causes
problems.

Now change anything you want to and create new states at will.

Default should always be the first state, or you’re asking for trouble.

Bill

Thread 98

-=> RETURN TO CONTENTS!<=-

1.311 MSG-308 Subject: Re:Impulse Im4.0

Subject: Re:Impulse Im4.0
Date: Wednesday, 16 August 1995 22:12:23
From: bilboyce@iconz.co.nz (Bill Boyce)

>Hi!
>I dont got as much time to write about my experience at Impulse, but I
guess you
>all want to know what I saw.
>Well, V4.0 is still in the works and is not by far finished, but some of the
>features is almost finished and more is under development. The things I saw
was
>on PC’s. And Zack was busy converting the code to windows/windows NT. As you
>probably can understand, I cant tell you everything about the new stuff since
>some of the new ideas is still under development.
>But here are some of the features I think will make it to 4.0.
>
>-Generation of alpha channel
>-Backdrop+alpha, size regardless of rendering output
>-Foreground+aplha, and maybe multi layering+alpha’s, in the foregoround
>-Smoothing of entire objects or subgroups/picked faces, and selectable
>constraints
>-Blobs/metaballs
>-Possibility to use FX in detail editor
>Thats that for now at least, I would think that there would be a lot more
stuff
>implemented in 4.0 but these are the things I see as the most usefull ones.
>
>Tom Renderbrandt
>
Talking to Mike H the other day (via e-mail) and he said V4.0 is due out on
the 1st
of September, with the Windows version arriving probably in October sometime.

Thread 291

-=> RETURN TO CONTENTS!<=-

1.312 MSG-309 Subject: Re: Bones man. Bones.

Subject: Re: Bones man. Bones.
Date: Wednesday, 16 August 1995 22:53:55
From: Valleyview@aol.com

A few thoughts on bones.

Imagine's bones are realistically "ball and socket" joints. They can be rotated in all 3 axis. They can be turned into "hinge" joints by selectively rotating in certain axis only or by "freezing" the rotation to certain axis and using constrain.

The position of pivot is the base of the bone axis, or where the 3 axis meet. Take a person's arm for example. The "ball" is offset from the upper arm bone, meaning the pivot is not in the center of the arm. So to best simulate this, move the upper arm axis to where the arm meets the chest (it doesn't have to be in the middle of the arm).

Look at your own arm's movement. Unless you work for the circus, if you measure your range of movement, you will probably be suprised at the limits of movement in the human. Don't exceed these. (If you're an old timer like myself, you'll be REAL suprised)

When you model, do it in the simplest form and most neutral position. By this I mean, keep joints straight and no fancy positions. Also if an arm has 180 degrees of movement, top to bottom, model it at 90 degrees. This way, since faces have to stretch and shrink to cover this movement, we keep our maximum face stretching and shrinking to a minimum.

The more faces around a joint, the smoother the look. Again more sections in a joint area reduce the amount each face has to stretch.

When I model, I think of the waist as the mid point. In other words a chest axis pointing up which splits into two arm axis and a head axis. Like wise a trunk axis point down splitting into the two leg axis. The head and trunk axis come off of (are children of) the object axis. All bones axis MUST be beneath (chilidren, grandchildren,etc.) the object axis. If you want to manipulate the entire object in different states, then add an axis outside the body that is parent to the object axis.
By modeling from the waist out, this lets me move the arms, legs, or head, either directly or inversely, without affecting other parts of the body.

I will follow up in the next day or two with a post on small and big bone subgroups. There is a point I want to be sure on first.

I'm also working on a full bones and animation tutorial, hopefully for FAQ

#9. It will be long but should cover everything in a way us simple folk can understand. I find I can't make a bones object without screwing something up and I need a checklist of sorts to find my mistakes easier.

Need any more help, just hollar!

Rick

Thread 302

-=> RETURN TO CONTENTS!<=-

1.313 MSG-310 Subject: Re: Slice

Subject: Re: Slice
Date: Thursday, 17 August 1995 00:33:00
From: drift@nighthawk.com (Drift Dennis)

>Hello All,
>
>I'm trying to slice some fairly complex objects (IM3) and thought it would
>be nice if Imagine's error messages were more detailed, like giving the
>number of the offending edge/face. After getting an error like "edge too
>close..." or "error splitting faces" I move, rotate or scale the object and
>may correct that part of the object but then have another part cause an
>error. If I knew which face was causing the problem I could manipulate it
>using Pick Range. This will no doubt be tedious but after three hours
>trying to get slice to work it might be easier.
>I may just leave the objects as they are but you end up with the pieces
>looking like they are fused together rather than joined with sharp edges
>where they intersect.
>
I found that on complex objects I would ALWAYS get that message, even when the slice was a very simple basic slice that always works otherwise.
Even taking the complex object apart (via a delete and save method), the sliceing still would generate the same messages. Only by trickery (joining something to the sundered part) in convinceing the object that it was no longer complex, would I get the slice to work.
I found it much simpler to try and not join the part of my model untill ALL the sliceing had been done. Don't know why this is so, but that's what happened useing 3.3 on a spaceman object.
If anyone knows a workaround it would make complex model creation a lot easier.

Drift
Drift Dennis
drift@nighthawk.com
{KC7OT}
NightHawk Production
3D graphics and animation
9403 Marilla Dr
Lakeside, California

May The Force Be With You

The true miracle is that we exist at all,

```
 92040-2801                              let alone the we are here and now.
 PHONE 619-390-8375
 FAX   619-390-8375       PLEASE STOP BY OUR WEB SITE, we would appreciate
                          hearing from you  http://www.cts.com/browse/drift/
                           or soon to change to http://nighthawk.com
*************************************************************************
******
A2k-030@50mhz+20Meg/A4k-040@40Mhz+50Meg/PAR/1stopMusicShop/+6gigHDspace&PC+20Meg

****^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
^^^^^^
```

Thread 314

-=> RETURN TO CONTENTS!<=-

1.314 MSG-311 Subject: MJPEG cleared up maybe

Subject: MJPEG cleared up maybe
Date: Thursday, 17 August 1995 04:01:07
From: philgro@indirect.com (Phil Grossblatt)

Seen lots of questions/confusion here lately RE: MJPEG. Tho' I'm by no means an expert, I do have a capture/playback board and Premiere.

As far as I know, MJPEG only exists in hardware assisted form, unlike MPEG.When the drivers for the board are installed in Windows, Premiere will recognize it as a compression option just like Indeo, Cinepak, etc.

HTH, Phil.

Thread 196

-=> RETURN TO CONTENTS!<=-

1.315 MSG-312 Subject: Win95.

Subject: Win95.
Date: Thursday, 17 August 1995 04:19:04
From: lumbient@superlink.net (!LuM!)

I am sick of people asking, "will this work under win95?" Please take note: If it doesn't work under OS/2, and it doesn't work under WinNT it WON'T work

under win95! Because Win95 is really a hard to install OS/2. Same
technology... So:
Swap files won't work.
Imagine won't run under win95. (i now you can use a special dos mode)
Imagine won't multitask.

Thank you.
                                                !LuM!

|---\
|"World Class Complaining" Lumbient@superlink.net\
|Soon to have a Web page. (I wish :) !NIN!   \
| /
|Superlink: NJ's Largest Internet Access Provider./
|---/

                              Thread   44

                    -=> RETURN TO CONTENTS!<=-

1.316 MSG-313 Subject: Re: Memory Constraints

                  Subject: Re: Memory Constraints
Date: Thursday, 17 August 1995 06:26:14
From: Fredster <fredster@sapphire.netrix.net>

-- [From: Fredster * EMC.Ver #2.5.02] --

> Does anybody know if you will be able to use a swap file with the Dos
version
> of Imagine running through Windows 95?

Not no, but HECK no!

Imagine/PC has it's own way of dealing with memory that doesn't allow for a
swap file. Under '95, to get Imagine running you're just booting to plain
old DOS (single DOS mode), so there'd be no help there.

Gotta wait for the Windows version...

Of course, and investment in more RAM couldn't hurt either, and would
improve the performance of your computer in general, not just Imagine. I
know that's not always feasible, but if it's possible that's the way to go.

Just a thought...

Fred Aderhold
fredster@netrix.net

```
Brownies - not just for breakfast anymore!
--------------------
```

Thread 306

-=> RETURN TO CONTENTS!<=-

1.317 MSG-314 Subject: Re: Slice

```
               Subject: Re: Slice
Date:    Thursday, 17 August 1995 11:00:49
From:    "JOSEPH F. HART" <VISHART@ubvms.cc.buffalo.edu>
```

The problem is that in Slice, no edge on an object to be sliced may intersect, or "cross", any part of any edge on any other object also to be sliced. The two edges must not share endpoints or pass through each other. If an edge on an object to be sliced passes through a face of another object also to be sliced so as to intersect it at a single point, the intersection should not cause an error.

The edge intersections are what what cause almost all the slice problems. Avoid them and you should be able to slice anything you have enough memory to slice.

```
_____________________________________________________________________
                   |          Internet: VISHART@ubvms.cc.buffalo.edu
Joseph Hart        |      /// Plink   : OSS542
Niagara Falls, NY | \\///  Ham call: WA2SND
                   |  \XX/   FreeNet : af804@freenet.buffalo.edu
                   |     *** AMIGA - Computers for REAL MEN ***
=====================================================================
```

Thread 335

-=> RETURN TO CONTENTS!<=-

1.318 MSG-315 Subject: The Great Diamond Challenge - Great Diamonds at Last !!!!

```
               Subject: The Great Diamond Challenge - Great Diamonds at Last !!!!
Date:    Thursday, 17 August 1995 11:21:02
From:    "JOSEPH F. HART" <VISHART@ubvms.cc.buffalo.edu>
```

Many thanks and congratulations to ERNESTO POVEDA CORTES
(a00448@dtic.ua.es), who has discovered a very simple solution to
making absolutely gorgeous diamonds !!!
(Try using Haitex glasses for a real treat....:-)

(Sounds of thunderous applause, fervent praise, profound worship,
and much sacrificing of valuable commodities...)

I've been trying to figure this one out for years....
It seems that all you have to do to get rid of the spurious dark
areas is to keep your "hardness" very low. This should also work
for many other sharp faceted objects as well. Here is the
diamond object with the change made, and a simple set of attributes
given......

```
---------------------------- cut here ------------------------------
begin 644 brildiam.lha
M(HHM;&@U+2\$```"B"0``L8(0'P``#&)R:6QD:6%M+F]B:LMC`Z)KF>X;-->WJ
M_:`%*6@`8P%MH6F,8R939=EVR;+=;3`-MMM^N0PIG+E5V55SD,L9'C>`(S;9O
MCG@>)S&0D80=MF1X6/`\#Q/(QC(P)%X%>%X=%3.6/W[WW%RL>%\8YND;;;E[0
ML2?2FI5_NTY4J5/X&/&"^9*EN20?KSI$V6DK65C2)L^=*7]_.8LB@"JT]2H3L
MW,8+@?XN4C)QG`5\GB_[[_SW,;*EM?_?Z6@W?$L/@H3J8_O.PNV4?L?.J.K%8
M$OO)SV=%.9_W*=SN?4@#O1_3C`OP6;?<Y3N?S1UR'7?ZZ@W]%4?W^E1^OL6OK
M='^.J[J5^FQ.[J57$5']=TU/F[7"===OU.YO0=TG_U*/_.@U/'_;;NZ57D-@/
M[G,N'='D]88\%W1S?:3F=RR5ZKN=]OJCWLF3=W2??F[J5DICV[J5VJ[I5N&V/
M#I?B[G?7]@]^V[HYF`[H\K+UJ_>+W)V0L+B]=<C%F&YK"W>A\GS-/8G8O8SLZ
M3\?I]5MX:S>UGUF\W\K4XUC/U&E[SV*Y9^GPVEY^GE-/8W_1ZU5_J=I[$^9>X
M](8ZS6>WP?\51.,;RH]U$XQUK-N_E\/3;4=')IM+!A[UA8WO>TQD_9!VI]+0C
M^-O7>L]L/J-]1CERN">"KS[UZBM5",1NV;*7@.V5Z8]%>R,8.J%=4WR3>*L,U
M1N&9;*W/(>^&.W#;51#-@9LS'JKASKA#6#O5A*-W"OS'H.*9;C7=F;$S:&/5"
M6M;6!?&6ZNE@&/0=X9<"F*-]>-\8RY,VIC'=\GX%^/M>2=@;E1S&/+%-@9<'I
MH37$S@#_!&%FX!![$5OU9#KV0V(GL1[L@^S,N@V"K0#:$5L1/9"6R#81.X9N"
M(;BF[LW>&XQN.;A'&,(X'A@XC1OAG9NP#X`WP3<`<[`W9CO!-V@]V9NT.AX1]
MT'".8X87#"XARW$.0XHCBA=V<;W9Q'>".\"XQP>S<<1Q\21)[/=-`G]4LDI&]
MK`U@/RSA.@!9TOQRD:`$_$PN&-+\#5%*P2ZX"RF\)Y12-JN04G1`U@C\P@-$O
M#7'@/YI`:0%G:/G'+M(#<G-_A"NO`P2W[HL>&V][M>>5VX!LRL_0(FX!MRM_B
M1'NF!O2O^27;3`W1=.S*)OUX90.T`X!^+OTBX^$!B+!7*(;P@-ZNX7ICKX('4
M;K"68MP%Y@\]R0/NB"[E;HH7NUMA#EMXORQI[Q9HTY'' `6[7+(SD`=LMZN(5<
M7WH'8+?+Q"T<,#'6_7%7;KOFA[]>*5OO@.]7`)'N5)4H2X9*9:Q"5X)`?&6\K
M%K`XJXQ7N,!D+'7CE8[\#CD-Q"L9B@3^`!FD'EC;.(;NQO\E<$+8&>O**QFC
M`9XTS3F5^H<F?,I-]H3ZE+Q)C2XT:-3I2)S2S\ICE"3N*A<F8XS\)?65!:_U+
<+M7S&U_J?:OEW7^H4J#//E\Z`YANF?S',\]P`,IC'
``
end
size 1108
---------------------------- cut here ------------------------------
```


Joseph Hart | Internet: VISHART@ubvms.cc.buffalo.edu
Niagara Falls, NY | /// Plink : OSS542
| \\/// Ham call: WA2SND
| \XX/ FreeNet : af804@freenet.buffalo.edu
| *** AMIGA - Computers for REAL MEN ***

Thread 368

-=> RETURN TO CONTENTS!<=-

1.319 MSG-316 Subject: Re: Wish List

Subject: Re: Wish List
Date: Thursday, 17 August 1995 13:08:25
From: SGiff68285@aol.com

In a message dated 95-08-17 00:54:23 EDT, rbyrne@3dform.edex.edu.au (Robert Byrne) writes:

>> Here's my wish list for 4.0 or a future version. Probably to late to make
>it
>> into 4.0
>
>> 7. (Asked for before but) Unpick select points in detail.
>
>It's already there, UnPick Select (F2).

I am not talking about the unpick select feature that is already there. I am talking about being able to unpick any point at any time just like you can pick it now.>

>> 8. A point randomizer that would give objects a "not so perfect, real
>world"
>> look within specified tolerances by shifting all points on an object a
>small
>> amount.
>
>For Amiga users there's some utilities on Aminet/gfx/3d called something
>like IIUtilities.lha. It has a program called Jitter which does this.
>

Sorry, I'm a pc user. And having a feature inside Imagine that does this would be very nice.

>> 10. Simple landscape generator.

>>Use Applique with an appropriate pic.

There are lots of features in Imagine that do the things we want but sometimes its nice to have a feature that is made for a particular situation to make things speedier. The Applique feature works fine for some things, but for landscaping where you have realisitic lookin mountains it does not do vertical geometry nor does it optimize the shapes for the geometry in a landscape.

There have been many implementations of features in Imagine that were possible before by a more tedious process, like attributes in Stage. That is not a reason however not to put them in when it comes to streamlining the product.

S.G.

Thread 448

-=> RETURN TO CONTENTS!<=-

1.320 MSG-317 Subject: Re: Convert Image Question

Subject: Re: Convert Image Question
Date: Thursday, 17 August 1995 13:24:35
From: cjo@esrange.ssc.se

>After I use convert image with a black and white state of a logo, what is=20
>the best way to add faces to my .obj outline? Or am I doing something=20
>wrong.

Hmm, one of the thing that Imagine sometimes screws up.

In theory; import your ILBM outline and make the object with faces.

Problem; this usually does NOT work.

What might work; import the ILBM but do NOT add faces. Check the outline to=
=20
see that there aren't any holes, if so mend them. Extrude the outline. Add=20
a primitive plane larger than your outline (the more faces it has the=20
better). Position the plane through your extruded outline. Pick both=20
objects. Slice them. (This is what we call "the coockie cutter method" :)

If you've got TypeSmith: import the outline in a new font. Do "autotrace".=20
Export the font as "adobe postscript". Import that into the spline editor=20
and manipulate it from there.

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

Thread 174

-=> RETURN TO CONTENTS!<=-

1.321 MSG-318 Subject: Re: Slice

Subject: Re: Slice
Date: Thursday, 17 August 1995 14:01:51
From: gregory denby <gdenby@vyasa.helios.nd.edu>

Regarding the current thread on the always "iffy" Slice command:
Awhile back, someone posted that increasing the number of faces
in the object helped. I thought this surprising, since I had
had the best results slicing simple objects. A little experimenting
showed this advice to be mostly correct. For instance, take a primitive
splane and slice it with a tube. If you get an error, grab the faces of
plane...oops, make that grab the edges near where the tube intersects
and fracture those. You will be more likely to get a good slice.
Evidently, the extremely acute angles created when distant points
on large faces are joined lead to the edge to close to edge error.
More faces/points near the intersection means a greater likelyhood
of a less acute angle at the plane vertices.

Greg Denby

Thread 274

-=> RETURN TO CONTENTS!<=-

1.322 MSG-319 Subject: Re: Wish List

Subject: Re: Wish List
Date: Thursday, 17 August 1995 14:07:45
From: gregory denby <gdenby@vyasa.helios.nd.edu>

>> 10. Simple landscape generator.
>
>Use Applique with an appropriate pic.

If you applique to a large plane, you are lakiely to get nasty
phong artifacts. I Made a very large six sided disk, and fractured
it repeatedly. Then I deleted points to make it a seratted rectangle.
When I applique to that, there are fewer phong mess-ups because the
face angles are more regular, i.e.: all 60 degrees instead of 90,a,b.

Hope this helps,
Greg Denby

Thread 316

-=> RETURN TO CONTENTS!<=-

1.323 MSG-320 Subject: Re[2]: Memory Constraints

Subject: Re[2]: Memory Constraints
Date: Thursday, 17 August 1995 14:17:16
From: spack@mv.us.adobe.com

>Does anybody know if you will be able to use a swap file with the Dos
>version of Imagine running through Windows 95?

No it cannot be done. To run Imagine, Windows 95 must be quit and a genuine strict DOS box is required, thus there are no Windows services available (such as task switching, virtual memory, etc.).

If you need the specifics on how to setup a Windows95/Imagine DOS box, please let me know via private e-mail. I sent instructions to the IML a few weeks ago.

-Scott
spack@adobe.com

Thread 361

-=> RETURN TO CONTENTS!<=-

1.324 MSG-321 Subject: IML-FAQ#08: what's new

Subject: IML-FAQ#08: what's new
Date: Thursday, 17 August 1995 15:57:47
From: G.Scibilia@Agora.stm.it

Yaba daba doo Imagineers,

I'm searching for a little tutorial on inverse kinematics (or just a

brief on Freeze/Constrain/Release functions) to add to the latest IML-FAQ: have I missed some cool stuff that should be added to the FAQ (you all know the table-of-contents of the FAQ, am I wrong??)? I'm still waiting for new 'home pages' entries, I received only two www addresses, there arent any other cool www home pages? Can someone write a tutorial on how make textures for both Amiga and PC platforms??

```
Last Update   : July 21, 1995 Friday
Issue Number  : 8
What's New    : Section 1, No 1.   Added HTML home pages list
                Section 2, No 25.  Spin and Sweep: how them work
                Section 2, No 26.  Modeling hands, feet, etc...
                Section 2, No 27.  Realistic neon lights
                Section 2, No 28.  Getting a checkered plane with checks
                                   of different textures
                Section 2, No 29.  Bright light reflecting off thousands
                                   of tiny particles suspended in air
                Section 2, No 30.  Realistic glass using Imagine v3.3
                Section 2, No 31.  Diamonds
                Section 2, No 32.  Bones can
                Section 6, No 8.   Depth of field
                Section 8, No 13.  Spaceship shield Attribute
                                   (Essence)
                Section 8, No 14.  Spaceship shield (Imagine v2.9)
                Section 8, No 15.  Ground cover (Imagine v2.9 or higher)
                Section 8, No 16.  Steam engine attribute
                                   (Imagine v2.9 and higher)
                Section 8, No 17.  Fun with Fuzz texture:
                                   Wispy Smoke, Scattered Cumulus Clouds
                                   (Imagine v2.9 and higher)
                Section 8, No 18.  Water attribute
                Section 9, No 4.   Imagine v3.0 / v3.1 high res video
                                   change update
                Section 9, No 9.   N.U.R.B.S.
                Section 9, No 10.  Blobs
```

I should greet M.McCool (neon lights), James Walker (hires video change), Pierfrancesco Parente and Robert Byrne (spin & sweep) and G.deBeaumont for their contributes, thanx again fellows!


```
 /\_
|   | "G.Scibilia@Agora.stm.it"
| O | "cn01@novell.dima.unige.it"
|   | "2:332/211.24@FidoNet.org"
| O | "Imagine Mailing List,IML FAQer"                      ae(-_^)ue
|___|                          _    __   ___  _______Wizard signing off
```


Thread 97

-=> RETURN TO CONTENTS!<=-

1.325 MSG-322 Subject: Transition frames

Subject: Transition frames
Date: Thursday, 17 August 1995 15:59:44
From: Mike McCool <mikemcoo@efn.org>

I know, and I can hear all the moaning. But I STILL can't get morphs to behave nearly as smoothly with this new method as with the good old transition frames.

My morphs still seem to have a kind of balking, in-out quality, like they're pausing to take a deep breath before the next morph stage.

To give an idea of how I'm doing it, let's say I want to use the 'melt' utility. I create my object, it's a font object, then I create ten melting-down versions of this object.

I do understand that to get it to morph, say from obj.0001 to obj.0002, I load 0001 first, from frame one to frame one, then load 0002 from frame 2 to frame 10, then load object 0002 AGAIN, from frame 11 to frame 20.

OK, so when rendered, it morphs OK--it just seems to "back up and take a breath" around frame 11, before it fully morphs into the second version of itself. It comes out looking kind of autistic.

Is it that my frame numbers should be different? More frames between versions, or fewer?

I know this must be as boring for you to read as it is for me to endure, but I'm STILL falling back on 2.9 for its precious 'transition frame counts.'

Thanks, y'all.

Thread 341

-=> RETURN TO CONTENTS!<=-

1.326 MSG-323 Subject: Re: Memory Constraints

Subject: Re: Memory Constraints
Date: Thursday, 17 August 1995 16:01:44
From: RobSampson@aol.com

In a message dated 95-08-16 18:23:35 EDT, you write:

>Does anybody know if you will be able to use a swap file with the Dos
>version of Imagine running through Windows 95?

I don’t see how myself, the dos version does not seem to cooperate with anything else including some mouse drivers.

Bob.....

Thread 270

-=> RETURN TO CONTENTS!<=-

1.327 MSG-324 Subject: Melt?

Subject: Melt?
Date: Thursday, 17 August 1995 16:02:12
From: helmy@voyager.com

---

someobdy just posted a question about his morphing problem...he said that he MELTED the font...how do yuo exactly do this? I have 3.2 and i havent seen any melting options.

H"E"L"M"Y PRODUCTIONS
<3D & 2D AnImAtIoN>
Los Angeles-California-US
E-Mail: Helmy@Voyager.Com

Thread 340

-=> RETURN TO CONTENTS!<=-

1.328 MSG-325 Subject: Re: Wish List

Subject: Re: Wish List
Date: Thursday, 17 August 1995 16:05:13
From: RobSampson@aol.com

In a message dated 95-08-17 08:26:27 EDT, you write:

> The Applique feature works fine for some things,
>but for landscaping where you have realisitic lookin mountains it does not
do
>vertical geometry nor does it optimize the shapes for the geometry in a
>landscape.

Steve don't know if we will get an actual terrain generator or not and I concurr with the statement that there are works arounds for many things but it is more tedious than it should be. However if you have a real need for terrrains then I recommend you take a good look at Vistapro 3.1 for windoze or dos on cd. It will give you more power in that area than you may have thought possible. It does mean you have to spend about $70 or so however. It compliments Imagine very very nicely. Good tool.

Bob.....

Thread 319

-=> RETURN TO CONTENTS!<=-

1.329 MSG-326 Subject: Small & Big Bones

Subject: Small & Big Bones
Date: Thursday, 17 August 1995 21:09:53
From: Valleyview@aol.com

As a follow up to a previous post about bones, here is some info on bones subgroups. I had to do some checking to make sure I was wording it right.

The small bones subgroup should be all the faces that when you manipulate that bone axis, will move but not change their shape or size. These are all faces distal or down the family tree from the moving joint. (if you move your shoulder, your fingers move also)

The big bones subgroup should be all the faces in the small bones subgroup - plus - all of the faces that will change size and shape when that bone axis is manipulated (usually the faces over the joint). In other words, the difference between the two subgroups are the faces that stretch and shrink (compress and decompress to use Impulse wordology).

This is how I understand it and I hope it helps.

Rick

Thread 327

-=> RETURN TO CONTENTS!<=-

1.330 MSG-327 Subject: Small & Big Bones

Subject: Small & Big Bones
Date: Thursday, 17 August 1995 21:19:37
From: Valleyview@aol.com

As a follow up to a previous post about bones, here is some info on bones subgroups. I had to do some checking to make sure I was wording it right.

The small bones subgroup should be all the faces that when you manipulate that bone axis, will move but not change their shape or size. These are all faces distal or down the family tree from the moving joint. (if you move your shoulder, your fingers move also)

The big bones subgroup should be all the faces in the small bones subgroup - plus - all of the faces that will change size and shape when that bone axis is manipulated (usually the faces over the joint). In other words, the difference between the two subgroups are the faces that stretch and shrink (compress and decompress to use Impulse wordology).

This is how I understand it and I hope it helps.

Rick

Thread 375

-=> RETURN TO CONTENTS!<=-

1.331 MSG-328 Subject: PC IMAGINE for sale

Subject: PC IMAGINE for sale
Date: Thursday, 17 August 1995 22:53:14
From: jacob@altair.csustan.edu (Dave Jacob)

Hi folks--

I need to cool off from this 3D graphics stuff for a while, so I am selling my copy of PC Imagine3.0 for $300 -- half a century mark less than what I paid for it.

Specificall, what I am offering is:

The spiral bound, black Imagine 3.0 manual (typos and all :-))

and, the two PC Imagine 3.0 disks

I'm keeping the upgrade path in case I want to get involved in this inasne
er, insane, stuff again.

Sayanora folks, its been fun!
D.J.

ps--I also have a copy of The Imagine Companion 2.0 (without disk--didn't come
with one even though it says there was supposed to be one) if you're inter-
ested for $20

Thread 332

-=> RETURN TO CONTENTS!<=-

1.332 MSG-329 Subject: Re: Melt?

Subject: Re: Melt?
Date: Thursday, 17 August 1995 22:56:11
From: Mike McCool <mikemcoo@efn.org>

> that he MELTED the font...how do yuo exactly do this? I have 3.2 and i
> havent seen any melting options.
>

"MELT" is the name of a utility written by someone out there and shared
with us all. Look for it down on aminet, or write me back.

Thread 275

-=> RETURN TO CONTENTS!<=-

1.333 MSG-330 Subject: Re: Convert Image Question

Subject: Re: Convert Image Question
Date: Friday, 18 August 1995 01:50:26
From: mrivers@tbag.tscs.com (Michael Rivers)

CJO> >After I use convert image with a black and white state of a log=o, whatCJO
> is=3D20CJO> >the best way to add faces to my .obj outline? Or am I doingCJO> s
omething=3D20CJO> >wrong.CJO> Hmm, one of the thing that Imagine sometimes screw
s up.CJO> In theory; import your ILBM outline and make the object with fac=es.CJ
O> Problem; this usually does NOT work.CJO> outline to=3DCJO> =3D20CJO> see that
 there aren't any holes, if so mend them. Extrude the ou=tline.CJO> Add=3D20CJO>
 a primitive plane larger than your outline (the more faces it ha=sCJO> the=3D20
CJO> better). Position the plane through your extruded outline. Pick =both=3D20C
JO> objects. Slice them. (This is what we call "the coockie cutter m=ethod"CJO>
:)CJO> If you've got TypeSmith: import the outline in a new font. DoCJO> "autotr
ace".=3D20CJO> Export the font as "adobe postscript". Import that into the spli=
neCJO> editor=3D20CJO> and manipulate it from there.Too much work:)Tips: When co
nverting images to objects, make sure that no=20 non-background colors ↩
extend to the edges of the=20 picture. 9 times outta 10 t
his is the problem. Don't use small pictures, they will lose a lot of=20
detail during the conversion. Always 'Merge' the resulting object, esp
ecially if the picture has "holes" in it. ie. like inside the lett
er O. =20=B7--=B7| Co
mmodore failure. Press left mouse button to continue || Error: $0100000C
Task : $416C6920 |=B7---
--------------=B7 Mike Rivers (aka) Vermin -- mrivers@tbag.tscs.com r
oadkill on the information superhighway A4000/040 25mhz 18megs 1,451m
eg hd

Thread 301

-=> RETURN TO CONTENTS!<=-

1.334 MSG-331 Subject: MJPEG

Subject: MJPEG
Date: Friday, 18 August 1995 05:50:13
From: philgro@indirect.com (Phil Grossblatt)

>Just curious as to which capture/playback card you have, and how well it
>works for you. Being on the IML, I assume you are are using it to play back
>Imagine animations?
I have the miroVIDEO DC1. I'm pretty happy with it. It scales up a 320x240
animation to 640x480 during playback, with (I guess) VHS quality. It
crunches down many MB of .tiffs or .tgas (with Premiere) to a nice compact
..avi. I only have a 486/66, but I can get a pretty decent frame rate.It's
not really a professional quality board, but the price was
(relatively)reasonable- about 600$.
Phil

Thread 311

-=> RETURN TO CONTENTS!<=-

1.335 MSG-332 Subject: Re: PC IMAGINE for sale

```
                Subject: Re: PC IMAGINE for sale
Date:    Friday, 18 August 1995 11:52:52
From:    bilboyce@iconz.co.nz (Bill Boyce)


  ---------------------------------------------------------------------------

>Hi folks--
>
>I need to cool off from this 3D graphics stuff for a while, so I am selling
>my copy of PC Imagine3.0 for $300 -- half a century mark less than what I
>paid for it.
>
-Snip-
>
>I'm keeping the upgrade path in case I want to get involved in this inasne
>er, insane, stuff again.
>
-Snip-
Just a note - The Retail has come down to a $200 street price new, sorry!
And I don't think you can legally sell software and 'keep' the upgrade path.
If you can I have 3 copies of ADPro for sale ... ;)

Bill Boyce



                           Thread           74

                  -=> RETURN TO CONTENTS!<=-
```

1.336 MSG-333 Subject: Re: Quickie (multiple stages)

```
                Subject: Re: Quickie (multiple stages)
Date:    Friday, 18 August 1995 11:57:37
From:    bilboyce@iconz.co.nz (Bill Boyce)


  ---------------------------------------------------------------------------

>Hello Conny, on Aug 13 you wrote:
>
>> I set up a scene (a small stage, a stool, the guitar and a spotlight),
>> rendered it and thought that I wanted to render a whole series of images
>> with the same scene, just moving the camera around. But I still wanted to
>> be able to come back to my original scene (with the exact same camera
>> position).
>> So, what do I do if I don't want to write down the position and alignment
>> for all the 5 different positions that I'm working on? Well, let me tell
>> you;
>
>> deleted >
```

```
>
>Am I missing something here? Is’nt this just a 5 frame pop morph anim?
>
>-- Bob
>
Guess that depends on whether you want a 5 frame pop morph anim or 5 stills
from different angles in one project! These sorts of tips are often only
obvious in hindsight, if that makes sense.

Bill Boyce
```

Thread 224

-=> RETURN TO CONTENTS!<=-

1.337 MSG-334 Subject: Re: Quickie (multiple stages)

```
                Subject: Re: Quickie (multiple stages)
Date:    Friday, 18 August 1995 13:09:15
From:    cjo@esrange.ssc.se


  ---------------------------------------------------------------------------

Robert Byrne wrote;

>Hello Conny, you wrote:
>>So, what do I do if I don’t want to write down the position and alignment=
=20
>>for all the 5 different positions that I’m working on? Well, let me tell=20
>>you;
>>deleted...

>Am I missing something here? Is’nt this just a 5 frame pop morph anim?

It sure is. And that was the second of the approaches that I described. :)

*-------------------------------------------------------------*
|   Conny Joensson   |   Swedish Space Corp. Esrange          |
|   Kiruna           |   Satellite operations - Telecom Div.  |
|   Sweden           |   cjo@smtpgw.esrange.ssc.se            |
*-------------------------------------------------------------*
```

Thread 333

-=> RETURN TO CONTENTS!<=-

1.338 MSG-335 Subject: Re: Slice

Subject: Re: Slice
Date: Friday, 18 August 1995 13:40:13
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Thanks for the feed-back on slicing techniques. I think the moral to the story is "keep it simple" if possible. One thing I have found though is that you can move an object as little as 0.001 on one axis and it can make a slice successful.

-- Bob

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

Thread 318

-=> RETURN TO CONTENTS!<=-

1.339 MSG-336 Subject: Job Offer

Subject: Job Offer
Date: Friday, 18 August 1995 15:23:34
From: helmy@voyager.com

Only to those in the vicinity of Los Angeles, California:

I might be interested in hiring a few extra graphics wizards for a motion picture special effects movie. If you live in the LA area, please write me back. Only PROFESSIONALS need apply. You do not need to be an "IMAGINE" wizard, but great knowledge in special effects for movies and video. If interested:

Alex Helmy
H"E"L"M"Y PRODUCTIONS
<3D & 2D AnImAtIoN>
Los Angeles-California-US
E-Mail: Helmy@Voyager.Com

Thread 372

-=> RETURN TO CONTENTS!<=-

1.340 MSG-337 Subject: Dust2.04

Subject: Dust2.04
Date: Friday, 18 August 1995 15:57:28
From: helmy@voyager.com

---

has anyone used the utility DUST2.04 ? I guess its like a special
effects utility for Imagine and LW. Has anyone used it and how is it?

E-Mail: Helmy@Voyager.Com

Thread 344

-=> RETURN TO CONTENTS!<=-

1.341 MSG-338 Subject: Speaking of the Melt utility

Subject: Speaking of the Melt utility
Date: Friday, 18 August 1995 18:07:31
From: Paul Thompson <shinobi@gold.interlog.com>

Does anyone know where I can find the Melt executable (PC version) that
Glenn Lewis wrote oh so many moons ago?

Paul

Thread 131

-=> RETURN TO CONTENTS!<=-

1.342 MSG-339 Subject: Will 4.0 support Picasso

Subject: Will 4.0 support Picasso
Date: Friday, 18 August 1995 20:37:00
From: robert.buonincontro@canrem.com (Robert Buonincontro)

Does anyone know if Imagine 4.0 (Amiga) will have built in support
for the Picasso 24 bit card? If not, can someone mail me the fax
number for Impulse. I would like to pass it along as a suggestion.

robert.buonincontro&canrem.com
---
* DeLuxe2 1.12 #8947 * The Amiga Is Not A Religion! It's A Computer!

Thread 24

-=> RETURN TO CONTENTS!<=-

1.343 MSG-340 Subject: Re: Melt?

Subject: Re: Melt?
Date: Friday, 18 August 1995 22:08:02
From: Roger Straub <straub@csn.net>

On Thu, 17 Aug 1995, Mike McCool wrote:

>
> "MELT" is the name of a utility written by someone out there and shared
> with us all. Look for it down on aminet, or write me back.
>

Melt is, I think, an Amiga only utility written by Glen Lewis(sp?). It
takes an object and creates a user-definable number of objects based on
the original, with each sequential object progressing smoothly toward the
end result, a pool of melted triangles. It isn't *COMPLETELY* realistic,
though. In real-world plastic or metal, there are certain volumes of
greater density or less density inside a solid object, so the object
would tilt and sway and jerk around while melting. Melt assumes that your
object is of perfectly uniform density, and so it will melt straight
down. I can't blame Glen, though - the program probably still wouldn't be
out if he wanted to include this.

See ya,
Roger

Thread 329

-=> RETURN TO CONTENTS!<=-

1.344 MSG-341 Subject: Re: Transition frames

Subject: Re: Transition frames
Date: Friday, 18 August 1995 22:13:18
From: Roger Straub <straub@csn.net>

On Thu, 17 Aug 1995, Mike McCool wrote:

> OK, so when rendered, it morphs OK--it just seems to "back up and take a breath" around frame 11, before it fully morphs into the second version of itself. It comes out looking kind of autistic.

Did you turn off spline interpolation? Sometimes the most obvious thing is the only one you miss. You have to turn it off for ALL the actor bars.

> Thanks, y'all.

No problem!

See ya,
Roger

Thread 347

-=> RETURN TO CONTENTS!<=-

1.345 MSG-342 Subject: Re: Memory Constraints

Subject: Re: Memory Constraints
Date: Friday, 18 August 1995 23:32:04
From: NEWKIRK@delphi.com

I run Imagine 2.0 on a 50MHz Amiga 2000 with 11 megs ram and 35MB Virtual Memory, run out of space (or speed, sometimes) but have managed to render some rather complex scenes (like 45-50000 polys and over two dozen image

maps) but there is perhaps a 3-4 times increas in rendering time, depending upon how much 'real' ram is available to suck up. (and it really sucks up sometimes, I know)
Joel

Thread 281

-=> RETURN TO CONTENTS!<=-

1.346 MSG-343 Subject: Imagine Won't Multitask?

Subject: Imagine Won't Multitask?
Date: Friday, 18 August 1995 23:41:58
From: NEWKIRK@delphi.com

Hey Lumbient;
I run Imagine on an Amiga 2000, and often run two or three IMs simultaneously, along with HAMLab, Ordering (DirUtil), Term4.0, and sometimes even POV-Ray, and everything runs beautifully. What's that? You have one of those OTHER computers? Oh, well, mine has the features, yours has the future. (sniff)
Joel

Thread 349

-=> RETURN TO CONTENTS!<=-

1.347 MSG-344 Subject: Re: Dust2.04

Subject: Re: Dust2.04
Date: Friday, 18 August 1995 23:42:18
From: Mike McCool <mikemcoo@efn.org>

Dust is great. That says it all. Morph objects with different point/face counts: that's what drew me in. Haven't checked out the dox lately, but that's the only area I'd improve. (My German's pretty suckie).

On Fri, 18 Aug 1995 helmy@voyager.com wrote:

> has anyone used the utility DUST2.04 ? I guess its like a special
> effects utility for Imagine and LW. Has anyone used it and how is it?
>
> E-Mail: Helmy@Voyager.Com
>
>

>

Thread 350

-=> RETURN TO CONTENTS!<=-

1.348 MSG-345 Subject: Imagine LT

```
                Subject: Imagine LT
Date:    Saturday, 19 August 1995 08:17:00
From:    dvwilson@tibalt.supernet.ab.ca (Dave Wilson)
```

I work at a local computer store and we just got a couple of copies of Imagine LT.
I'm using one as a demo and I've gone through the documents but there doesn't seem to be
any sort of upgrade offer. Am I missing something or is the package I've opened missing
something? I have a couple of customers who would like to buy it. But with no upgrade
available they don't want to have to spend $90 for one version to see if they like it then spend
another $450 to buy the full one.   At the same time they don't want to spend $450 and find they
don't like it at all. If any one has a clue please let me know. Thank you.

```
{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}
{}   Dave Wilson - aka: The Highlander     {}
{}     dvwilson@tibalt.supernet.ab.ca        {}
{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}
{}   President - BrainWave Productions     {}
{}       Music, Grafx, And Animations       {}
{}    "t e C h n o L O g y   i S   g o D !"      {}
{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}
```

Thread 348

-=> RETURN TO CONTENTS!<=-

1.349 MSG-346 Subject: Imagine LT

```
                Subject: Imagine LT
Date:    Saturday, 19 August 1995 08:19:27
From:    dvwilson@tibalt.supernet.ab.ca (Dave Wilson)
```

I was playing with a copy Imagine LT at work today and was going through
some demo animations that came on the CD. One was of the word COLD sitting on a floor
with a bunch of what looked like tiles flying by as if blowing in the wind. Anybody see
this one and have any idea how they got it to look like that?

```
{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}
{}   Dave Wilson - aka: The Highlander     {}
{}     dvwilson@tibalt.supernet.ab.ca        {}
{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}
{}   President - BrainWave Productions     {}
{}       Music, Grafx, And Animations       {}
{}    "t e C h n o L O g y   i S   g o D !"      {}
{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}
```

Thread 345

-=> RETURN TO CONTENTS!<=-

1.350 MSG-347 Subject: Re: Transition frames

Subject: Re: Transition frames
Date: Saturday, 19 August 1995 12:21:03
From: cdhall@cityscape.co.uk (Chris Hall)

>I know, and I can hear all the moaning. But I STILL can't get morphs to
>behave nearly as smoothly with this new method as with the good old
>transition frames.
>
>My morphs still seem to have a kind of balking, in-out quality, like
>they're pausing to take a deep breath before the next morph stage.
>
>To give an idea of how I'm doing it, let's say I want to use the 'melt'
>utility. I create my object, it's a font object, then I create ten
>melting-down versions of this object.
>
>I do understand that to get it to morph, say from obj.0001 to obj.0002, I
>load 0001 first, from frame one to frame one, then load 0002 from frame 2
>to frame 10, then load object 0002 AGAIN, from frame 11 to frame 20.
>
[snip]

Why are you loading 0002 again? It sounds as if this is what is causing you're problem. It morphs from 0001 to 0002 over frames 1-10 then from 0002 to 0002 over frames 11 to 20. With the break in the action bar it is causing the spline to go a bit wonky.

Chris Hall.

```
|-------------------------------------------------------|\
| You have been spoken to by Chris Hall                 ||
| A very tall and generally nice bloke from Great Briton ||
|                                                       ||
| E- mail me at : CDHALL@CITYSCAPE.CO.UK                ||
| Or try my WWW home page at :                          ||
| HTTP://www.cityscape.co.uk/users/ad87/index.html      ||
|                                                       ||
| Today's lucky lottery numbers are :-                  ||
|              16 37 38 15 27 05                       ||
|-------------------------------------------------------||
 \-------------------------------------------------------\
```

Thread 273

-=> RETURN TO CONTENTS!<=-

1.351 MSG-348 Subject: Re: Imagine LT

Subject: Re: Imagine LT
Date: Saturday, 19 August 1995 14:26:02
From: Roger Straub <straub@csn.net>

On Sat, 19 Aug 1995, Dave Wilson wrote:

> I was playing with a copy Imagine LT at work today and was
> going through
> some demo animations that came on the CD. One was of the word COLD sitting
> on a floor
> with a bunch of what looked like tiles flying by as if blowing in the wind.
> Anybody see
> this one and have any idea how they got it to look like that?

They could have used the particles F/X in action with a high wind setting, and the Detail Particles function to change each triangle in the original object to a tile. This sounds like fun. Maybe I'll try it. =)

```
> {}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}
> {}   Dave Wilson - aka: The Highlander     {}
> {}     dvwilson@tibalt.supernet.ab.ca        {}
> {}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}
> {}   President - BrainWave Productions     {}
> {}       Music, Grafx, And Animations       {}
> {}    "t e C h n o L O g y   i S   g o D !"      {}
> {}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}
```

```
>
>

See ya,
      Roger


                           Thread          464

                  -=> RETURN TO CONTENTS!<=-
```

1.352 MSG-349 Subject: Re: Imagine Won't Multitask?

```
                Subject: Re: Imagine Won't Multitask?
Date:    Saturday, 19 August 1995 14:41:43
From:    Fredster <fredster@sapphire.netrix.net>


  ---------------------------------------------------------------------------

-- [ From: Fredster * EMC.Ver #2.5.02 ] --

> Hey Lumbient;
> I run Imagine on an Amiga 2000, and often run two or three IMs
simultaneously,
> along with HAMLab, Ordering (DirUtil), Term4.0, and sometimes even POV-Ray
, and
> everything runs beautifully.  What's that?  You have one of those OTHER
> computers?  Oh, well, mine has the features, yours has the future. (sniff)
Joel
>

Lets not start ANOTHER platform war here, ok?

We're supposed to be all be here 'cuz we love Imagine, raytracing and
animating, not to brag about our computers...

--------------------
Fred Aderhold
fredster@netrix.net

Brownies - not just for breakfast anymore!
--------------------


                           Thread          216

                  -=> RETURN TO CONTENTS!<=-
```

1.353 MSG-350 Subject: Re: Dust2.04

Subject: Re: Dust2.04
Date: Monday, 21 August 1995 01:27:45
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello helmy, on Aug 18 you wrote:

> has anyone used the utility DUST2.04 ? I guess its like a special
> effects utility for Imagine and LW. Has anyone used it and how is it?

I've tried the unregistered V2.0 and it's very impressive. SFX like the ripple you get when a stone is dropped in water. You can even add your own equations to get different effects. It uses multi-tasking to the fullest, individual frames can be displayed in their own window on Workbench and zoomed, coloured independant of each other. It has its own language and you make scripts which it executes.
One problem though, the author will only accept cash, US$ or DM, no cheques, money orders otherwise I would have registered long ago.

I've noticed a few anims on Aminet have been created with Dust, might be worth checking out.

-- Bob

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

Thread 48

-=> RETURN TO CONTENTS!<=-

1.354 MSG-351 Subject: Re: Imagine 3.3 questions.

Subject: Re: Imagine 3.3 questions.
Date: Monday, 21 August 1995 11:32:58
From: bilboyce@iconz.co.nz (Bill Boyce)

>I got 3.3 last friday. It is absolutly fabulous. The texture requester is
>the best. You could spend hours (days even) in here playing around with the
>different textures and effects. And that new fire texture is so cool !! Any
>way, to the point. How does the mix/morph value work?? I gather that if you
>make it smaller then the texture becomes more transparent? I also had a bit
>of trouble getting a brush to show up on a flat plane. I was applying it as
>a bump map and the as a colour (NB. Proper spelling) map. I got the bump map
>fine but I had to struggle to get the colour map to show up. I eventually
>got it to work though I am not sure how.

Did you perchance create the bump map first, then duplicate it and switch on colour? A brush sized for bump may not have a Y size on the brush axis which extends through the object surface

Thread 366

-=> RETURN TO CONTENTS!<=-

1.355 MSG-352 Subject: How to use Caustics?

Subject: How to use Caustics?
Date: Monday, 21 August 1995 14:31:53
From: Granberg Tom <tom.granberg@TV2.no>

Hi all!
I’m usualy very good at figuring out a way ot two to use the features in Im3.X,

but sometimes I’m stuck as a nerd. This is one of those times, and here is my small "want to know" question. How the f*** do I get the Caustic light texture to work. Do I have to use a another of the lite textures, to initate this texture or is there a an obvious and quick to overlook way to use it? I guess that the effect you would get was a kind of waterery surface? If so that is excactly what I need right now, water, to dip my head in, need to grow some brain cels in a hurry!?

By the way there seems to be a bug in the "newflare" global effect, it is supposed to go away when it is behind an object. But if you update your scene after you have added this effect, or make a axis that is part of a group a light

source. It screws up and you got a fire fly night scene!? Does this happen to anyone else, or is it just me? If that’s the case.....WHY ME,.....Why me. .

.. .

Bye

Tom Renderbrandt

Thread 353

-=> RETURN TO CONTENTS!<=-

1.356 MSG-353 Subject: Re: How to use Caustics?

Subject: Re: How to use Caustics?
Date: Monday, 21 August 1995 14:49:04

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

>I'm usualy very good at figuring out a way ot two to use the features in Im3.X,

>but sometimes I'm stuck as a nerd. This is one of those times, and here is my
>small "want to know" question. How the f*** do I get the Caustic light texture

>to work. Do I have to use a another of the lite textures, to initate this
>texture or is there a an obvious and quick to overlook way to use it?

First...A pre-emptive answer to an expected question: The Caustic.itx is a light

texture available only on the PC version of Imagine (V3.1+). I don't know why or

if there will be an Amiga version.

To get the Caustic.itx up and running, do the following:

1)In the Detail Editor, add a ground plane.
2)Next, add an axis object. Move it to a point above the ground plane.
3)Enter the axis object attributes requestor.
4)Make it a **POINT SOURCE*** light object (parallel doesn't seem to work).
5)Next, add the caustic.itx texture
6)Change the texture requestor size value to something like 5.
7)Exit the attributes requestor. Rotate the axis object such that its Y axis
points toward the ground plane (The best caustic patterns are generated when the

Y axis is pointing toward the target object.)
8) That's it! Quickrender

George
debeaugw@songs.sce.com

Thread 106

-=> RETURN TO CONTENTS!<=-

1.357 MSG-354 Subject: Logo textures

Subject: Logo textures
Date: Tuesday, 22 August 1995 02:05:04
From: Paul Thompson <shinobi@gold.interlog.com>

I'm putting together a new demo reel, and this time I plan to include a
few logo fly-bys. My question is, to those of you who do logo fly-bys to
pay the rent inbetween larger jobs, what textures do you apply? Chrome,
gold, steel-blue? Flat, brushed, peened? I'd like to be unique and

original, yet maintain that I can do whatever the industry requires.

Thanks for your input!

Paul

Thread 415

-=> RETURN TO CONTENTS!<=-

1.358 MSG-355 Subject: Anti-aliasing

Subject: Anti-aliasing
Date: Tuesday, 22 August 1995 02:07:02
From: ALorence@aol.com

Hi.

Can anybody explain the difference between "old" anti-aliasing and "new" (I guess) anti-aliasing? I know the "new" algorithm can be MUCH slower, but I'm looking for more of an answer than that.

Thanks.

Thread 359

-=> RETURN TO CONTENTS!<=-

1.359 MSG-356 Subject: Hello

Subject: Hello
Date: Tuesday, 22 August 1995 02:39:00
From: Paul Townend <Paul.Townend@raytech.co.UK>

Craig...when You download this, spare a thought for the guy with the poorly leg and give us me Light Rom back will ya'?
Have a nice evening at work won't You, and please do something about the "s" on the end of yer surname!
P.S. Give us a video:-) (crawly-bum-lick)
|
| Internet: Paul.Townend@raytech.co.uk
|----------|

```
| Gated from RAYTECH BBS - free access raytracing support in the UK |
|------------------------- call +44 1862 83 2020 modem - 24 hours ! |


                           Thread          358

                  -=> RETURN TO CONTENTS!<=-
```

1.360 MSG-357 Subject: Re: Merge points

```
                Subject: Re: Merge points
Date:    Tuesday, 22 August 1995 03:33:00
From:    Paul Townend <Paul.Townend@raytech.co.uk>


  ------------------------------------------------------------------------


Me too:-)

I even get this on fairly simple objects when scaling in -x and then joining
the two halves together. I'm using 3.0 so I ain't got the lovely extras
You have but I'm sure we're having the same trouble. I felt quite glad
actually that someone else was having to individually add edges/faces
etc as well as me....oh well..no pain..no models:-)

If anyone answers You, would You mail me please as I'm constantly finding
good solutions in here and then deleting them by mistake :-((

Thanks in advance, good luck.

P.T.

|
| Internet: Paul.Townend@raytech.co.uk
|-----------------------------------------------------------------|
| Gated from RAYTECH BBS - free access raytracing support in the UK |
|------------------------- call +44 1862 83 2020 modem - 24 hours ! |


                           Thread          457

                  -=> RETURN TO CONTENTS!<=-
```

1.361 MSG-358 Subject: Hello

```
                Subject: Hello
Date:    Tuesday, 22 August 1995 06:23:00
From:    Craig Collin <Craig.Collin@raytech.co.uk>


  ------------------------------------------------------------------------
```

```
PT> Craig...when You download this, spare a thought for the guy
PT> with the poorly leg and give us me Light Rom back will ya'?
PT> Have a nice evening at work won't You, and please do something
PT> about the "s" on the end of yer surname!
PT> P.S. Give us a video:-)  (crawly-bum-lick)
PT>
PT> --- SuperBBS 1.17-3 (Eval)
PT>  * Origin: RAYTECH - New number from April 4th +44 862 83 2020
poorly leg my arse!!theres nowt wrong with you!!Come back to work
and i might lend the video.Lightrom2 isnt bad but theyre running out
t of stuff to shovel on em!So start building.....
|
| Internet: Craig.Collin@raytech.co.uk
|-------------------------------------------------------------------|
| Gated from RAYTECH BBS - free access raytracing support in the UK |
|------------------------- call +44 1862 83 2020 modem - 24 hours ! |


                          Thread          179

                  -=> RETURN TO CONTENTS!<=-
```

1.362 MSG-359 Subject: Re: Anti-aliasing

```
                Subject: Re: Anti-aliasing
Date:    Tuesday, 22 August 1995 08:51:31
From:    "DEBEAUMONT, GEORGE" <debeaugw@songs.sce.com>


  ---------------------------------------------------------------------------

>Can anybody explain the difference between "old" anti-aliasing and "new" (I
>guess) anti-aliasing?  I know the "new" algorithm can be MUCH slower, but I'm
>looking for more of an answer than that.

The old anti-aliasing method uses adjacent pixels for the calculation. My
understanding of the new anti-aliasing method is that it divides each pixel
into smaller "virtual" pixels and calculates an average color for the group.
Render times are longer with the default settings. Of course, you can always
change the EDLE (anti-aliasing threshold) and AARC (rays per pixel) settings to

compensate for the longer rendering times. Then new anti-aliasing method
generally produces a soft blurred look, which may be desireable for some
projects. It can also reduce some artifacts (moire patterns) that may occur
with textures and brush maps which have a lot of fine detail).

George
debeaugw@songs.sce.com


                          Thread            4
```

-=> RETURN TO CONTENTS!<=-

1.363 MSG-360 Subject: RE:re how to use caustics

Subject: RE:re how to use caustics
Date: Tuesday, 22 August 1995 12:22:12
From: Granberg Tom <tom.granberg@TV2.no>

Thanks George!
I'll try it right away.

Tom Renderbrandt

Thread 231

-=> RETURN TO CONTENTS!<=-

1.364 MSG-361 Subject: Re[2]: Merge Points

Subject: Re[2]: Merge Points
Date: Tuesday, 22 August 1995 12:30:33
From: Drew_Perttula@altabates.com

I agree that merge should have a tolerance value, but in the meantime, here's what I see Imagine doing (from what I remember from the TDDD specs): Imagine uses a fixed point 16.16 bit number system. That means that numbers would be accurate to the nearest 1/65536 unit = .000015 units. When you type something like .4999 it becomes .4998931... because that's the nearest number that Imagine can represent. "Round" numbers are those like .5, .25, etc which can be exactly represented in the base 2 system (32768/65536 and 16384/65536). Solution? uhhh... scale all your objects to use integer point coordinates while you manipulate them, I guess....

Thread 394

-=> RETURN TO CONTENTS!<=-

1.365 MSG-362 Subject: Re:Logo textures

Subject: Re:Logo textures
Date: Tuesday, 22 August 1995 12:50:27
From: Granberg Tom <tom.granberg@TV2.no>

Hi Paul

It depends uppon what kind of "story" you are trying to achive. You see, logo fly by's maybe a very cool thing, but it often falls between all cheers due to improper story line, or as it often is, no story line at all. But lets get back

to your question, logo's are often given color by it's creator and this mean that if you are doing it as a job, that's where you get the color. As far as being orginal, I realy cant give you a defenite answer since it is you who are tring to be orginal, and that means, your ideas, your visions, and it is these who would give you your edge. But I find that to tweek some nice textures, often

more than one, so it look good as a still picture it will often look good animated. A utillity texture I use more and more for my logos is the Cndyappl texture. This I put on top of whatever other textures I've used before, to give

it a very "smooth" aperance. To mix/morph textures on while animating is also a

good tip to drag the viewers attetion towards the logo. Here is an example: Take your everyday logo and put on it a bump texture, lets say Brushed. Then make two states, one where it's on and one where it's of (mix/morph zero) Also make it non reflective where the texture is zero and a bit reflective when it is

on. Animated it look like it goes from a dull plain logo to something more interesting at the end where it would most often stay still for a few seconds. Moving your light sources is also a good way to get it more interesting.

I hope this helps?

Tom Renderbrandt

Thread 427

-=> RETURN TO CONTENTS!<=-

1.366 MSG-363 Subject: Memory question

Subject: Memory question
Date: Tuesday, 22 August 1995 14:13:26
From: jacob@altair.csustan.edu (Dave Jacob)

I am running Imagine 3.0 on a PC with 8 megs ram. When I ask Imagine how much free memory I have, it reports a little over 3 megs. Now,

I know I'm not running 5 megs worth of tsr's9 (even with dos 6.22,
so what's up? Where did my memory go? (I know, seninity :))

Conversly, are there any setting I can use from within Imagine
to increase memory?

Thanks.

Thread 373

-=> RETURN TO CONTENTS!<=-

1.367 MSG-364 Subject: Re:Merge Points

Subject: Re:Merge Points
Date: Tuesday, 22 August 1995 18:16:54
From: gregory denby <gdenby@vyasa.helios.nd.edu>

Torge!r writes:
(snip)
I was modelling this creature (well, still am), and had half the body done (I love "fill to edge line"!!!!!). I copied/pasted it, scaled it -1 along x and joined the two halves. I used merge, and did a check object afterwards. No double points showed up. But when I rendered it, it really looked bad, because it still had hard vertical lines going down the middle, just not everywhere.
(snip)

I sometimes have this problem, and I believe that it may be due to very small changes in the point co-ordinates caused when Imagine rounds numbers when translating or scaling objects. Merge seems to only work when the points are exactly together, i.e. 3,3,3 & 3,3,3; not 3,3,3,&3,3,2,9999. Unless you are working with "mechanical" object, and can snap all points to some small regular interval before merging, goofs just seem to crop up every now and then.

Perhaps merge should come in two types, exact and a little sloppy, so that if point are only .0005 units apart they will be joined.

Greg Denby

Thread 211

-=> RETURN TO CONTENTS!<=-

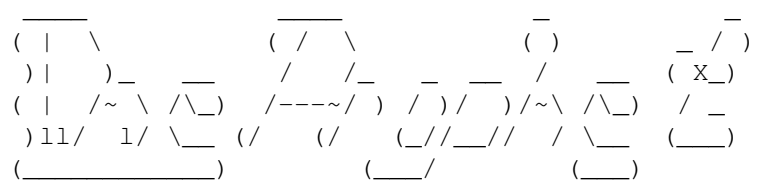
1.368 MSG-365 Subject: Re: Merge points

Subject: Re: Merge points
Date: Tuesday, 22 August 1995 18:33:26

From: jbk4@email.psu.edu (The Prophet)

When doing your -x scaling to mirror the object, make sure
that your axis is positioned correctly. If it isn't lined up
perfectly along your mirror line then it won't work. If you
are using magnetism to model, you might pull your edge out
of alignment.

Jaeson K.



Jaeson Koszarsky	Amiga 3000+
cyberprophet@psu.edu	68040/30Mhz
jbk4@email.psu.edu	24Megs-1GIG
jason@chaos.ezgate.com	OS3.1

Thread 331

-=> RETURN TO CONTENTS!<=-

1.369 MSG-366 Subject: Re: Imagine 3.3 questions.

Subject: Re: Imagine 3.3 questions.
Date: Tuesday, 22 August 1995 20:21:41
From: cdhall@cityscape.co.uk (Chris Hall)

[cut]
>Did you perchance create the bump map first, then duplicate it and switch on
>colour? A brush sized for bump may not have a Y size on the brush axis which
>extends through the object surface
>

As it turns out I was not looking at the front of the object in the
texture/attrib requester. Once I did this it worked !!
Chris Hall.

|---|\
You have been spoken to by Chris Hall	
A very tall and generally nice bloke from Great Briton	
E- mail me at : CDHALL@CITYSCAPE.CO.UK	
Or try my WWW home page at :	

```
| HTTP://www.cityscape.co.uk/users/ad87/index.html       ||
|                                                        ||
| Today's lucky lottery numbers are :-                   ||
|              16 37 38 15 27 05                        ||
|--------------------------------------------------------||
 \--------------------------------------------------------\
```

Thread 110

-=> RETURN TO CONTENTS!<=-

1.370 MSG-367 Subject: Re: Memory question

Subject: Re: Memory question
Date: Tuesday, 22 August 1995 23:16:30
From: Falko@aol.com

In a message dated 95-08-22 16:54:55 EDT, you write:

>I am running Imagine 3.0 on a PC with 8 megs ram. When I ask Imagine
>how much free memory I have, it reports a little over 3 megs. Now,
>I know I'm not running 5 megs worth of tsr's9 (even with dos 6.22,
>so what's up? Where did my memory go? (I know, seninity :))
>
>

The most likely cause is that you have smartdrive or some other disk caching software installed. This will take away from your available extended memory. Also spoolers like printcache may use extended memory. The other posibility is that you may be using a split-memory configuration with some memory explicitly reserved as EMS or expanded memory and some memory explicitly reserved as XMS or extended memory. Your EMS386.EXE line should _not_ give explicit ems or xms memory figures. This allows EMS386.EXE to dynamically allocate either.

No, there are no settings that affect memory available in Imagine.

Falko

Thread 371

-=> RETURN TO CONTENTS!<=-

1.371 MSG-368 Subject: The mouse button fault

Subject: The mouse button fault
Date: Wednesday, 23 August 1995 01:03:07
From: rune.jacobsen@bbs.oslohd.no (Rune Jacobsen)

Some time ago, people were having trouble using both mouse buttons on the Amiga while rotating an object in the perspective window. Torge!r Holm was over here, discovered the problem on my computer, and also found out that MultiCX was the sinner. I later found out that there is one feature in the commodity that does this. I think it's called MOUSESHIFT. As a default, this is set to RMB, which means that the right mouse button is used as a shift key, destroying the rotation in Imagine. Enclose the line
MOUSESHIFT=RMB
with parantheses ("(" and ")"), and it will work again.

Sgt. Rune Jacobsen -=> rune@fu.oslo.no <=- IRC: Shitlips @ #AmigaCafe
X-Files - Simpsons - Ren & Stimpy - Rosenborg - Amiga User since 1988
A4000/040-18MB RAM-0.5GB HD-IDEK 15" MultiFlat-CV64 4MB-INTEL OUTSIDE
BotsB Developer - Winner of Most Useless Utility Competition at TG'93

Thread 260

-=> RETURN TO CONTENTS!<=-

1.372 MSG-369 Subject: Amiga & pc

Subject: Amiga & pc
Date: Wednesday, 23 August 1995 05:32:52
From: Tom Ross <rosst@unvax.union.edu>

Hi folks!
I'm now in the rendering stages of an animation about a housefly, painfully modeled from scratch, with umptillion polygons, so even with the 040 in my 2000 it kee-rawls and it's driving me kee-razy! This piece may end up being 12-15 minutes long, with many scenes averaging 240 frames! I'll try lowering the antialiasing, then if necessary processing the frames in another program.
But meanwhile the prices and speeds of the new PCs look ever more attractive. I could network a PC with the Amiga, right? Will some PC owner please confirm this idea, and whether Imagine takes an optimized advantage of the 60, 90, 120! megahertz speeds I see advertised?

Thanks.

Baby Shoeless

Thread 391

-=> RETURN TO CONTENTS!<=-

1.373 MSG-370 Subject: Sorry Could Not Find Subject!

Date: Wednesday, 23 August 1995 06:01:17
From: imagine-relay@email.sp.paramax.com

I am running Imagine 3.0 on a PC with 8 megs ram. When I ask Imagine
how much free memory I have, it reports a little over 3 megs. Now,
I know I'm not running 5 megs worth of tsr's9 (even with dos 6.22,
so what's up? Where did my memory go? (I know, seninity :))

Conversly, are there any setting I can use from within Imagine
to increase memory?

Thanks.

> Check to see what EMM386 is doing - I think that you've got only 4MB
> of EMS memory allocated. You need to get EMM386 to give you the full 8
> MB RAM.
>
> It's possible that 4MB of XMS memory is somehow allocated. I doubt it,
> though, because IM33 would die with an error.
>
> Either way, check to see what EMM386 reports in DOS before you run
> Imagine.
>
> -AC

Thread 397

-=> RETURN TO CONTENTS!<=-

1.374 MSG-371 Subject: Re: Memory question

Subject: Re: Memory question
Date: Wednesday, 23 August 1995 10:44:43
From: Ayalon Hermony <ila2024@zeus.datasrv.co.il>

Hello,

From DOS prompt, use the command: C:\>mem /c /p

It will tell you about your memory usage, before you start imagine.
All the TSR and other stuff.
Watch how much below 640K, above and all.

I assumed the help is needed by CBM's orphans only ... (like myself)

How do you come back from 3D ?
Ayalon M. Hermony, Internet: ila2024@datasrv.co.il

On Tue, 22 Aug 1995, Dave Jacob wrote:

> I am running Imagine 3.0 on a PC with 8 megs ram. When I ask Imagine
> how much free memory I have, it reports a little over 3 megs. Now,
> I know I'm not running 5 megs worth of tsr's9 (even with dos 6.22,
> so what's up? Where did my memory go? (I know, seninity :))
>
> Conversly, are there any setting I can use from within Imagine
> to increase memory?
>
> Thanks.
>

Thread 496

-=> RETURN TO CONTENTS!<=-

1.375 MSG-372 Subject: Re: Job Offer

Subject: Re: Job Offer
Date: Wednesday, 23 August 1995 12:54:52
From: "Stuart T. Maschwitz" <stu@kerner.com>

Dear Alex,

If you are still looking for people you may want to contact Chris Bowers. He lives in LA and is a recent graduate of the California Institute of the Arts, where he studied computer as well as traditional animation. I know he is familiar with Imagine up to version 3.0, and I believe he may have experience with SoftImage and Alias as well.

I am writing on his behalf because he no longer has access to his school email account. You can contact him at the following numbers:

Chris Bowers: 805-259-9735 Home
805-250-5500 Pager

If you have trouble reaching him, please email me with your phone number and I will see that he gets in touch with you.

Good luck with your search, and I hope Chris can help you out.

Stuart T. Maschwitz
stu@kerner.com

Thread 30

-=> RETURN TO CONTENTS!<=-

1.376 MSG-373 Subject: Memory question

Subject: Memory question
Date: Wednesday, 23 August 1995 13:59:00
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

-> I am running Imagine 3.0 on a PC with 8 megs ram. When I ask Imagi=ne-> how much free memory I have, it reports a little over 3 megs. Now,-> I know I'm not running 5 megs worth of tsr's9 (even with dos 6.22,-> so what's up? Where did my memory go? (I know, seninity :))Chances are you are running SmartDrive (if you have Windows). It'sprobably eating up a couple megs, since the only way to expunge it is= toreboot.

Mike van der Sommen
Santa Barbara, Ca.
mike.vandersommen@caddy.uu.silcom.com

HAUS BBS (805-683-1388)

"Blackouts make for nice breaks in the day"

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

Thread 367

-=> RETURN TO CONTENTS!<=-

1.377 MSG-374 Subject: Re: Amiga & pc

Subject: Re: Amiga & pc
Date: Wednesday, 23 August 1995 14:40:59
From: "DEBEAUMONT, GEORGE" <debeaugw@songs.sce.com>

>I'm now in the rendering stages of an animation about a housefly,
>painfully modeled from scratch, with umptillion polygons, so even with
>the 040 in my 2000 it kee-rawls and it's driving me kee-razy!...
>But meanwhile the prices and speeds of the new PCs look ever more
>attractive.

Making the move from 25 mHz '040 speed to that of a 90 mHz Pentium got me something like a 5 fold decrease in rendering times. There was a render time comparison posted to the list several months ago. You might try the IML Archives to obtain actual values.

>I could network a PC with the Amiga, right? Will some PC owner please
>confirm this idea

There are a number of options for moving files between the Amiga and PC:

1) Oxxi Amiga Client software which allows ARCNet or Ethernet configured Amigas

to operate as a client on a Novell network. Their number is 310-427-1227.

2) Interworks I-Net 225 will allow an Amiga to connect via Ethernet with any other computer system running TCP/IP. Their number is 909-699-8120.

3) CrossDOS formatted removeable media (Syquest etc...). I believe you need the commercial version to accomplish this.

4) PC2Amiga public domain software will allow you to transfer files via null modem serial cable from the PC to an Amiga.

5) Legendary Design's "Link It" will allow bi-directional parallel data transfer. They have yet to ship this product. Call 519-753-6120

George
debeaugw@songs.sce.com

Thread 378

-=> RETURN TO CONTENTS!<=-

1.378 MSG-375 Subject: Something about Dust...

Subject: Something about Dust...
Date: Wednesday, 23 August 1995 16:09:07

From: Fernando D'Andrea <DANDREA@aton.inf.ufrgs.br>

Hi, Imagineers

Today I tried to download from aminet Dust2.1, a program which is capable of do morphing and particles in Imagine 2.0.
After 32 minutes of wait, the computer simply disconnected, and just 34 Kb (the original LHA file had 872 Kb). Well, our system here is too slow to download this file. Someone, hELP PLEASE!

****
Fernando Pena D'Andrea.
E-Mail: dandrea@aton.inf.ufrgs.br
****

Thread 202

-=> RETURN TO CONTENTS!<=-

1.379 MSG-376 Subject: Re: Football (Soccer)

Subject: Re: Football (Soccer)
Date: Wednesday, 23 August 1995 17:26:30
From: Roger Straub <straub@csn.net>

On Thu, 24 Aug 1995, Bill Boyce wrote:

> Try creating a sphere and add RadHex (?) texture. Looks a lot like a soccer ball.
> You may have to use the texture twice to get black and white hex's.

This won't work, because soccer balls have black hexes and white pentagons, or is that vice-versa? Anyway, nobody that I know of has devised a texture or brushmap that will do a believable, rotatable soccer ball.

See ya,
Roger

Thread 463

-=> RETURN TO CONTENTS!<=-

1.380 MSG-377 Subject: Football (Soccer)

Subject: Football (Soccer)
Date: Wednesday, 23 August 1995 18:00:40
From: rune.jacobsen@bbs.oslohd.no (Rune Jacobsen)

Does anyone out there have a football (soccer) object that I could have?
I would really appreciate it.

Of course, if you have a pattern (brush) that I can just wrap around a
sphere, I'd be just as happy.

Thanks.

Sgt. Rune Jacobsen -=> rune@fu.oslo.no <=- IRC: Shitlips @ #AmigaCafe
X-Files - Simpsons - Ren & Stimpy - Rosenborg - Amiga User since 1988
A4000/040-18MB RAM-0.5GB HD-IDEK 15" MultiFlat-CV64 4MB-INTEL OUTSIDE
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Thread 381

-=> RETURN TO CONTENTS!<=-

1.381 MSG-378 Subject: Re: Amiga & pc

Subject: Re: Amiga & pc
Date: Wednesday, 23 August 1995 19:04:44
From: Paul Rance <paul@rance.demon.co.uk>

> Date: Wed, 23 Aug 1995 04:32:52 -0400 (EDT)
> From: Tom Ross <rosst@unvax.union.edu>
> To: imagine@email.sp.paramax.com
> Subject: amiga & pc

> Hi folks!
> I'm now in the rendering stages of an animation about a housefly,
> painfully modeled from scratch, with umptillion polygons, so even with the
> 040 in my 2000 it kee-rawls and it's driving me kee-razy! This piece may
> end up being 12-15 minutes long, with many scenes averaging 240 frames!
> I'll try lowering the antialiasing, then if necessary processing the
> frames in another program.
> But meanwhile the prices and speeds of the new PCs look ever more
> attractive. I could network a PC with the Amiga, right? Will some PC

```
> owner please confirm this idea, and whether Imagine takes an optimized
> advantage of the 60, 90, 120! megahertz speeds I see advertised?
>
> Thanks.
>
> Baby Shoeless

You wont be able to network the two machines together as Imagine
doesnt support Network rendering. You could put a null-modem link
between them in order to copy scene files,etc across.
I own both an Amiga 4000/40 and a PC DX4 100 and the PC is around 5
times faster rendering, buying a P90 upwards will speed things up
even more. The only problem with the PC Imagine is  you cant press
a key and jump from program to program ( a revolutionary program
called Windows 95 will do this, yeah right!).

Paul
-----------------------------------------------------------------
 email: paul@rance.demon.co.uk

 gallery web page http://metro.turnpike.net/P/paulr/index.html
-----------------------------------------------------------------


                            Thread          213

                    -=> RETURN TO CONTENTS!<=-
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1.382 MSG-379 Subject: Re:

```
                 Subject: Re:
Date:    Wednesday, 23 August 1995 19:23:20
From:    cdhall@cityscape.co.uk (Chris Hall)


  ---------------------------------------------------------------------------

>I am running Imagine 3.0 on a PC with 8 megs ram. When I ask Imagine
>how much free memory I have, it reports a little over 3 megs. Now,
>I know I'm not running 5 megs worth of tsr's9 (even with dos 6.22,
>so what's up? Where did my memory go? (I know, seninity :)  )
>
>Conversly, are there any setting I can use from within Imagine
>to increase memory?
>
>Thanks.
>
>
>     Check to see what EMM386 is doing - I think that you've got only 4MB
>     of EMS memory allocated. You need to get EMM386 to give you the full 8
>     MB RAM.
>
>     It's possible that 4MB of XMS memory is somehow allocated. I doubt it,
>     though, because IM33 would die with an error.
>
```

```
>     Either way, check to see what EMM386 reports in DOS before you run
>     Imagine.
>
>     -AC

Try booting up and when it says 'loading ms-dos' press F8. Answer Y to himem
and N to all others except your mouse and other essential stuff (doskey,
univesa etc. Not smartdrv) Now type mem/c|more and see what is taking you
memory and how much you have left. If you are loading smartdrv boot up and
type smartdrv on the command line and it will tell you how much memory it is
soaking up.
Imagine will not work correctly with emm386 unless you put /noxms on the end
when you start imagine.
Chris Hall.

|-----------------------------------------------------|\
| You have been spoken to by Chris Hall               ||
| A very tall and generally nice bloke from Great Briton ||
|                                                     ||
| E- mail me at : CDHALL@CITYSCAPE.CO.UK              ||
| Or try my WWW home page at :                        ||
| HTTP://www.cityscape.co.uk/users/ad87/index.html    ||
|                                                     ||
| Today's lucky lottery numbers are :-                ||
|              16 37 38 15 27 05                     ||
|-----------------------------------------------------||
 \-----------------------------------------------------\
```

Thread 308

-=> RETURN TO CONTENTS!<=-

1.383 MSG-380 Subject: Global fx & PAR

Subject: Global fx & PAR
Date: Wednesday, 23 August 1995 20:36:08
From: leyen@inf.ufrgs.br (Christian Leyen)

Hello,
I have an Amiga with a PAR board and I want to render animations directly to PAR (keep PAR software in the background catching the frames as they are rendered). The problem is: It is impossible to use global effects as well as field rendering with direct rendering to PAR. I don't have enough disk space in my system to render frames first to the system disk and then transfer to PAR. What can I do ??

Thank you!

Christian Leyen (leyen@inf.ufrgs.br)

Universidade Federal do Rio Grande do Sul / RS / Brasil

Thread 390

-=> RETURN TO CONTENTS!<=-

1.384 MSG-381 Subject: Re: Football (Soccer)

Subject: Re: Football (Soccer)
Date: Wednesday, 23 August 1995 21:18:25
From: bilboyce@iconz.co.nz (Bill Boyce)

>Does anyone out there have a football (soccer) object that I could have?
>I would really appreciate it.
>
>Of course, if you have a pattern (brush) that I can just wrap around a
>sphere, I'd be just as happy.
>
>Thanks.
>

Try creating a sphere and add RadHex (?) texture. Looks a lot like a soccer ball.
You may have to use the texture twice to get black and white hex's.

Thread 376

-=> RETURN TO CONTENTS!<=-

1.385 MSG-382 Subject: Computer software graphics

Subject: Computer software graphics
Date: Wednesday, 23 August 1995 21:27:59
From: Earle5@aol.com

I am looking for user friendly software that will allow me to scan in a copy of a house suvey ie; basic floor plan, and make structural changes to the property to include electrical and plumbing alterations.I would like to be able to show the proposed changes in 3-D and in addition to all this I want to be able to export these changes in a cadd format, DXF. for example.Can you help, I would appreiciate any info you have, thanks in advance for your help.
Earle5@aol.com

Thread 432

-=> RETURN TO CONTENTS!<=-

1.386 MSG-383 Subject: Re: Amiga & pc

Subject: Re: Amiga & pc
Date: Wednesday, 23 August 1995 22:56:27
From: RobSampson@aol.com

In a message dated 95-08-23 04:52:37 EDT, you write:

>and whether Imagine takes an optimized
>advantage of the 60, 90, 120! megahertz speeds I see advertised?

Well I used to have an Amiga 3000 with an 040 in it and then went to a 486/50
and now a Zeos P90. I can say without hesitation that the Zeos P90
absolutely blows away the Amiga in speed when doing rendering with Imagine.

Bob.....

Thread 374

-=> RETURN TO CONTENTS!<=-

1.387 MSG-384 Subject: Re: Football (Soccer)

Subject: Re: Football (Soccer)
Date: Thursday, 24 August 1995 01:10:27
From: SGiff68285@aol.com

In a message dated 95-08-23 19:55:14 EDT, you write:

>
>This won't work, because soccer balls have black hexes and white
>pentagons, or is that vice-versa? Anyway, nobody that I know of has
>devised a texture or brushmap that will do a believable, rotatable soccer
>ball.
>
>See ya,
> Roger

>
>

You should check out Scott's (From Impulse) soccer ball. Absolutely realistic. It can be found on Compuserve in Impulse's section. It is a Jpeg image not the actual ball. I think he used leather texture for it. It does have black and white shaped hexes, etc.

s.g.

Thread 465

-=> RETURN TO CONTENTS!<=-

1.388 MSG-385 Subject: Re: Computer software graphics

Subject: Re: Computer software graphics
Date: Thursday, 24 August 1995 01:15:13
From: Falko@aol.com

In a message dated 95-08-23 17:22:40 EDT, you write:

>From: Earle5@aol.com
>To: IMAGINE@email.sp.paramax.com
>
>I am looking for user friendly software that will allow me to scan in a copy
>of a house suvey ie; basic floor plan, and make structural changes to the
>property...

Well, first you need a scanner. Second you need autotrace software, this converts the bitmap you get from the scanner to vector format. This is not foolproof and usually needs some assistance from you. Autotrace software usually lets you save in any number of 2d/3d vector formats such as DXF, EPS, CorelDraw, etc. This could be brought into Imagine and selectively extruded, additional detail added, textures etc., rendered and saved as an Imagine Object.

Another way is to use a digitizer (tablet) and a cad/drawing package to input the plan point by point, line by line. Save as DXF and continue as before. Or first add details with the cad package. Whichever.

Another way is to use the scanned image as a backdrop/template and manually trace it in Imagine.

On the Amiga autotrace software is PixelPro 3d for instance. On the PC it might be CorelTrace (part of the CorelDraw combo).

P.S. The upcoming Win95 version of CorelDraw will feature Draw, Trace, PhotoPaint, and Corel 3d which is actually a customized version of Raydream Designer (formerly a Mac raytracer now on Windows and Win95/NT.

Falko

Thread 272

-=> RETURN TO CONTENTS!<=-

1.389 MSG-386 Subject: Re:Merge Points

Subject: Re:Merge Points
Date: Thursday, 24 August 1995 01:17:30
From: Torgeir Holm <torgeirh@powertech.no>

On 22-Aug-95 12:16:54, gregory denby wrote:

>I sometimes have this problem, and I believe that it may be due to very small
>changes in the point co-ordinates caused when Imagine rounds numbers when
>translating or scaling objects. Merge seems to only work when the points are
>exactly together, i.e. 3,3,3 & 3,3,3; not 3,3,3,&3,3,2,9999. Unless you are
>working with "mechanical" object, and can snap all points to some small
>regular interval before merging, goofs just seem to crop up every now and
>then.

>Perhaps merge should come in two types, exact and a little sloppy, so that
>if point are only .0005 units apart they will be joined.

great idea, we should be able to set the threshold for the merge.

Adding it to my wishlist....

Torge!r

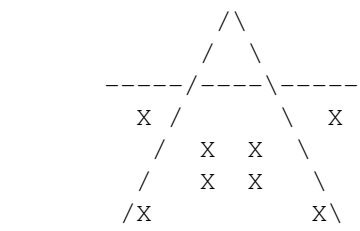
Thread 364

-=> RETURN TO CONTENTS!<=-

1.390 MSG-387 Subject: Pentagram, HELP!

Subject: Pentagram, HELP!
Date: Thursday, 24 August 1995 04:21:23
From: lumbient@superlink.net (!LuM!)

Thanks for reading this, I need ALL the help possible. I'm making an animation of a room with five doors, each door is a pentagram. in the animation the doors are supposed to shrink into nothing, actually each of the five spike are to shrink into nothing. during the animation each of the spike shrinks but the overall door grows? Its hard to explain but,



It maybe hard to visualize(it is for me :>) but at the tip of each point is an axis that the point shrinks into and the center shrinks into itself(implodes). This works just fine in the detail editor(the state anim works great) but once its imported into the stage editor the spikes to shrink but the whole grouping grows!

Please help! Maybe I found a bug?

!LuM!

|---\
|"World Class Complaining" Lumbient@superlink.net\
|Soon to have a Web page. (I wish :) !NIN!   \
| /
|Superlink: NJ's Largest Internet Access Provider./
|---/

Thread 392

-=> RETURN TO CONTENTS!<=-

1.391 MSG-388 Subject: Re: Merge Points

Subject: Re: Merge Points
Date: Thursday, 24 August 1995 06:45:32
From: SGiff68285@aol.com

I second the wish for a tolerance feature in merge points. I have a feature that I would like to see in IM 4.x. Sometimes you have a row of points that are out of alignment on any axis or possibly all axis. It would be nice if you could select all of the points and force them to move to the same x y or z coordinant. For example if you wanted to move all points on a curvy line to -50 on the Y axis. It would ignore the X and Z positions and leave them as they were.

Stephen

Thread 357

-=> RETURN TO CONTENTS!<=-

1.392 MSG-389 Subject: Impulse!!! Webpage??? Suggestion....

```
                Subject: Impulse!!!  Webpage???  Suggestion....
Date:    Thursday, 24 August 1995 07:01:39
From:    dvwilson@tibalt.supernet.ab.ca (Dave Wilson)
```

```
                I just saw a message from someone about Impulse's
Compuserve area where you can download all sorts of stuff
(or maybe it's just pictures).  Impulse, if your listening, take
this suggestion and do whatever you want with it.

                You guys are running a great operation but I'm
thinking you could do something new (and not changes to
the software which is fabulous).  Why don't you guys open
a web page that could act as advertising for you guys; suggestions
forum from users (like the IML); object and etc. library where
users could upload their latest greatest object, picture, anim, idea,
problem, whatever.

                Just a thought.
{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}
{}   Dave Wilson - aka: The Highlander     {}
{}     dvwilson@tibalt.supernet.ab.ca        {}
{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}
{}   President - BrainWave Productions     {}
{}       Music, Grafx, And Animations       {}
{}    "t e C h n o L O g y   i S   g o D !"      {}
{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}
```

Thread 433

-=> RETURN TO CONTENTS!<=-

1.393 MSG-390 Subject: Re: Global fx & PAR

```
                Subject: Re: Global fx & PAR
Date:    Thursday, 24 August 1995 08:46:47
From:    bilboyce@iconz.co.nz (Bill Boyce)
```

>Hello,
>I have an Amiga with a PAR board and I want to render animations
>directly to PAR (keep PAR software in the background catching the
>frames as they are rendered). The problem is: It is impossible to
>use global effects as well as field rendering with direct rendering
>to PAR. I don't have enough disk space in my system to render frames
>first to the system disk and then transfer to PAR. What can I do ??
>
>Thank you!

Imaginme 3.3 renders into its own directory then saves the finished
frame to the Project directory, so it works with the PAR. You shouldn't
need more than a megabyte free on your system drive to do this. Older
versions of Imagine didn't work as suggested (does Impulse test these
things??). If you have an older version, upgrade! Or you could write
an arexx script which waits for the comleted frame, transfers it to
the PAR, then deletes it from the hard drive. Shouldn't be hard.

Bill Boyce

Thread 61

-=> RETURN TO CONTENTS!<=-

1.394 MSG-391 Subject: Re: Amiga & pc

Subject: Re: Amiga & pc
Date: Thursday, 24 August 1995 08:52:27
From: bilboyce@iconz.co.nz (Bill Boyce)

>> I own both an Amiga 4000/40 and a PC DX4 100 and the PC is around 5
>> times faster rendering, buying a P90 upwards will speed things up
>> even more. The only problem with the PC Imagine is you cant press
>> a key and jump from program to program (a revolutionary program
>> called Windows 95 will do this, yeah right!).
>>
>
> You know I dont want to start another platform war but if Imagine
>did work under any form of Windows you could switch between programs.
>Windows 3.1, Windows NT and Windows 95 would do all that quite happily. I
>wonder though, how long is it to take for Win Imagine? There are about 10
>or so windows raytracers out there, even 3DStudio works under Win95
>(Something I forgot to check when I made that comparison a while ago, it
>never worked under NT or 3.1 for me, but it worked under 95). 3DStudio
>MAX (Basically a rewrite but essentially release 5) is coming soon which I
>think is going to be Win95/NT. Lightwave 4.0 is a 95/NT thing too, plus
>you can run it on a DEC Alpha :).
>
>Adam.
>

It’s due in October sometime, last I heard

Thread 393

-=> RETURN TO CONTENTS!<=-

1.395 MSG-392 Subject: Re: Pentagram, HELP!

Subject: Re: Pentagram, HELP!
Date: Thursday, 24 August 1995 09:12:50
From: "DEBEAUMONT, GEORGE" <debeaugw@songs.sce.com>

>>I’m making an animation of a room with five doors, each door is a
>>pentagram. in the animation the doors are supposed to shrink into nothing,
>>actually each of the five spike are to shrink into nothing. during the
>>animation each of the spike shrinks but the overall door grows?

>>but at the tip of each point is an axis that the point shrinks into and
>>the center shrinks into itself(implodes). This works just fine in the
>>detail editor(the state anim works great) but once its imported into the
>>stage editor the spikes to shrink but the whole grouping grows!

When using states, the axis of the parent object is the stable point of reference against which everything else in the group is measured. Presumably, the center pentagonal object of the group is the parent object. Make sure you haven’t scaled the parent object’s axis in the course of developing the various states.

When developing new states for the parent object via scaling, always remember to return the axis to its original size, thereby leaving only the object’s points scaled.

George
debeaugw@songs.sce.com

Thread 183

-=> RETURN TO CONTENTS!<=-

1.396 MSG-393 Subject: Re: Amiga & pc

Subject: Re: Amiga & pc
Date: Thursday, 24 August 1995 10:43:10
From: Adam Watkin <adam@wonderland.apana.org.au>

> I own both an Amiga 4000/40 and a PC DX4 100 and the PC is around 5
> times faster rendering, buying a P90 upwards will speed things up
> even more. The only problem with the PC Imagine is you cant press
> a key and jump from program to program (a revolutionary program
> called Windows 95 will do this, yeah right!).
>

You know I dont want to start another platform war but if Imagine did work under any form of Windows you could switch between programs. Windows 3.1, Windows NT and Windows 95 would do all that quite happily. I wonder though, how long is it to take for Win Imagine? There are about 10 or so windows raytracers out there, even 3DStudio works under Win95 (Something I forgot to check when I made that comparison a while ago, it never worked under NT or 3.1 for me, but it worked under 95). 3DStudio MAX (Basically a rewrite but essentially release 5) is coming soon which I think is going to be Win95/NT. Lightwave 4.0 is a 95/NT thing too, plus you can run it on a DEC Alpha :).

Adam.

Thread 383

-=> RETURN TO CONTENTS!<=-

1.397 MSG-394 Subject: Re[2]: Merge Points

Subject: Re[2]: Merge Points
Date: Thursday, 24 August 1995 12:01:48
From: Drew_Perttula@altabates.com

I remember having mixed results with the following technique, but it just may work: pick points, A-t for transformation, Position, change the number you want and ONLY HIT RETURN ON THAT NUMBER. As I said, I forget if that works.

_____ Reply Separator _____

Subject: Re: Merge Points
Author: SGiff68285@aol.com at ALTERNET
Date: 8/23/95 11:53 PM

I second the wish for a tolerance feature in merge points. I have a feature that I would like to see in IM 4.x. Sometimes you have a row of points that are out of alignment on any axis or possibly all axis. It would be nice if you could select all of the points and force them to move to the same x y or

z coordinant. For example if you wanted to move all points on a curvy line
to -50 on the Y axis. It would ignore the X and Z positions and leave them
as they were.

Stephen

Thread 80

-=> RETURN TO CONTENTS!<=-

1.398 MSG-395 Subject: Re: Merge Points

Subject: Re: Merge Points
Date: Thursday, 24 August 1995 14:08:58
From: Richard Heidebrecht <rheidebr@freenet.niagara.com>

On Thu, 24 Aug 1995 SGiff68285@aol.com wrote:

> I second the wish for a tolerance feature in merge points. I have a feature
> that I would like to see in IM 4.x. Sometimes you have a row of points that
> are out of alignment on any axis or possibly all axis. It would be nice if
> you could select all of the points and force them to move to the same x y or
> z coordinant. For example if you wanted to move all points on a curvy line
> to -50 on the Y axis. It would ignore the X and Z positions and leave them
> as they were.
>
> Stephen

Actually, you can do this already. First, pick the points that you want
to move to the same coordinate. Next, you scale the points down in just
one direction, until they're flat, and then move the points to where you
want them. You now have you points aligned on a specific coordinate.

~Rick Heidebrecht~

Thread 365

-=> RETURN TO CONTENTS!<=-

1.399 MSG-396 Subject: Re: Impulse!!! Webpage??? Suggestion....

Subject: Re: Impulse!!! Webpage??? Suggestion....
Date: Thursday, 24 August 1995 14:10:48

From: Richard Heidebrecht <rheidebr@freenet.niagara.com>

On Thu, 24 Aug 1995, Dave Wilson wrote:

> I just saw a message from someone about Impulse's
> Compuserve area where you can download all sorts of stuff
> (or maybe it's just pictures). Impulse, if your listening, take
> this suggestion and do whatever you want with it.
>
> You guys are running a great operation but I'm
> thinking you could do something new (and not changes to
> the software which is fabulous). Why don't you guys open
> a web page that could act as advertising for you guys; suggestions
> forum from users (like the IML); object and etc. library where
> users could upload their latest greatest object, picture, anim, idea,
> problem, whatever.
>

I second that, great idea Dave!

~Rick Heidebrecht~

Thread 204

-=> RETURN TO CONTENTS!<=-

1.400 MSG-397 Subject: 040 patch for Imagine? CyberPatch?

Subject: 040 patch for Imagine? CyberPatch?
Date: Thursday, 24 August 1995 20:11:04
From: Mikael Ostergren <Mikael.Ostergren@p36.anet.canit.se>

Any one heard of a program called CyberPatcher? What I've read: it could patch the FP version of Imagine so it uses the 040 more effectively. It says it patches out the FP 030 instructions so the FP emulation in 68040.library isn't accessed.

I realy doubt this one... :-) I saw a comment about this in amiga.hardware on usenet.

bye, micce

.--

```
     | FidoNet: 2:201/411.36    Internet: micce@p36.anet.canit.se |
     | CompuServe: 100303,2117  Internet: micce@aktiv.se (work)   |
                                                 Amiga 4000/040 --'


                          Thread          429

                  -=> RETURN TO CONTENTS!<=-
```

1.401 MSG-398 Subject: Re: Bad chunk size - help!!

```
                Subject: Re: Bad chunk size - help!!
Date:    Thursday, 24 August 1995 21:44:42
From:    Mike McCool <mikemcoo@efn.org>

  ---------------------------------------------------------------------------

Hey Marty,

      You didn't mention your platform, though I assume, from your
reference to dxf, that you're an i-beamer.  I'm an outsider to that
platform,--but if by chance you are on an amiga, I find that sometimes I
can load an offending object into PixelPro3d, simply save it again, and
somehow it's fixed. (I've also had luck sometimes loading an object into
an earlier/later version of Imagine than the one I generated it with).

      Don't know what this will do to your states/texture data, but it
may be worth a try, if only to salvage a beautiful object.  If you're not
on amiga, take/send your damaged dxf file to an amiga friend and see if he
can load/fix it for you.

      (I've heard mention of several object processors for the ibm side,
but I can't recall their names).

      Good luck.  Your object sounds like it will be worth whatever
trouble it takes.


                          Thread          403

                  -=> RETURN TO CONTENTS!<=-
```

1.402 MSG-399 Subject: Re: Bad chunk size - help!!

```
                Subject: Re: Bad chunk size - help!!
Date:    Friday, 25 August 1995 00:13:20
From:    Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>

  ---------------------------------------------------------------------------
```

The Bad Chunk Size error message is usually due to your object exceeding the maximum number of polygons or edges that Imagine will accept. You probably did some editing when you loaded in your object before saving it out. Yes, it is interesting that you can create an object that is too complex for Imagine to load in, while you are in Imagine. I don't know of anything right off that would allow you to salvage your object with all of the state information but you could probably recover your original basic object by loading it into something like PixelPro2, if you have an Amiga, and saving out with edge reduction. You could also try Interchange (there is a version out for Windows now) and use the point reduction tool. If you know somebody with 3DS, they could read it straight in or even Lightwave. Your situation does bring up an interesting question, though. How does Imagine save a bones/state object out to DXF? DXF is not really equipped to carry this type of information. That might be the source of the problem, too.

On Fri, 25 Aug 1995, Martin Keitel wrote:

>
> Arghh!!
>
> I've been working on a walking panther, and I lost it. I saved it over
> the previous version, and when I tried to reload it, I got the message
> "Error: Bad chunk size".
> This has happened to me previosly, and I know I should always make a
> backup of the important object files (though earlier this happened with
> Imagine 2.0), but well, I just didn't.
> Now I'm sure someone else has faced this same thing (bug?) too. Is there
> any way to fix the object file (it still seems to be the right size), so
> that it can be loaded again? I only have a DXF version of the shape, but
> all texture/subgroups/bones/states data is only in the corrupted file.
>
> The first person who knows how to fix the file, will receive the
> walking panther object and a full project showing it walk (with a tree
> object and nice ground attributes as a bonus). I can mail it as an
> attachement or as an UUencoded text file.
>
> Thanx.
>
> Marty K
>
> P.S. I'm not currently on the list (I just subscribed), so it might be
> better that you answer by private e-mail (too).
>

Thread 443

-=> RETURN TO CONTENTS!<=-

1.403 MSG-400 Subject: Bad chunk size - help!!

Subject: Bad chunk size - help!!
Date: Friday, 25 August 1995 03:04:27
From: Martin Keitel <mk-tel@sik.ppoy.fi>

Arghh!!

I've been working on a walking panther, and I lost it. I saved it over the previous version, and when I tried to reload it, I got the message "Error: Bad chunk size".
This has happened to me previosly, and I know I should always make a backup of the important object files (though earlier this happened with Imagine 2.0), but well, I just didn't.
Now I'm sure someone else has faced this same thing (bug?) too. Is there any way to fix the object file (it still seems to be the right size), so that it can be loaded again? I only have a DXF version of the shape, but all texture/subgroups/bones/states data is only in the corrupted file.

The first person who knows how to fix the file, will receive the walking panther object and a full project showing it walk (with a tree object and nice ground attributes as a bonus). I can mail it as an attachement or as an UUencoded text file.

Thanx.

Marty K

P.S. I'm not currently on the list (I just subscribed), so it might be better that you answer by private e-mail (too).

Thread 399

-=> RETURN TO CONTENTS!<=-

1.404 MSG-401 Subject: Re: 040 patch for Imagine? CyberPatch?

Subject: Re: 040 patch for Imagine? CyberPatch?
Date: Friday, 25 August 1995 10:10:02
From: Joop.vandeWege@MEDEW.ENTO.WAU.NL (joop van de wege)

>Any one heard of a program called CyberPatcher? What I've read: it could
>patch the FP version of Imagine so it uses the 040 more effectively. It says
>it patches out the FP 030 instructions so the FP emulation in 68040.library
>isn't accessed.

Nonsense, it is used for the 060 to speedup some often used but software implemented instructions by buffering the right sequence.

The 68040.library just makes sure that the FPU instructions that the 040 doesn't know are emulated like fsin etc.

If you would drop the library completely then things wouldn't work at all.

It might be that CyberPatcher patches the 040.library to use more efficient versions of the routines contained in the 040.library.

Greetings Joop

Thread 412

-=> RETURN TO CONTENTS!<=-

1.405 MSG-402 Subject: Re: Bad chunk size - help!!

Subject: Re: Bad chunk size - help!!
Date: Friday, 25 August 1995 14:15:00
From: Martin Keitel <mk-tel@sik.ppoy.fi>

On Thu, 24 Aug 1995, Ted Stethem wrote:

> The Bad Chunk Size error message is usually due to your object
> exceeding the maximum number of polygons or edges that Imagine will
> accept.

Doesn't sound sensible. I have been editing and overwriting this female human-object for a long time, and it once did the same stunt without no obvious reason. This object is far more complicated and has more polygons than the panther.

> salvage your object with all of the state information but you could
> probably recover your original basic object by loading it into something
> like PixelPro2, if you have an Amiga, and saving out with edge reduction.

Yes, I have an Amiga 4000. I don't have PixelPro2. But I'll try PP1 (this was already suggested to me).

> an interesting question, though. How does Imagine save a bones/state
> object out to DXF? DXF is not really equipped to carry this type of
> information. That might be the source of the problem, too.
>
The dxf file I have of the object is only the shape (I saved only the shape just to test if I can load the dxf object into Lightwave). And it load fine into Imagine. It just happens that the shape is only about half (maybe less) of the work that went into the walking creature.

I'm pretty sure, the number of polygons or edges is not the problem. But it can be, that there are overlapping edges or something like that.

Thanks anyway.

Marty

Thread 398

-=> RETURN TO CONTENTS!<=-

1.406 MSG-403 Subject: Re: Bad chunk size - help!!

Subject: Re: Bad chunk size - help!!
Date: Friday, 25 August 1995 17:09:45
From: datctva@primenet.com (DThompson)

Probably what has happened here is that the data was corrupted as you were writing it. Go look at the size of the file. If it looks really small to you, it's corrupted. Junk it. If it doesn't or you can't tell, try loading it into an old version of Imagine, like 2.9. It sounds odd, but sometimes the older versions are more forgiving and will load the object (I know forgiving is not a very technical term but I'm just an animator, not a programer). It worked for me once, but all I got back was the shape and nothing else.

Dave Thompson

Thread 407

-=> RETURN TO CONTENTS!<=-

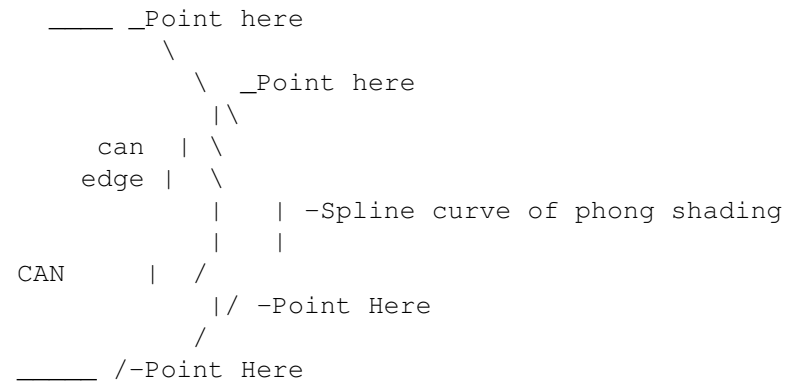
1.407 MSG-404 Subject: Straight phong highlights

Subject: Straight phong highlights
Date: Friday, 25 August 1995 18:04:51
From: DaveGrafix@aol.com

Regarding the thread a while back about creating realistic phong highlights on the sides of a glass, etc.--I think I figured it out! I'm a novice user, so forgive me if this has already been stated.

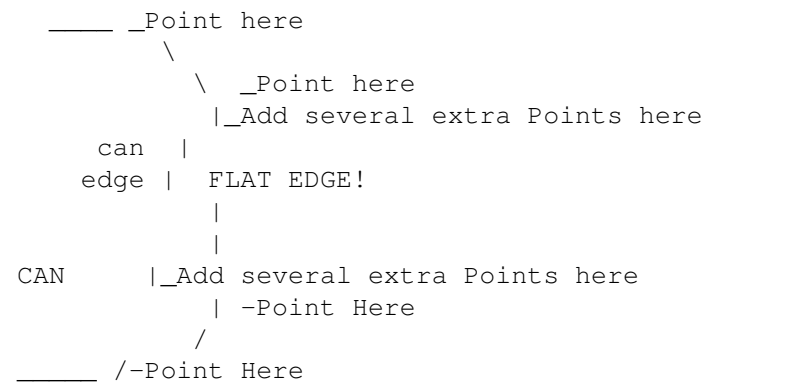
It appears to me that the phong shading uses a spline curve to determine the shape of the highlight. JEEZ! This is going to be harder to articulate than Lumbient's pentagon doors! Especially since I'm not as familiar with Imagine terminology as y'all. Anyway, try to bear with me. Say you're trying to create a pop can, and you want a straight versus an elliptic highlight on the

side of the can. You could create hard edges where the curved surfaces meet the flat side of the can, but a real can doesn't look like that. (at least I don't think so) The problem is that when a curved surface meets a flat one, the phong shading curve doesn't change abruptly. It compensates gradually until it reaches the next point. (I know that does't make sense--let me try to illustrate it)



You can see how the spline overshoots the edge of the can, making Imagine render it to appear as if the straight edge was curved also.

MY SOLUTION:
Add several transition points right after the joint place for the curved & smooth surfaces. This way the spline is restricted and you get a nice soft edge transitioning to a FLAT highlight along the flat side of the can. I did this in the Forms editor on some simple objects I'll include here. Just create you're object with flat edges, go into add points mode and add a few extra ones. This way there is no possibility that the points you add will be out of alignment with the top and bottom points of the flat edge.



Here are two VERY SIMPLE grouped objects that illustrate my point. The one on the left has the extra transition points added, the one on the right doesn't. To see the effect, I quickrendered with horizontal and vertical light settings at zero and placed my view EXACTLY in front of the two objects. Anyway, I hope this wasn't a TOTAL waste of your & my time!!

Thanks for your patience with this long-winded message,

DaveGrafix@aol.com
_____cut here_____
section 1/1 file test.iob [Wincode v2.2]

```
--> ATTACHEMENT: test.iob <--
sum -r/size 11641/8364

section 1/1   file test.iob   [ Wincode v2.2 ]
_________________cut here_____________________
```

Thread 406

-=> RETURN TO CONTENTS!<=-

1.408 MSG-405 Subject: RE:Velocitiy in v4.0 ???

Subject: RE:Velocitiy in v4.0 ???
Date: Friday, 25 August 1995 19:47:03
From: Charles Blaquiere <blaq@io.org>

> From: The Prophet <jbk4@email.psu.edu>
>
>
> To make it easier, Impulse should implement a graphical control
> box that displays a spline curve that represents the velocity
> scaling. It would aid the user-friendliness of the prg.

Mucho agreement here. A wonderful improvement would be a rewrite of the spline routines, using all the parameters (tension, continuity, bias) supported in many other programs; this would give us much better control over spatial spline curves, used for modelling and animation.

Then, Impulse could put those new splines to work in a new Envelope window, essentially a spline editor limited to 2-D; time would run from the window's left edge to its right, and the vertical component would represent morph value. The Envelope window should be called from a button found in every Action Editor bar. A thumbnail of the spline would be a nice bonus, to appear right in the bar's requester without having to click on the Spline button all the time. Oh, and a few buttons that would be useful would be: load/save envelope (to use the same settings in another Action bar), Linear (a straight line from beginning to end), 3.x Velocity (uses two numeric fields to create the same effect as the current Velocity Scaling method -- backward compatibility is always a good thing), and Default (loads a spline saved in the Imagine directory as "Default.spl"; the default version installed with Imagine would be a simple ease-in/ease-out, similar to what we get now with both Velocity Scaling values set to zero; you could overwrite it with your own, of course)

Thread 435

-=> RETURN TO CONTENTS!<=-

1.409 MSG-406 Subject: Re: Straight phong highlights

Subject: Re: Straight phong highlights
Date: Friday, 25 August 1995 22:24:58
From: beeton@SEDSystems.ca

FROM too long. Original FROM is 'beeton@SEDSystems.ca (Gary Beeton, SED Systems Inc., Saskatoon, Canada)'

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

>Regarding the thread a while back about creating realistic phong highlights
>on the sides of a glass, etc.--I think I figured it out! I'm a novice user,
>so forgive me if this has already been stated.
>
>It appears to me that the phong shading uses a spline curve to determine the
>shape of the highlight.

Not quite. I believe Imagine does averaging between adjacent faces,
not splines. However, your technique holds water (so to speak) either
way.

Gary
beeton@SEDSystems.ca

Thread 136

-=> RETURN TO CONTENTS!<=-

1.410 MSG-407 Subject: Re: Bad chunk size - help!!

Subject: Re: Bad chunk size - help!!
Date: Friday, 25 August 1995 22:33:12
From: Martin Keitel <mk-tel@sik.ppoy.fi>

On Fri, 25 Aug 1995, DThompson wrote:

> Probably what has happened here is that the data was corrupted as you were
> writing it. Go look at the size of the file. If it looks really small to
> you, it's corrupted. Junk it. If it doesn't or you can't tell, try loading

> it into an old version of Imagine, like 2.9. It sounds odd, but sometimes
> the older versions are more forgiving and will load the object (I know
> forgiving is not a very technical term but I'm just an animator, not a
> programer). It worked for me once, but all I got back was the shape and
> nothing else.
>
Yes. That's right. It loaded into 2.0, but only the shape and the bone
axis' (without the bone settings of course).

The object loads into Imagine 2.0, Vertex2.0 (I downloaded the demo from
aminet) and propably Pixel 3d Pro too. And I can select the different
states in action editor! And the file has the correct size (about 300 Kb,
130 saved from Imagine 2 without the states and subgroups) - so not much
can be corrupt.
The value in the beginning of the file, which tells the size, is 8 bytes
smaller than the actual size. But I think that is correct, because the
rest of the file after this data _is_ 8 bytes smaller than the whole file.
Whatever I have been told by IML'ers (thank you all, folks), I think this
is a bug in Imagine 3+.

Impulse, are you listening? :-)

Marty

Thread 417

-=> RETURN TO CONTENTS!<=-

1.411 MSG-408 Subject: Re: Compuserve

Subject: Re: Compuserve
Date: Saturday, 26 August 1995 09:58:05
From: Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>

Compu$erve is a subscription service that you pay for logon time, pay
for higher baud rates, pay for extra areas, etc. Any modem you buy
usually comes with a "free" Compu$erve offer and any computer store
should be able to give you their ubcriber'$ phone number. Oh, BTW, be
$ure to have your credit card ready when you log-on becau$e that i$ the
only way to open your account.

The most often seen message on Compu$erve:

You have left ba$ic $ervice$

On 26 Aug 1995, Granberg Tom wrote:

> Hi.
>
> I cant seem to get any respons from you guys and gals, have you banned me from

> the list, or what?
>
> If not, here are a request/wish I want some help with.
> I hear a lot of talk about Impulse's account on Compuserve. And I wonder how I

> can get there, you know, adresses etc.
>
> Thanks.
>
> later
> Tom Renderbrandt Granberg
>

Thread 382

-=> RETURN TO CONTENTS!<=-

1.412 MSG-409 Subject: IML-FAQ#08 - What's new

Subject: IML-FAQ#08 - What's new
Date: Saturday, 26 August 1995 13:08:26
From: G.Scibilia@Agora.stm.it

Hi Imagineers,

this is the latest Imagine Mailing List FAQ #08, I hope U enjoy it! I'm still waiting response from many IML fellows, I have got about 15/20kb of newest stuff I havent included into this release, maybe next time;) Keep up the good work fellows, hear You soon!

Uuencoded files follow (Aminet/gfx/3d ready, I hope;)))

Last Update : August 25, 1995 Friday
Issue Number : 8
What's New : Section 1, No 1. Added HTML home pages list
Section 2, No 25. Spin and Sweep: how them work
Section 2, No 26. Modeling hands, feet, etc...
Section 2, No 27. Realistic neon lights
Section 2, No 28. Getting a checkered plane with checks of different textures
Section 2, No 29. Bright light reflecting off thousands of tiny particles suspended in air
Section 2, No 30. Bones can
Section 2, No 31. Inverse kinematics
Section 2, No 32. Inverse kinematics excitement

```
                Section 6, No 8.   Depth of field
                Section 7, No 16.  Oct-tree level
                Section 8, No 13.  Spaceship shield Attribute
                                   (Essence)
                Section 8, No 14.  Spaceship shield (Imagine v2.9)
                Section 8, No 15.  Ground cover (Imagine v2.9 or higher)
                Section 8, No 16.  Steam engine attribute
                                   (Imagine v2.9 and higher)
                Section 8, No 17.  Fun with Fuzz texture:
                                   Wispy Smoke, Scattered Cumulus Clouds
                                   (Imagine v2.9 and higher)
                Section 8, No 18.  Water attribute
                Section 8, No 19.  Castle brick attribute (Essence)
                Section 8, No 20.  Cloth attribute (Essence)
                Section 8, No 21.  Fabric (Imagine v2.9 or higher)
                Section 9, No 4.   Imagine v3.0 / v3.1 high res video
                                   change update
                Section 9, No 9.   N.U.R.B.S.


 /\_
|   | "G.Scibilia@Agora.stm.it"
| O | "cn01@novell.dima.unige.it"
|   | "2:332/211.24@FidoNet.org"
| O | "Imagine Mailing List,IML FAQer"                      ae(-_^)ue
|___|                          _    __   ___  _______Wizard signing off
```

Thread 413

-=> RETURN TO CONTENTS!<=-

1.413 MSG-410 Subject: Where are you!

```
                Subject: Where are you!
Date:    Saturday, 26 August 1995 13:08:30
From:    Granberg Tom <tom.granberg@tv2mail.TV2.no>


  ---------------------------------------------------------------------------

Hi!
I know this is'nt the right place for this but I have no other choice!?
I want you, Shinobi to send me a mail with your adress taged to it, so I can
send you mail directly. Please!

From your "kinda" new pal in the Viking land.
Tom Renderbarndt.

Ps. say hello to Dan "TD" from me!
```

Thread 339

-=> RETURN TO CONTENTS!<=-

1.414 MSG-411 Subject: Compuserve

Subject: Compuserve
Date: Saturday, 26 August 1995 13:13:35
From: Granberg Tom <tom.granberg@tv2mail.TV2.no>

Hi.

I cant seem to get any respons from you guys and gals, have you banned me from the list, or what?

If not, here are a request/wish I want some help with.
I hear a lot of talk about Impulse's account on Compuserve. And I wonder how I can get there, you know, adresses etc.

Thanks.

later
Tom Renderbrandt Granberg

Thread 424

-=> RETURN TO CONTENTS!<=-

1.415 MSG-412 Subject: Re: 040 patch for Imagine? CyberPatch?

Subject: Re: 040 patch for Imagine? CyberPatch?
Date: Saturday, 26 August 1995 23:15:05
From: Ian M Smith <iansmith@ncinter.net>

On Fri, 25 Aug 1995, joop van de wege wrote:
> If you would drop the library completely then things wouldn't work at all.
>
> It might be that CyberPatcher patches the 040.library to use more efficient
> versions of the routines contained in the 040.library.

The 040.library emulation isn't the problem. When a program like Imagine accesses a function like sin() that does not exist on an 040, it causes an interupt that the 040.library catches. THAT is a major performance hit. So although the 040 is faster than an 882, it runs about the same speed for some operations because of the overhead.

Now, a program compiled for the 040 that only uses it's built in

functions will run very fast. But on an 030 it will run slow. You can
optimize for the 030 or the 040, but not both.

Perhaps this patch program finds all the FTP calls in ine Imagine pinary
and replaces them with library calls to the 040.library to get rid of all
the traps and interupts.. THAT would be a definate speed increase.

--
IanSmith@ncinter.net   Visit Below!
My HP48/Imagine/ImageMaster Page --> http://www.ncinter.net/~iansmith/
Come and stop by Africa Imports --> http://www.cybernet.net/~africa/

Thread 241

-=> RETURN TO CONTENTS!<=-

1.416 MSG-413 Subject: IML-FAQ#08 Now Online

Subject: IML-FAQ#08 Now Online
Date: Saturday, 26 August 1995 23:16:47
From: Ian M Smith <iansmith@ncinter.net>

I just put the finishing touches on the HTMLized version of the Imagine
Mailing List FAQ #8. They are now online on my Web page. Enjoy!

--
IanSmith@ncinter.net   Visit Below!
My HP48/Imagine/ImageMaster Page --> http://www.ncinter.net/~iansmith/
Come and stop by Africa Imports --> http://www.cybernet.net/~africa/

Thread 321

-=> RETURN TO CONTENTS!<=-

1.417 MSG-414 Subject: Selective

Subject: Selective "UNPICK"
Date: Sunday, 27 August 1995 01:37:18
From: NEWKIRK@delphi.com

Here’s something I’ve found on IM2.0, don’t know for sure if it passed
through to later versions.
When Multi-Picking, for instance, 45 edges to "Make Sharp" and one edge

(or more) are mis-picked, you CAN deselect that pick, regardless of how recently it was picked: Re-Pick it, then "Unpick", all the while holding shift or however you use multi-pick. Keeping this in mind, you can multi-pick to your heart's content, then UnPick any Oopses when you wish.
Joel
BTW, Unpick Last, and since the edge/point/face last picked was a re-pick, it's now the "last".

Thread 132

-=> RETURN TO CONTENTS!<=-

1.418 MSG-415 Subject: Re: Logo textures

Subject: Re: Logo textures
Date: Sunday, 27 August 1995 01:46:28
From: yrod@ozemail.com.au

Hi Paul and all,

A while back I asked for some good ideas for an animation I would leave on the computers at work when I left there.
The animation ended up being this,
The company Logo, with the monster.itx coloured a brown colour, (to look like excretement 8->), that "beamed in" via the Beam-me-up.itx then exploded with flames and everything.
Don't use this for your demo reel (unless you did this to the Windows95 logo)

Rod Macey: yrod@ozemail.com.au - Pre-press/Graphic Designer
Home: A2000/30 FPU 4MB RAM [soon to be 12 8-)] Imagine 3.0
Work: Power Macs, Sun Sparc & Pee Cees too.
"Sometimes the hard way is the only way!"

On Tue, 22 Aug 1995, Paul Thompson wrote:

> I'm putting together a new demo reel, and this time I plan to include a
> few logo fly-bys. My question is, to those of you who do logo fly-bys to
> pay the rent inbetween larger jobs, what textures do you apply? Chrome,
> gold, steel-blue? Flat, brushed, peened? I'd like to be unique and
> original, yet maintain that I can do whatever the industry requires.
>
> Thanks for your input!
>
> Paul
>
>

Thread 96

-=> RETURN TO CONTENTS!<=-

1.419 MSG-416 Subject: Windows95

Subject: Windows95
Date: Sunday, 27 August 1995 01:54:32
From: yrod@ozemail.com.au

Well, well, well,
Windows95 was released in Australia on the 25th, and wasn't it fantastic. Everywhere you looked there were people going on about Windows95. The news had it as there opening story, saying things like "this new computer software is set to be one of the greatest inventions of the 20th Century", people were queing out side of the shops at midnight, waiting for the doors to open and these stores ranged from Compter stores, to Department stores to local Video stores!
If this keeps up more people will be using Windows-bloody-95 than drinking Coke or eating McDonalds.
I want shares in Microsoft!

Rod Macey: yrod@ozemail.com.au - Pre-press/Graphic Designer
Home: A2000/30 FPU 4MB RAM [soon to be 12 8-)] Imagine 3.0
Work: Power Macs, Sun Sparc & Pee Cees too.
"Sometimes the hard way is the only way!"

Thread 476

-=> RETURN TO CONTENTS!<=-

1.420 MSG-417 Subject: Re: Bad chunk size - help!!

Subject: Re: Bad chunk size - help!!
Date: Sunday, 27 August 1995 07:31:16
From: bilboyce@iconz.co.nz (Bill Boyce)

>The object loads into Imagine 2.0, Vertex2.0 (I downloaded the demo from
>aminet) and propably Pixel 3d Pro too. And I can select the different
>states in action editor! And the file has the correct size (about 300 Kb,
>130 saved from Imagine 2 without the states and subgroups) - so not much
>can be corrupt.
>The value in the beginning of the file, which tells the size, is 8 bytes
>smaller than the actual size. But I think that is correct, because the
>rest of the file after this data _is_ 8 bytes smaller than the whole file.

>Whatever I have been told by IML'ers (thank you all, folks), I think this
>is a bug in Imagine 3+.
>
>Impulse, are you listening? :-)
>
>Marty
>
Impulse knows, and as done for ages. I had this happen once with a 1.5MB
object (!!!), and rang Imagine (in something of a panic, as you would
guess) and was told "Yeah, it (Imagine) does that sometimes with large
objects. Always has."
I couldn't believe it. They had no answer. As with you, I did manage to load
my object into V2.0 Imagine and recover the data, sans states etc. What
version of Imagine do have? Has anyone had this happen since 2.9/3.0 (when
I last struck it)?

I did have older backups, and I guess that's the lesson - Trust No-one!
Backup, backup, backup.

A word to the wise :

My object directories ALWAYS look like this now :

Fish.1.obj
Fish.2.obj
Fish.3.obj
etc, etc.

I just save each revision with a new suffix, deleting old ones
when they get really old, or at the end of the project, or I run out of space.
Also helps if your object goes bad for slicing purposes, or you head off
in a wrong direction modelling it.

Thread 422

-=> RETURN TO CONTENTS!<=-

1.421 MSG-418 Subject: Re: 040 patch for Imagine? CyberPatch?

Subject: Re: 040 patch for Imagine? CyberPatch?
Date: Sunday, 27 August 1995 07:42:01
From: bilboyce@iconz.co.nz (Bill Boyce)

>
>>Any one heard of a program called CyberPatcher? What I've read: it could
>>patch the FP version of Imagine so it uses the 040 more effectively. It says
>>it patches out the FP 030 instructions so the FP emulation in 68040.library
>>isn't accessed.
>
>Nonsense, it is used for the 060 to speedup some often used but software

>implemented instructions by buffering the right sequence.
>
>The 68040.library just makes sure that the FPU instructions that the 040
>doesn't know are emulated like fsin etc.
>
>If you would drop the library completely then things wouldn't work at all.
>
>It might be that CyberPatcher patches the 040.library to use more efficient
>versions of the routines contained in the 040.library.
>
As far as I know, Imagine has been optimized for the '040 since V2.9. Seem
to remember some mention of it in the 2.9 docs. Hence no '030 (specific)
code, anyway. Anyone confirm that?

Thread 401

-=> RETURN TO CONTENTS!<=-

1.422 MSG-419 Subject: Re: 040 patch for Imagine? CyberPatch?

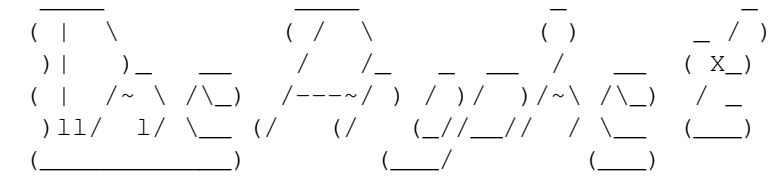
Subject: Re: 040 patch for Imagine? CyberPatch?
Date: Sunday, 27 August 1995 11:14:47
From: jbk4@email.psu.edu (The Prophet)

>As far as I know, Imagine has been optimized for the '040 since V2.9. Seem
>to remember some mention of it in the 2.9 docs. Hence no '030 (specific)
>code, anyway. Anyone confirm that?

I can confirm that it is NOT. The C code may be highly optimized itself
but you get processor specific at compile time. If Imagine were compiler
optimized for the 040, it would not run on anything lower than an 040. It
would be like running the FP version of Imagine without having a math
coprocessor.

I would very much like to see 040 and 060 compiler optimized versions of
Imagine 4.0. Just get rid of the Integer version. You are severely
penalized if you've got no math coprocessor at all.

Jaeson K.



Jaeson Koszarsky Amiga 3000+
---------- ----------
cyberprophet@psu.edu 68040/30Mhz
jbk4@email.psu.edu 24Megs-1GIG

jason@chaos.ezgate.com OS3.1

Thread 420

-=> RETURN TO CONTENTS!<=-

1.423 MSG-420 Subject: Re: 040 patch for Imagine? CyberPatch?

Subject: Re: 040 patch for Imagine? CyberPatch?
Date: Sunday, 27 August 1995 12:58:42
From: Joop.vandeWege@MEDEW.ENTO.WAU.NL (joop van de wege)

Ian Smith wrote:
>Perhaps this patch program finds all the FTP calls in ine Imagine pinary
>and replaces them with library calls to the 040.library to get rid of all
>the traps and interupts.. THAT would be a definate speed increase.
That would be a major feat since you would certainly run into problems with
short (2 byte) FPU instruction being replaced with Jump2SubRoutine calls
which are almost always 6 bytes long.
That would mean disassembling Imagine, replacing instructions, reassembling.
Just forget it. I have had a look at Imagine to find the magic screensize
locations and correctly disassembling is almost to not impossible.

And Bill wrote:
>As far as I know, Imagine has been optimized for the '040 since V2.9. Seem
>to remember some mention of it in the 2.9 docs. Hence no '030 (specific)
>code, anyway. Anyone confirm that?
Well I could have a look with Resource and see if I can find the fsin/fcos
instructions, or patch 040.library to keep a count of how many times fsin is
trapped by which program.

If you want to speed up Imagine on a 040 then just move the vbr into FAST
ram, that alone should help some since the traps are no longer done through
sloooow CHIP memory.

Joop

Thread 418

-=> RETURN TO CONTENTS!<=-

1.424 MSG-421 Subject: Re: Problems

Subject: Re: Problems
Date: Sunday, 27 August 1995 13:16:56
From: Roger Straub <straub@csn.net>

On Sun, 27 Aug 1995, Christoffer Vikstom wrote:

> Hi! Im a newbie on both Imagine and this mailing list. I have experienced=
=20
> some problems since i bought Imagine 3.0 and have the following questions=
:
>=20

You came to the right place.

>=20
> 3. When i bought Imagine 3.0 it was missing a texture. The "Lensflar.itx"=
=20
> simply wasnt there. When i called the company i bought it from they told =
me=20
> that it was a miss by impuls and that the PC version doesnt include it.
> Question goes: Are they right, or do i have a defect copy, and if they ar=
e=20
> wrong, how can i get this file?

The Lensflar.itx texture was renamed, so as not to be confused with the=20
Action FX of the same name. It is now called Twinkle.itx, and should be=20
in your textures drawer.

>=20
> I would be very grateful=20
> if somebody could answer=20
> these simple questions.
>=20
> Thanks in advance!
>=20
> Christoffer Vikstr=F6m
> (ulf.christofer.vikstrom@mailbox.swipnet.se)
>=20
>=20

See ya,
=09Roger

Thread 430

-=> RETURN TO CONTENTS!<=-

1.425 MSG-422 Subject: Re: Bad chunk size - hel

Subject: Re: Bad chunk size - hel
Date: Sunday, 27 August 1995 13:43:38
From: Marc Reinig <72410.77@compuserve.com>

I have 3.3 PC, and have discovered that it will do it spontaneously sometimes so I ALWAYS save important stuff regularly with new names, clear the detail editor, and reload the new named object/group to make sure it is alright.

I had one problem object that had states. I could take a good version of it that had no visible problems, load it set it to one of its existing states, save it under a new name, and reload that newly named object and it had a good chance of being corrupted with either new points at (or existing points moved to) an x, y, or z of 31,000+. Looked very strange!

I had a similar problem recently and GreG T. and Tim Wilson made two suggestions that have pretty much eliminated my problems lately:

1. With objects that started as DXF, use check object and merge them several times immediately after loading the DXF data.

2. Merge after any significant modeling in Imagine and always before saving after modeling.

Remember, you or Imagine can still create problems in your data and not know it. But when you save it and try to reload, it may be different than what you last saw, or Imagine might say, "Uh, Uh, Uh. Bad chunk size!" or something just as sweet. Merge seems to be a good protection against those problems. And of course, as Bill Boyce says "Backup, backup, backup."

-Marco

Thread 165

-=> RETURN TO CONTENTS!<=-

1.426 MSG-423 Subject: Problems

Subject: Problems
Date: Sunday, 27 August 1995 15:40:40
From: ulf.christofer.vikstrom@mailbox.swipnet.se

FROM too long. Original FROM is 'ulf.christofer.vikstrom@mailbox.swipnet.se (Chr istoffer Vikstom)'

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

Hi! Im a newbie on both Imagine and this mailing list. I have experienced=20 some problems since i bought Imagine 3.0 and have the following questions:

1. When i try to render an animation in "Hires" and "TrueColor" the=20 animation is turned into a moving color-blur and it is only renderd in=20

"Lores"(320x240) instead of "Hires"(640x480). Im running on a PC and i have=
=20
two animation options. Either the FLC format or Imagines own anim format.=20
Question goes: How do i do, or what am i doing wrong?

2. In the Projekt editor of Imagine 3.0 there is a menu called SVGA (or=20
something like that). There i can check all my "SVGA view modes", but when i=
=20
try it only tells me that i have none available and that it will use default=
=20
instead(320x200). I have a "Cirrus logic 5428" video card with 1 Mb video=20
memory and are therefor capable of viewing truecolor in hires(640x480).=20
Question goes: How do i get video modes, are they missing or are my hardware=
=20
insufficient?

3. When i bought Imagine 3.0 it was missing a texture. The "Lensflar.itx"=20
simply wasnt there. When i called the company i bought it from they told me=
=20
that it was a miss by impuls and that the PC version doesnt include it.
Question goes: Are they right, or do i have a defect copy, and if they are=
=20
wrong, how can i get this file?

I would be very grateful=20
if somebody could answer=20
these simple questions.

Thanks in advance!

Christoffer Vikstr=F6m
(ulf.christofer.vikstrom@mailbox.swipnet.se)

Thread 428

-=> RETURN TO CONTENTS!<=-

1.427 MSG-424 Subject: Compuserve

Subject: Compuserve
Date: Monday, 28 August 1995 00:14:47
From: Torgeir Holm <torgeirh@powertech.no>

On 26-Aug-95 14:13:35, Granberg Tom wrote:

>I cant seem to get any respons from you guys and gals, have you banned me
>from the list, or what?

>If not, here are a request/wish I want some help with.
>I hear a lot of talk about Impulse’s account on Compuserve. And I wonder how

```
>I  can get there, you know, adresses etc.

All the mail I send to you bounces, Tom. Maybe you should have the TV2 guys
fix the server again, or something...

Hmmmmm, what's the point of me writing this if he can't read it?


Torge!r
```

Thread 408

-=> RETURN TO CONTENTS!<=-

1.428 MSG-425 Subject: Jurassic Park

```
                Subject: Jurassic Park
Date:    Monday, 28 August 1995 05:25:27
From:    dvwilson@tibalt.supernet.ab.ca (Dave Wilson)


  ----------------------------------------------------------------------------

                Wow, I've just watched the making of Jurassic Park.
My clothes are just soaked from drooling over all the stuff ILM
did for that show.  You should see thier rendering farm, it's huge.
There nust be at least 40 systems side by side, no monitors,
doing nothing but rendering.  The amount of detail they included
on their objects is amazing.  For inspiration I suggest everyone
go out and rent this "Making Of" tape.  You won't regret it (well
maybe abit due to massive inferiority complex buildup).  Oh, well.

                Damn, now what the heck was the point of this note?
{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}
{}   Dave Wilson - aka: The Highlander     {}
{}     dvwilson@tibalt.supernet.ab.ca        {}
{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}
{}   President - BrainWave Productions     {}
{}       Music, Grafx, And Animations       {}
{}    "t e C h n o L O g y   i S   g o D !"      {}
{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}
```

Thread 426

-=> RETURN TO CONTENTS!<=-

1.429 MSG-426 Subject: Re: Jurassic Park

Subject: Re: Jurassic Park
Date: Monday, 28 August 1995 10:08:59
From: Mike McCool <mikemcoo@efn.org>

Hey Dave,

Yeah, he went all out for the lizards in that movie. Now, if he'd just come up to speed with his music, and get out of that high school anthem rut . . . :)

Thread 66

-=> RETURN TO CONTENTS!<=-

1.430 MSG-427 Subject: RE:Mail bounce

Subject: RE:Mail bounce
Date: Monday, 28 August 1995 11:57:37
From: Granberg Tom <tom.granberg@tv2mail.TV2.no>

Hi Torgeir!
Your last mail I got, it didnt bounce. So it seems to be alright now. But, yeah

we have had a minor problem with our server in the last two weeks. But I hope it's fixed now. And thanks again Torgeir for informing me of this, and if it happens again please bend my ear.

Later

Tom Renderbrandt

Thread 456

-=> RETURN TO CONTENTS!<=-

1.431 MSG-428 Subject: Problems

Subject: Problems
Date: Monday, 28 August 1995 14:21:00
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

-> From: ulf.christofer.vikstrom@mailbox.swipnet.se (Christoffer Viks=tom-> 2. I
n the Projekt editor of Imagine 3.0 there is a menu called SVG=A (-> something l
ike that). There i can check all my "SVGA view modes", =but-> try it only tells
me that i have none available and that it will u=se-> instead(320x200). I have a
 "Cirrus logic 5428" video card with 1 M=b v-> memory and are therefor capable o
f viewing truecolor in hires(640x=480-> Question goes: How do i get video modes,
 are they missing or are m=y h-> insufficient?Both your problems should be solve
d by installing UniVesa first. Itis a shareware VESA driver that allows Imagine
to access all yourvideo modes supported by your card.-> 3. When i bought Imagine
 3.0 it was missing a texture. The "Lensfl=ar.-> simply wasnt there. When i call
ed the company i bought it from the=y t-> that it was a miss by impuls and that
the PC version doesnt includ=e i-> Question goes: Are they right, or do i have a
 defect copy, and if =the-> wrong, how can i get this file?Lensflare is not a ↩
    texture, it is an Effect and should be in yourEFFECTS directory ca
lled Lensflar.ifx (not .itx).   ^^^   /----------
--------------------   ___   ___ ___   ___ | Mike van der Sommen
               / __ /__/ /__/ /_   \ / | Santa Barbara, Ca.
   /___/ / \ / / /   / \ | mike.vandersommen@caddy.uu.silcom.com   HAUS
BBS (805-683-1388) | "Blackouts make for nice breaks in the day"   _
____--- =FE InterNet - G
raFX Haus BBS - Santa Barbara, Ca - (805) 683-1388

Thread 421

-=> RETURN TO CONTENTS!<=-

1.432 MSG-429 Subject: Re: 040 patch for Imagine? CyberPatch?

Subject: Re: 040 patch for Imagine? CyberPatch?
Date: Monday, 28 August 1995 17:45:04
From: Mikael Ostergren <Mikael.Ostergren@p36.anet.canit.se>

---

1 Jan 70 skrev The Prophet detta:

>> As far as I know, Imagine has been optimized for the ’040 since V2.9.
>> Seem to remember some mention of it in the 2.9 docs. Hence no ’030
>> (specific) code, anyway. Anyone confirm that?

TP> I can confirm that it is NOT. The C code may be highly optimized
TP> itself but you get processor specific at compile time. If Imagine were
TP> compiler optimized for the 040, it would not run on anything lower than
TP> an 040. It would be like running the FP version of Imagine without
TP> having a math coprocessor.

TP> I would very much like to see 040 and 060 compiler optimized versions
TP> of Imagine 4.0. Just get rid of the Integer version. You are severely
TP> penalized if you’ve got no math coprocessor at all.

I sugested this for about 1 year ago and got a mail directly from Impulse

(Halvorson) telling me not too spread rumors about that Imagine wasn't optimized

for 040. I was newbie then, so I didn't dare to continue my questions about it. Now I think a 040 optimized version would scream! I tried recompiling a screen blanker module for the blanker "Before The Dark". It was compiled for 030,FPU before. Compiling it for the 040FP more than doubled its speed.

.--
| FidoNet: 2:201/411.36 Internet: micce@p36.anet.canit.se |
| CompuServe: 100303,2117 Internet: micce@aktiv.se (work) |
Amiga 4000/040 --'

Thread 419

-=> RETURN TO CONTENTS!<=-

1.433 MSG-430 Subject: Re: Problems

Subject: Re: Problems
Date: Monday, 28 August 1995 22:38:39
From: RobSampson@aol.com

In a message dated 95-08-28 12:24:54 EDT, you write:

>-> 3. When i bought Imagine 3.0 it was missing a texture. The "Lensflar.
>-> simply wasnt there. When i called the company i bought it from they t
>-> that it was a miss by impuls and that the PC version doesnt include i
>-> Question goes: Are they right, or do i have a defect copy, and if the
>-> wrong, how can i get this file?

If I remember right the texture got renamed to twinkle. Try looking for that.

Thread 265

-=> RETURN TO CONTENTS!<=-

1.434 MSG-431 Subject: Compuserve

Subject: Compuserve
Date: Monday, 28 August 1995 22:39:58
From: Charles Blaquiere <blaq@io.org>

Impulse's Internet address on CompuServe is 76004.1767@compuserve.com.
You'll be talking to Mike himself.

I must add my own perception of CompuServe (CIS) to those already posted
here: even though the Internet costs me $0.26/hour, compared to
$4.80/hour or so for CIS, I still log onto CIS like clockwork. It offers
a high signal/noise ratio, certainly higher than the IML, for example.
When you pay that much for your online time, you tend not to spend it
writing juvenile, pointless messages. This means I don't have to waste
time reading those, either. CIS is a real goldmine of information.

I feel that for the time being, both CIS and the Internet have a place
in my life.

Thread 411

-=> RETURN TO CONTENTS!<=-

1.435 MSG-432 Subject: Computer software graphics

Subject: Computer software graphics
Date: Monday, 28 August 1995 22:44:02
From: Charles Blaquiere <blaq@io.org>

> From: Earle5@aol.com
>
> I am looking for user friendly software that will allow me to scan in a
> copy of a house suvey ie; basic floor plan, and make structural changes
> to the property to include electrical and plumbing alterations.I would
> like to be able to show the proposed changes in 3-D and in addition to
> all this I want to be able to export these changes in a cadd format, DXF.
> for example.Can you help, I would appreiciate any info you have, thanks
> in advance for your help.

I would steer you towards the new breed of easy-to-use 3-D CAD software
aimed specifically at the home user wishing to undergo some renovation.
No specific name comes to mind, but these would be much easier to get
into than a full-blown 3-D program such as Imagine, especially given its
interface, which rewards longtime users rather than novices. The
inexpensive 3-D home renovation packages probably won't offer
document-scanning features, but they should allow you to manually enter
floor plans relatively easily. That's my opinion. Sometimes you don't
need a Cuisinart when a simple kitchen knife will do.

Thread 385

-=> RETURN TO CONTENTS!<=-

1.436 MSG-433 Subject: Re: Impulse!!! Webpage??? Suggestion....

Subject: Re: Impulse!!! Webpage??? Suggestion....
Date: Monday, 28 August 1995 22:47:24
From: Charles Blaquiere <blaq@io.org>

Im my conversation with Mike Halvorson earlier this month, he told me
that Impulse is busy creating such a home page. Should prove quite a
popular site with the IML crowd.

Thread 396

-=> RETURN TO CONTENTS!<=-

1.437 MSG-434 Subject: A3000 speed hack

Subject: A3000 speed hack
Date: Tuesday, 29 August 1995 11:42:03
From: Darryl_Lewis@comlink.mpx.com.au (Darryl Lewis)

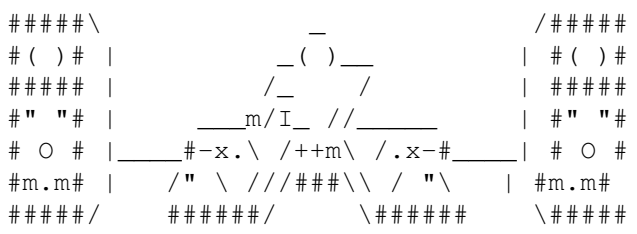
About a week ago some people were asking about the file on aminet about
increasing the speed of the A3000.
You basically cut a track and give the chips faster clock speeds.
After reading about the questions, I dug up the file (it had been sitting
on my harddisk for over a year), printed it out (while your modifying the
computer you can’t call it up again till your finished!), took a deep
breath, and started.
You’ll need a fine scaple to cut the tracks. I only cut them out by about a
1mm, just in case it didn’t work and I had to lay a piece of wire back on
hte track. Luckly I didn’t need to.
I used a fine tip soldering iron.

Completed the modifications, turned the machine on, and bingo! it worked.
I did a few test renders and there is a speed increase. It’s not quite
double, but is perhaps 1/3 faster. This would probably go up if you have a
detailed scene, as mine was just the imagine cow.

Hehe... I now have one very fast machine :-)

Darryl

```
-- Via DLG Pro v1.0
```



```
                    Thread          441

                -=> RETURN TO CONTENTS!<=-
```

1.438 MSG-435 Subject: Recent FAQ

```
                Subject: Recent FAQ
Date:    Tuesday, 29 August 1995 12:02:06
From:    Mike McCool <mikemcoo@efn.org>

  ---------------------------------------------------------------------------

Anybody else have trouble decoding the recently mailed Faq#8?  All four
parts of the file seemed to be corrupted, at least on my end.  UUxt kept
gagging on them.

(Thanx).

                          Thread          439

                -=> RETURN TO CONTENTS!<=-
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1.439 MSG-436 Subject: CD-ROM's

```
                Subject: CD-ROM's
Date:    Tuesday, 29 August 1995 20:40:54
From:    mikael@pip.dknet.dk

  ---------------------------------------------------------------------------

I saw this ad in PC Format , Issue 48 for some interesting CD's.


3D STUDIO =A319.99
=09CD145 - Imagine, Lightwave & Real 3d. From 24bit
=09club Scotland. Exclusivity for this CD. You
=09will also find deticated animations for Retina
```

```
=09and Opal Vision cards, a selection of EGS util-
=09ities and rendered textures in a variety of
=09formats. 3D Arena is one of the better cdroms
=09with some very tasty textures and objects.

TEXTURES =A339.99
=09CD115 - 1.3 GIG of textures designed for artists.
=09Nearly 1,000 24 Bit textures in numerous file
=09formats including IFF, TARGA, JPG, PICT, TIFF and
=09SGI. All are presented with thumbnail renderings
=09on 640x400 index images for easy previewing, its
=09perfect for use with 3D programs like Lightwave
=09& can be used to create bump maps.

PD SOFT
1 Bryant Avenue,
Southend-On-Sea,
Essex,
SS1 2YD,
UK.
Email: pdsoft@mymagic.demon.co.uk

They accept: VISA, Mastercard, SWITCH and Access.
=09



                          Thread           88

                  -=> RETURN TO CONTENTS!<=-
```

1.440 MSG-437 Subject: Re: A3000 speed hack

```
                Subject: Re: A3000 speed hack
Date:    Tuesday, 29 August 1995 21:00:34
From:    jbk4@email.psu.edu (The Prophet)


  ------------------------------------------------------------------------


>Any hacks for a 4000?

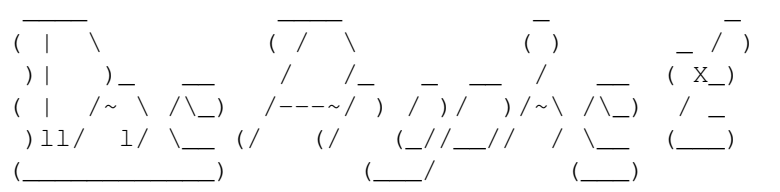
The A4000's speed problem revolves around its memory access
design.  Because of the slow memory access, any hack to up
the clock speed of the 040 will only result in minimal speed
improvements.  Check out some of the speed comparisons in VTU.
They examined the Doubler upgrade that puts a 50Mhz processor
in your 4000.  The speed increase is less than dramatic.

You need an excelerator card that has onboard memory to see
greater performance.

One hack(or upgrade option) that Impulse could provide is a
```

compiler optimized version of Imagine for the 040 and 060
processors. I'd like to see some of my upgrade program money
going towards that effort.

Jaeson K.



Jaeson Koszarsky   Amiga 3000+
----------------   -----------
cyberprophet@psu.edu   68040/30Mhz
jbk4@email.psu.edu   24Megs-1GIG
jason@chaos.ezgate.com   OS3.1

Thread 438

-=> RETURN TO CONTENTS!<=-

1.441 MSG-438 Subject: Re: A3000 speed hack

Subject: Re: A3000 speed hack
Date: Tuesday, 29 August 1995 21:43:36
From: craigh@fa.disney.com

Any hacks for a 4000?

Thread 471

-=> RETURN TO CONTENTS!<=-

1.442 MSG-439 Subject: Recent FAQ

Subject: Recent FAQ
Date: Tuesday, 29 August 1995 23:32:10
From: ulrik@inet.uni-c.dk (ulrik)

>Anybody else have trouble decoding the recently mailed Faq#8? All four
>parts of the file seemed to be corrupted, at least on my end. UUxt kept
>gagging on them.

>(Thanx).

Yes, same thing here.

Ulrik Al Brask

Thread 450

-=> RETURN TO CONTENTS!<=-

1.443 MSG-440 Subject: Re: Wish List

Subject: Re: Wish List
Date: Wednesday, 30 August 1995 00:09:13
From: Kent Marshall Worley <mumu@america.net>

On Tue, 15 Aug 1995, Robert Byrne wrote:

I thought of something I would like to see in a future version of Imagine. I would like a text file that you could save with a project file. It would have a menu item that would bring up a simple text editor that you could jot down notes about any aspect of a project. I often work on something for a while then come back to it later and it would be nice to have notes about what I was doing saved with the projects file.
Kent Worley

Thread 297

-=> RETURN TO CONTENTS!<=-

1.444 MSG-441 Subject: A3000 speed hack

Subject: A3000 speed hack
Date: Wednesday, 30 August 1995 00:47:07
From: NEWKIRK@delphi.com

Re Darryl Lewis's post about the 3000 speed boost:
since the 'hack' requires simply cutting traces, I assume it involves
essentially clocking the processor at a higher speed than shipped. One
severe potential problem with this is heat build-uup and eventual chip
failure, from running the chip higher than it's rated speed. I'd suggest
checking the actual rating on the chip, and run some benchmarks to try to
determine the "actual" speed achieved, then, if you have tough fingers,
touch the processor and see how long it takes to smell burning flesh.
There is a tolerance in each chip regarding clock speed, but driving
past it's rating CAN sometimes blow the chip, depending on many factors,
including percent speed increase, internal temperature within the computer
housing, and the actual tolerance of the individual processor in question.
2 cents worth
Joel
PS:
You can get chip-mount fans and cooling fins (heat sinks) for Pentiums,
if such a device could be fitted to a 68020/030 it would certainly decrease
the chances of overheat and increase the possible clock speed below the
"pop point" of the chip.

Thread 437

-=> RETURN TO CONTENTS!<=-

1.445 MSG-442 Subject: Re: Geodesic dome

Subject: Re: Geodesic dome
Date: Wednesday, 30 August 1995 02:37:54
From: imag-l@phx.phxmedia.com (Imagine Users Mailing List)

> In a message dated 95-08-30 21:56:48 EDT, NEWKIRK@delphi.com writes:
>
> >I'm trying to create, or locate, a Geodesic Dome object (A La Bucky Fuller)
> >basically, I want to play with modelling a dome home, but would like to
> avoid
> >having to manually calculate all the points and angles involved. Any help?
> >Joel
>
> Easy, cut a sphere in half. The number of polygons in your sphere shape will
> make it look more or less geodesic.
>
>

Funny - I have the same requirement (i.e. use a 3D Modelling package to model
a dome home). The tricky thing about just cutting a sphere in half is that it
doesn't necessary give you the strut effect you're looking for. I'm trying
to address this in Caligari Truespace, but would appreciate any assistance
someone might be able to give to use Imagine to achieve the same result.

Basically, my approach consists of painting each FACE transparent, while

painting the vertices opaque... can this same thing be done in Imagine?
Admittedly, I prefer to complete the task in Truespace, but .. this is an
Imagine mailing list after all.

BTW, there is a program on the 'net somewhere that can be used to generate
geodesic shapes for rendering with Renderman. I believe it's written in C,
so if I can find it I'll try my hand at porting it to DOS/Windows. I have
a big interest in geodesic geometry...

j.

Jay Vaughan
jay@phxmedia.com

Thread 488

-=> RETURN TO CONTENTS!<=-

1.446 MSG-443 Subject: Re: Bad chunk size - help!!

Subject: Re: Bad chunk size - help!!
Date: Wednesday, 30 August 1995 03:31:26
From: Duncan <dunc@eraser.demon.co.uk>

Hi Martin,

>
> I've been working on a walking panther, and I lost it. I saved it over
> the previous version, and when I tried to reload it, I got the message
> "Error: Bad chunk size".

this happened to me a couple of days ago :(i was editing the attributtes
of an object in the stage (it was FX-ing) and i saved the object over the
'old' object and went to another frame to have a look at it and i got the
same error
i pressumed that the half particaled/exploded object had saved wrongly
over the old file -as the same points would be in more than one place
so it could not be reloaded (i havent really explained this well have
i ?) -the particle effect was/does seem to calculate each frame from
the first and not the previous frame so ermm what ia i talking about
?? i dont know how to 'mend' it anyway

Duncan

Thread 402

-=> RETURN TO CONTENTS!<=-

1.447 MSG-444 Subject: ’040 Optimizations (Re: 040 patch for Imagine? CyberPatch?)

Subject: ’040 Optimizations (Re: 040 patch for Imagine? CyberPatch ↩
?)
Date: Wednesday, 30 August 1995 06:26:31
From: Cedric Georges Chang <changc9@rpi.edu>

On Aug 28, 6:45pm, Mikael Ostergren wrote:
> I sugested this for about 1 year ago and got a mail directly from Impulse
> (Halvorson) telling me not too spread rumors about that Imagine wasn’t
> optimized for 040. I was newbie then, so I didn’t dare to continue my
> questions about it.

One aspect of Imagine that does not seem to be ’040 optimized are the textures.
My mouse pointer, which usually moves smoothly no matter what programs
are running in the background, is jumpy when rendering certain Imagine
textures (such as fire). I know that when I write programs with a lot of
sine and cosine functions, the mouse pointer also becomes jumpy. I was told
that this was due to interrupts that are created because the FPU on the
’040 does not have trig functions. I assume that an optimized version of the
textures would be able to avoid the interrupts, though I’m not sure how
much time this would save. As a side note, the Essence textures come with
’040 versions; apparently Apex felt that there was enough of a speed
difference to include ’040 specific textures.

Cedric
--

Cedric Chang Mechanical Engineer // Amiga 3000 ’040
changc9@rpi.edu Rensselaer Polytechnic Institute \X/ CgFx/EGS Piccolo
---

Thread 475

-=> RETURN TO CONTENTS!<=-

1.448 MSG-445 Subject: Re: A3000 speed hack

Subject: Re: A3000 speed hack
Date: Wednesday, 30 August 1995 08:25:47
From: bilboyce@iconz.co.nz (Bill Boyce)

```
>
>>Any hacks for a 4000?
>
>The A4000's speed problem revolves around its memory access
>design.  Because of the slow memory access, any hack to up
>the clock speed of the 040 will only result in minimal speed
>improvements.  Check out some of the speed comparisons in VTU.
>They examined the Doubler upgrade that puts a 50Mhz processor
>in your 4000.  The speed increase is less than dramatic.

Apparently the 3640 (the CPU card in the 4000) is tightly
tied to 25MHz, so there is no easy way to overclock it.
There has been much discussion on this in the Newsgroups.
The other chips on the card, and the way it talks to the
motherboard would go bonkers (sorry for the technical language),
from memory.



                            Thread          472

                   -=> RETURN TO CONTENTS!<=-
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1.449 MSG-446 Subject: Re: '040 Optimizations (Re: 040 patch for Imagine? CyberPatch?

```
                Subject: Re: '040 Optimizations (Re: 040 patch for Imagine?  ↩
                   CyberPatch?
Date:    Wednesday, 30 August 1995 08:28:46
From:    bilboyce@iconz.co.nz (Bill Boyce)


  ------------------------------------------------------------------------

SUBJECT too long. Original SUBJECT is 'Re: '040 Optimizations (Re: 040 patch for
 Imagine? CyberPatch?)'

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

>On Aug 28,  6:45pm, Mikael Ostergren wrote:
>> I sugested this for about 1 year ago and got a mail directly from Impulse
>> (Halvorson) telling me not too spread rumors about that Imagine wasn't
>> optimized for 040. I was newbie then, so I didn't dare to continue my
>> questions about it.
>
>One aspect of Imagine that does not seem to be '040 optimized are the textures.

>My mouse pointer, which usually moves smoothly no matter what programs
>are running in the background, is jumpy when rendering certain Imagine
>textures (such as fire).  I know that when I write programs with a lot of
>sine and cosine functions, the mouse pointer also becomes jumpy.  I was told
>that this was due to interrupts that are created because the FPU on the
>'040 does not have trig functions.  I assume that an optimized version of the
>textures would be able to avoid the interrupts, though I'm not sure how
```

```
>much time this would save.  As a side note, the Essence textures come with
>'040 versions; apparently Apex felt that there was enough of a speed
>difference to include '040 specific textures.
>
>Cedric

Hmmm. The other post on reassembling a screen blanker got me thinking.
The textures are just small programs which Imagine calls, so they
could be dissasembled and reassembled for the 040??? Anyone game/capable?
Or am I way off base??



                            Thread          497

                    -=> RETURN TO CONTENTS!<=-
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1.450 MSG-447 Subject: PC Essence

```
                Subject: PC Essence
Date:    Wednesday, 30 August 1995 09:20:00
From:    Paul Rance <paul@rance.demon.co.uk>

  ------------------------------------------------------------------------------



Has anyone purchased Essence for the PC yet? I received an info pack
from Apex a while back and I'm probably going to buy them. Thing
is I lost the order form, anyone know a price to upgade from the
Amiga textures to PC.
Also, any ideas if Forge is available for PC aswell?

thanks

Paul R

-----------------------------------------------------------------
 email: paul@rance.demon.co.uk

 gallery web page http://metro.turnpike.net/P/paulr/index.html
-----------------------------------------------------------------



                            Thread          499

                    -=> RETURN TO CONTENTS!<=-
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1.451 MSG-448 Subject: Re: Wish List

Subject: Re: Wish List
Date: Wednesday, 30 August 1995 09:40:57
From: Fernando D'Andrea <DANDREA@aton.inf.ufrgs.br>

On 29 Aug 95, Kent Worley wrote:
> On Tue, 15 Aug 1995, Robert Byrne wrote:
>
> I thought of something I would like to see in a future version of
> Imagine. I would like a text file that you could save with a project
> file. It would have a menu item that would bring up a simple text editor
> that you could jot down notes about any aspect of a project. I often work
> on something for a while then come back to it later and it would be nice
> to have notes about what I was doing saved with the projects file.
> Kent Worley
>
I think you need is a "file comment" editor, not a text editor. But
while Impulse do not release this, you can use Dopus to do this.

****
Fernando Pena D'Andrea.
E-Mail: dandrea@aton.inf.ufrgs.br
****

Thread 462

-=> RETURN TO CONTENTS!<=-

1.452 MSG-449 Subject: Re: Recent FAQ

Subject: Re: Recent FAQ
Date: Wednesday, 30 August 1995 11:09:19
From: Ian M Smith <iansmith@ncinter.net>

On Tue, 29 Aug 1995, Mike McCool wrote:
> Anybody else have trouble decoding the recently mailed Faq#8? All four
> parts of the file seemed to be corrupted, at least on my end. UUxt kept
> gagging on them.

Decoded fine for me... I have both an lha and a zip compressed version
of the FAQ#8 on my Web page. Plain ASCII or my HTML converted version.
Take your pick! :-)

--
IanSmith@ncinter.net Visit Below!
My HP48/Imagine/ImageMaster Page --> http://www.ncinter.net/~iansmith/
Come and stop by Africa Imports --> http://www.cybernet.net/~africa/

Thread 198

-=> RETURN TO CONTENTS!<=-

1.453 MSG-450 Subject: Re: Recent FAQ

Subject: Re: Recent FAQ
Date: Wednesday, 30 August 1995 12:17:49
From: Mike McCool <mikemcoo@efn.org>

Hey Ulrik, (et al),

Well, of four responses, two seemed to have trouble just as I did. Guess we'll have to wait for it to show up down on aminet. Thanks, you, for responding.

On Wed, 30 Aug 1995, ulrik wrote:

>
> >Anybody else have trouble decoding the recently mailed Faq#8? All four
>
> Yes, same thing here.

Thread 449

-=> RETURN TO CONTENTS!<=-

1.454 MSG-451 Subject: Re: Wish List

Subject: Re: Wish List
Date: Wednesday, 30 August 1995 12:17:54
From: Marc Reinig <72410.77@compuserve.com>

Kent Worley writes:

>>

I would like a text file that you could save with a project file. It would have a menu item that would bring up a simple text editor that you could jot down notes about any aspect of a project. I often work on something for a while then come back to it later and it would be nice to have notes about what I was doing saved with the projects file.

>>

I would like to see this extended to objects and attributes as well as
projects.

-Marco

Thread 459

-=> RETURN TO CONTENTS!<=-

1.455 MSG-452 Subject: Re: A3000 speed hack

Subject: Re: A3000 speed hack
Date: Wednesday, 30 August 1995 12:29:53
From: Mike McCool <mikemcoo@efn.org>

Hey you,

Great wake-up call, about being wary of heat-up in a hacked
3000. Frankly, this has been my reason for holding back on the hack.
But someone else gave the address of an outfit that sells heavier-output
cooling fans. Maybe it's time to upgrade my fan before I re-wire my cpu
chip.

Thanks, you.

Thread 445

-=> RETURN TO CONTENTS!<=-

1.456 MSG-453 Subject: Re: '040 Optimizations (Re: 040 patch for Imagine? CyberPat

Subject: Re: '040 Optimizations (Re: 040 patch for Imagine? ↩
CyberPat
Date: Wednesday, 30 August 1995 13:01:30
From: Joop.vandeWege@MEDEW.ENTO.WAU.NL (joop van de wege)

>Hmmm. The other post on reassembling a screen blanker got me thinking.
>The textures are just small programs which Imagine calls, so they
>could be dissasembled and reassembled for the 040??? Anyone game/capable?
>Or am I way off base??

No, you're quite close, but there is more to it then you think.
I'll admit that I'm guilty ;)

I did disassemble the textures, when there was no information available for them from Impulse.
You run into the same problems as with the main executable except that the textures are actually manageble concering its size and complexity.
You would need to replace any calls to fsin with the correct lower level fpu instructions, e.g. use a table lookup if you want to be real fast but a bit sloppy on precision.

Hmm, Impulse seems to read this list too and I don't think they will be very happy about this discussion, but I really would like to demonstrate that ImagineFP isn't 040 optimized. I wonder if one could demand a recompiled 040 version if it isn't already.

Joop

Thread 474

-=> RETURN TO CONTENTS!<=-

1.457 MSG-454 Subject: Re: Creating landscapes

Subject: Re: Creating landscapes
Date: Wednesday, 30 August 1995 16:19:23
From: Charles Blaquiere <blaq@io.org>

> From: mikael@pip.dknet.dk
>
>
> I found a way on how to make easy landscapes, using Fractint (I use
> Fractint 19.2). Start Fractint, make Plasma, save image. From main menu

Or, you can create a 2-D, greyscale bitmap using Essence noise textures, or even Imagine's own Dirt applied to a white plane, and Quickrender. Then, apply this brushmap to a detailed plane using the Applique function. To get more than 10x10 points on the plane, Fracture it a few times before Appliquing.

Thread 176

-=> RETURN TO CONTENTS!<=-

1.458 MSG-455 Subject: Imagine LT

```
                Subject: Imagine LT
Date:    Wednesday, 30 August 1995 16:31:48
From:    Charles Blaquiere <blaq@io.org>


  ------------------------------------------------------------------------------

> From: Dave Wilson <dvwilson@tibalt.supernet.ab.ca>
>
>                  I work at a local computer store and we just got a
> couple of copies of Imagine LT.
> I'm using one as a demo and I've gone through the documents but there
> doesn't seem to be
> any sort of upgrade offer.

To upgrade from Imagine L/t to the full 3.0 version costs $200 US. To
get on the constant upgrade program, i.e. to upgrade to version 4.0, but
also receive all interim version up to and including 4.0, costs you an
additional $100 US, if you have the full 3.0.

So: $200 to go from L/t to 3.0
    $300 to go from L/t to 3.3, and then 4.0



                           Thread          346

                  -=> RETURN TO CONTENTS!<=-
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1.459 MSG-456 Subject: Re:Merge Points

```
                Subject: Re:Merge Points
Date:    Wednesday, 30 August 1995 16:44:09
From:    Charles Blaquiere <blaq@io.org>


  ------------------------------------------------------------------------------

> From: gregory denby <gdenby@vyasa.helios.nd.edu>
>
> I sometimes have this problem, and I believe that it may be due to very
> small changes in the point co-ordinates caused when Imagine rounds
> numbers when translating or scaling objects.  Merge seems to only work
> when the points are exactly together, i.e. 3,3,3 & 3,3,3; not
> 3,3,3,&3,3,2,9999.

Here's an idea: set the grid to something small enough to have no
visible effect, but not too small. 0.01 would be a good value, Then snap
all points to the grid. This would force all, or almost all, pairs of
similarly-located points to the exact same coordinates. You could then
Merge the points. The only time this wouldn't work, would be when one
point is closer to grid intersection A, and its companion is closer to
grid intersection B. But this would be rare, as the grid setting (0.01)
is so much larger than the presumed error (1/65536)
```

Thread 386

-=> RETURN TO CONTENTS!<=-

1.460 MSG-457 Subject: Re: Merge Points

Subject: Re: Merge Points
Date: Wednesday, 30 August 1995 16:46:52
From: Charles Blaquiere <blaq@io.org>

> From: SGiff68285@aol.com
>
> It would be nice if you could select all of the points and force them to
> move to the same x y or z coordinant. For example if you wanted to move
> all points on a curvy line to -50 on the Y axis. It would ignore the X
> and Z positions and leave them as they were.

You can already do this! Just multi-select the desired points and enter
Transform/Position. The XYZ fields will show the coordinates of the
first selected point. Just enter -50 in the Y field; if you don't modify
the other coordinates, Imagine will detect no change, and will not
change those values for all the other points, either. The Y position
will be the only one affected.

Thread 395

-=> RETURN TO CONTENTS!<=-

1.461 MSG-458 Subject: Quickie (multiple stages)

Subject: Quickie (multiple stages)
Date: Wednesday, 30 August 1995 16:51:49
From: Charles Blaquiere <blaq@io.org>

> From: cjo@esrange.ssc.se
>
> <grinning at all PC users> I simply copied the staging file (which can be
> found in your PROJECT.IMP directory), renamed it to "staging.original",=20
> went back to Imagine and modified the scene, saved changes, etc... And I
> can do this for as many times as I want. When I want to go back to a=20
> previous setup I simply copy the "staging.whatever" to "staging".

```
>
> Now, there is another way to do all this, which even works on a PC!!  ;)
....
> nevertheless, go to "action", increase the number of frames, extend the=20
> action bars for your objects, add new bars for the cameras position and=20
> alignment in your new frame, save changes, got to "stage", modify the=20
> camera (don't forget to select "position bar" and "alignment bar" from
> the=20 menues) and save changes. Voila!
```

Great technique, Conny, and one that might not occur to everyone. The only comment I would add: don't rename your staging file to "staging.bak", as this name is temporarily used by Imagine when Saving Changes. (I use "staging.old" when I want to keep a backup copy of my settings)

Thread 245

-=> RETURN TO CONTENTS!<=-

1.462 MSG-459 Subject: RE: Wish List

```
                Subject: RE: Wish List
Date:    Wednesday, 30 August 1995 17:13:02
From:    Charles Blaquiere <blaq@io.org>
```

```
> From: Jeff Hanna <quarters@kesmai.com>
>
> Along with these text files I would like to see a command within Imagine
> which will archive (via LHA or a user-chooseable compressor) the entire
> project. This archive would retain all directories, textures, objects,
> etc... necessary to recreate the project on a different machine.
>
> The current system of not knowing where textures, bitmaps, objects, etc..
> should be located because of Imagine hard-coding the path to them into
> the project file is impossible to manage. An archive command (like what
> 3DStudio has) would clear this all up.
```

If you're using an Amiga, do what I do: in your startup-sequence, ASSIGN Imagine: to whatever directory holds your Imagine work. Then, within Imagine, always make sure that every object, texture, brushmap... reference always starts with the Imagine: device. This will make every project you create totally portable; when you copy your files over to another computer, all you need to do is ASSIGN Imagine: to the new directory location, and everything will render just as it did on your home machine.

If you're on a PC, I can't help you. Sorry.

Thread 460

-=> RETURN TO CONTENTS!<=-

1.463 MSG-460 Subject: RE: Wish List

Subject: RE: Wish List
Date: Wednesday, 30 August 1995 17:13:02
From: Charles Blaquiere <blaq@io.org>

> From: Jeff Hanna <quarters@kesmai.com>
>
> Along with these text files I would like to see a command within Imagine
> which will archive (via LHA or a user-chooseable compressor) the entire
> project. This archive would retain all directories, textures, objects,
> etc... necessary to recreate the project on a different machine.
>
> The current system of not knowing where textures, bitmaps, objects, etc..
> should be located because of Imagine hard-coding the path to them into
> the project file is impossible to manage. An archive command (like what
> 3DStudio has) would clear this all up.

If you're using an Amiga, do what I do: in your startup-sequence, ASSIGN Imagine: to whatever directory holds your Imagine work. Then, within Imagine, always make sure that every object, texture, brushmap... reference always starts with the Imagine: device. This will make every project you create totally portable; when you copy your files over to another computer, all you need to do is ASSIGN Imagine: to the new directory location, and everything will render just as it did on your home machine.

If you're on a PC, I can't help you. Sorry.

Thread 42

-=> RETURN TO CONTENTS!<=-

1.464 MSG-461 Subject: RE:Soccer ball

Subject: RE:Soccer ball
Date: Wednesday, 30 August 1995 17:22:34
From: Granberg Tom <tom.granberg@TV2.no>

Hi there!

Rod Macey wrote:
I saw a quite believable soccer ball on Tom G's home page. I'm sure he
may be persuaded to reveal his secrets to all.

It's true that this ball looks cool, but that is not my fault since it is a real

polygon modeled soocer ball made by Veiwpoint, so I'm sorry I cant give it away.

I tried to model one by myself, but after 4 days of constant hope crushing due
to the mix of the two shapes involved. I gave up and made my employer buy one
instead.

Later.

Tom Renderbrandt.

Thread 298

-=> RETURN TO CONTENTS!<=-

1.465 MSG-462 Subject: RE: Wish List

Subject: RE: Wish List
Date: Wednesday, 30 August 1995 19:20:28
From: Jeff Hanna <quarters@kesmai.com>

Along with these text files I would like to see a command within Imagine =
which will archive (via LHA or a user-chooseable compressor) the entire =
project. This archive would retain all directories, textures, objects, =
etc... necessary to recreate the project on a different machine.

The current system of not knowing where textures, bitmaps, objects, =
etc.. should be located because of Imagine hard-coding the path to them =
into the project file is impossible to manage. An archive command (like =
what 3DStudio has) would clear this all up.

Thread 466

-=> RETURN TO CONTENTS!<=-

1.466 MSG-463 Subject: Re: Football (Soccer)

Subject: Re: Football (Soccer)
Date: Wednesday, 30 August 1995 21:42:46
From: yrod@ozemail.com.au

On Wed, 23 Aug 1995, Roger Straub wrote:

>
>
> On Thu, 24 Aug 1995, Bill Boyce wrote:
>
> >
> > > Try creating a sphere and add RadHex (?) texture. Looks a lot like a soccer
> > > ball.
> > > You may have to use the texture twice to get black and white hex's.
> > >
> > >
>
> This won't work, because soccer balls have black hexes and white
> pentagons, or is that vice-versa? Anyway, nobody that I know of has
> devised a texture or brushmap that will do a believable, rotatable soccer
> ball.
>
> See ya,
> Roger
>

I saw a quite believable soccer ball on Tom G's home page. I'm sure he
may be persuaded to reveal his secrets to all.

Rod Macey: yrod@ozemail.com.au - Pre-press/Graphic Designer
Home: A2000/30 FPU 4MB RAM [soon to be 12 8-)] Imagine 3.0
Work: Power Macs, Sun Sparc & Pee Cees too.
"Sometimes the hard way is the only way!"

Thread 384

-=> RETURN TO CONTENTS!<=-

1.467 MSG-464 Subject: Imagine mailing list

Subject: Imagine mailing list
Date: Wednesday, 30 August 1995 22:22:45
From: IBS <ibs@ilink.nis.za> (00749640)

Hi,

What is this all about ?
I believe it is an interesting e-mail address.

Cheers
  Dylan Anderson

E-Mail: ibs@ilink.nis.za

....waiting for your response

Thread 467

-=> RETURN TO CONTENTS!<=-

1.468 MSG-465 Subject: Geodesic dome

Subject: Geodesic dome
Date: Wednesday, 30 August 1995 22:42:09
From: NEWKIRK@delphi.com

I'm trying to create, or locate, a Geodesic Dome object (A La Bucky Fuller) basically, I want to play with modelling a dome home, but would like to avoid having to manually calculate all the points and angles involved. Any help?
Joel

Thread 477

-=> RETURN TO CONTENTS!<=-

1.469 MSG-466 Subject: Re: Wish List

Subject: Re: Wish List
Date: Thursday, 31 August 1995 01:09:17
From: greggh@dialup06.odyssey.apana.org.au (Gregory Helleren)

> Ken Worley wrote
> I thought of something I would like to see in a future version of
> Imagine. I would like a text file that you could save with a project
> file. It would have a menu item that would bring up a simple text editor
> that you could jot down notes about any aspect of a project. I often work
> on something for a while then come back to it later and it would be nice
> to have notes about what I was doing saved with the projects file.

You mean like pressing <ALT>+<F1> and having an editor window popup? Guess what, that's what I already do! It would, however, be nice if Imagine had a rexx interface so I could put such a feature on the menu, or on a button. I'm not too keen on the idea of providing (and paying for) features in a product that are already available and accessible in existing utilities.

Love Peace and Palm Trees
Gregg

--
+---///\/\/_Amiga Technologies_/\/\+
Gregory Helleren AMIGA is REBORN /// Lecturer Information Technology
Developer - LaseRage /// SEMC TAFE Western Australia
Ferndale W.A. Australia ___/___/\\/// greggh@odyssey.apana.org.au
CBMNET:greggh@laserage.adsp.sub.org\XX/ greggh@laserage.DIALix.oz.au
+---+

Thread 480

-=> RETURN TO CONTENTS!<=-

1.470 MSG-467 Subject: Re: Imagine mailing list

Subject: Re: Imagine mailing list
Date: Thursday, 31 August 1995 03:06:20
From: SGiff68285@aol.com

I have been trying to subscribe to the IML. I am dumping AOL, and am using a local access provider. I have sent several subscribe requests to IML over the last week or so and no response. Please If anyone knows what the correct address to subscribe to or the reason why I have not been subscribed. My new address is SGiff@airmail.net. Please advise.

Help! AOL prices are killing me, I need to send them to the recycle bin!

P.S. Windows 95 is great, and it runs Imagine with one touch of a button, (only in dos mode) however it is still nice not to have to do it quickly. I was running 3 animations full speed downloading graphics off of the Net and looking through the filemanager. No problem.

s.g.

Thread 51

-=> RETURN TO CONTENTS!<=-

1.471 MSG-468 Subject: Re: Geodesic dome

Subject: Re: Geodesic dome
Date: Thursday, 31 August 1995 03:14:54
From: SGiff68285@aol.com

In a message dated 95-08-30 21:56:48 EDT, NEWKIRK@delphi.com writes:

>I'm trying to create, or locate, a Geodesic Dome object (A La Bucky Fuller)
>basically, I want to play with modelling a dome home, but would like to avoid
>having to manually calculate all the points and angles involved. Any help?
>Joel

Easy, cut a sphere in half. The number of polygons in your sphere shape will make it look more or less geodesic.

s.g.

Thread 495

-=> RETURN TO CONTENTS!<=-

1.472 MSG-469 Subject: Re: Geodesic dome

Subject: Re: Geodesic dome
Date: Thursday, 31 August 1995 06:53:52
From: Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>

Have you tried using Latticize for the struts? Try a very small number applied to your dome object and it will make it appear to be constructed of struts.

As for the dome object itself, I seem to remember a program called Polyhedra that produced the geometric solids needed. I remember it does have the Platonic solids but can't remember if it allowed for the 3-frequency or 5-frequency icosahedrons usually used for dome homes. The icosahedron based dome is probably the most common but there are a myriad of others including the dodecahedron, the rhombic triacontahedron, and combinations of the various polyhedra.

The spheres that 3D programs produce are not geodesic (not derived from the Platonic solids) so they aren't really accurate for this application, if accuracy is important.

I've built a few domes including a 15 foot diameter 3-frequency icosahedron hemisphere greenhouse and a 30-foot 5-frequency icosahedron 3/4 sphere house. Those were fun projects. Don't know if I'll ever get around to it but I always wanted to try a Spiral Bindu.

On Wed, 30 Aug 1995, Imagine Users Mailing List wrote:

> >
> > In a message dated 95-08-30 21:56:48 EDT, NEWKIRK@delphi.com writes:
> >
> > >I'm trying to create, or locate, a Geodesic Dome object (A La Bucky Fuller)

> > >basically, I want to play with modelling a dome home, but would like to
> > avoid
> > >having to manually calculate all the points and angles involved. Any help?

> > >Joel
> >
> > Easy, cut a sphere in half. The number of polygons in your sphere shape wil
l
> > make it look more or less geodesic.
> >
> >
>
> Funny - I have the same requirement (i.e. use a 3D Modelling package to model
> a dome home). The tricky thing about just cutting a sphere in half is that it

> doesn't necessary give you the strut effect you're looking for. I'm trying
> to address this in Caligari Truespace, but would appreciate any assistance
> someone might be able to give to use Imagine to achieve the same result.
>
> Basically, my approach consists of painting each FACE transparent, while
> painting the vertices opaque... can this same thing be done in Imagine?
> Admittedly, I prefer to complete the task in Truespace, but .. this is an
> Imagine mailing list after all.
>
> BTW, there is a program on the 'net somewhere that can be used to generate
> geodesic shapes for rendering with Renderman. I believe it's written in C,
> so if I can find it I'll try my hand at porting it to DOS/Windows. I have
> a big interest in geodesic geometry...
>
>
> j.
>
> Jay Vaughan
> jay@phxmedia.com
>
>

Thread 442

-=> RETURN TO CONTENTS!<=-

1.473 MSG-470 Subject: Re: '040 Optimizations (Re: 040 patch for Imagine? CyberPat

Subject: Re: ’040 Optimizations (Re: 040 patch for Imagine? ↩
CyberPat
Date: Thursday, 31 August 1995 07:04:22
From: Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>

On Thu, 31 Aug 1995, Bill Boyce wrote:

> >Hmm, Impulse seems to read this list too and I don’t think they will be very

> >happy about this discussion, but I really would like to demonstrate that
> >ImagineFP isn’t 040 optimized. I wonder if one could demand a recompiled 040

> >version if it isn’t already.
> >
> >Joop
> >
> How long has the ’040 been out now? And how many Imagine users have anything
> less? We shouldn’t have to ask! How hard would it be to include ’030 and ’040
> versions? Isn’t it just a compiler flag?
>
>
The rumor is that they use a hacked-up Manx C compiler (never had ’040 compiler capability) and aren’t
willing/able to move to another compiler system. Since SAS/C is the only remaining ’040 compiler system left for the Amiga, I wouldn’t hold my breath for Impulse to switch development tools, especially this late in the game. Guess we have to be happy that they are still developing for the Amiga at all.

Thread 490

-=> RETURN TO CONTENTS!<=-

1.474 MSG-471 Subject: Re: A3000 speed hack

Subject: Re: A3000 speed hack
Date: Thursday, 31 August 1995 08:16:47
From: Darryl_Lewis@comlink.mpx.com.au (Darryl Lewis)

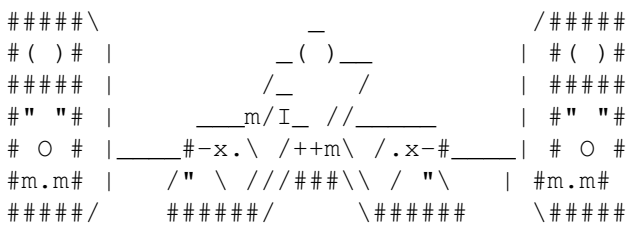
> Any hacks for a 4000?

Yeah. A cyberstorm 060 :-)

Na, the A4000’s are fast enough as it is! I’ll swap you my modified A3000T for your A4000 if you like.

Darryl

-- Via DLG Pro v1.0



Thread 452

-=> RETURN TO CONTENTS!<=-

1.475 MSG-472 Subject: Re: A3000 speed hack

Subject: Re: A3000 speed hack
Date: Thursday, 31 August 1995 08:28:44
From: Darryl_Lewis@comlink.mpx.com.au (Darryl Lewis)

NEW> Re Darryl Lewis's post about the 3000 speed boost:
NEW> since the 'hack' requires simply cutting traces, I assume it
NEW> involves
NEW> essentially clocking the processor at a higher speed than shipped.

Not the processor, the FPU. This hack only speeds up floating point calcs,
so things that use a lot of them are faster-such as Imagine.
As for clocking the FPU at a faster speed than recommend, read the docs
that come with the hack. The go into some detail about what the speed
rating really means. I worked for a company that manufactured IC's
(FERRANTI) that what the docs say is essentially correct.
(You also used to be able to increase the crystal clock speed in AT's by
about 20%. I haven't tried it on the new 486 or Penties - any one want to
give me one to find out :-)

NEW> checking the actual rating on the chip, and run some benchmarks to
NEW> try to
NEW> determine the "actual" speed achieved, then, if you have tough
NEW> fingers,
NEW> touch the processor and see how long it takes to smell burning
NEW> flesh.

Try touching a 486 or Pentie. They run a lot (a hell of a lot) hotter!

NEW> There is a tolerance in each chip regarding clock speed, but driving
NEW> past it's rating CAN sometimes blow the chip, depending on many
NEW> factors,
NEW> including percent speed increase, internal temperature within the
NEW> computer

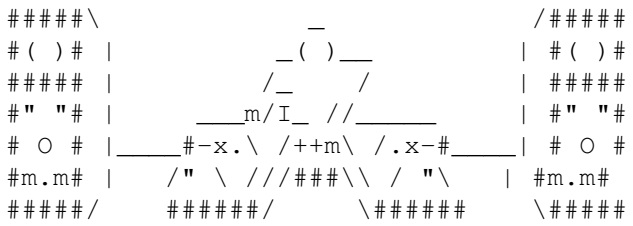
```
 NEW> housing, and the actual tolerance of the individual processor in
 NEW> question.
```

Most IC's can survive a lot of punishment now days. Once again check out the docs on why it works, it answers all this.

```
 NEW> You can get chip-mount fans and cooling fins (heat sinks) for
 NEW> Pentiums,
 NEW> if such a device could be fitted to a 68020/030 it would certainly
 NEW> decrease
 NEW> the chances of overheat and increase the possible clock speed below
 NEW> the
 NEW> "pop point" of the chip.
```

Good idea! For about $12 Australian I can get a cooling fan. For a bit less, just add a heat sink with out the fan. I think I'll put just a heat sink on the FPU and perhaps the '030 aswell.
Darryl

-- Via DLG Pro v1.0



Thread 369

-=> RETURN TO CONTENTS!<=-

1.476 MSG-473 Subject: Revolving light

Subject: Revolving light
Date: Thursday, 31 August 1995 09:49:53
From: Peter Borcherds <prb@iafrica.com>

Hi there

I'm having trouble creating a revolving light (ala Emergency vehicle) - I am making an animation of a room which has hanger-type doors opening, and I want to make a warning light which flashes when the doors open. That is easily done by making the object alternatively bright, but I want to get the effect of an emergency vehicle type light which reflects off the walls, and which causes a flare when it points directly at the camera. If anyone has any idea what I am talking about (I've just woken up, sorry : ^)) please help mail me personally at the following address - prb@iafrica.com - I am not on the

list at the moment.

Talking about that, has anybody have any idea what is going wrong
with the IML at the moment. I have tried subscribing threes times,
each time I get a return receipt - so it is getting through - I got a
path test once - I sent a reply, and that was the last I heard. I
have been on the list since January, but have since changed
providers, so I need to re-subscribe. Any help?

Thanks guys........

Cheers........

Peter Borcherds prb@iafrica.com
==========
Greetings from the Southern Hemisphere
Amiga 4000/030 68882/50mhz 10mb Ram 540mb HD
==========

Thread 21

-=> RETURN TO CONTENTS!<=-

1.477 MSG-474 Subject: Re: ’040 Optimizations (Re: 040 patch for Imagine? CyberPat

Subject: Re: ’040 Optimizations (Re: 040 patch for Imagine? ↩
CyberPat
Date: Thursday, 31 August 1995 09:58:35
From: bilboyce@iconz.co.nz (Bill Boyce)

>Hmm, Impulse seems to read this list too and I don’t think they will be very
>happy about this discussion, but I really would like to demonstrate that
>ImagineFP isn’t 040 optimized. I wonder if one could demand a recompiled 040
>version if it isn’t already.
>
>Joop
>
How long has the ’040 been out now? And how many Imagine users have anything
less? We shouldn’t have to ask! How hard would it be to include ’030 and ’040
versions? Isn’t it just a compiler flag?

Thread 470

-=> RETURN TO CONTENTS!<=-

1.478 MSG-475 Subject: Re: ’040 Optimizations (Re: 040 patch for Imagine? CyberPatch?

Subject: Re: ’040 Optimizations (Re: 040 patch for Imagine? ↩
CyberPatch?
Date: Thursday, 31 August 1995 10:13:55
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

SUBJECT too long. Original SUBJECT is ’Re: ’040 Optimizations (Re: 040 patch for Imagine? CyberPatch?)’

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

Hello Cedric, on Aug 30 you wrote:

> One aspect of Imagine that does not seem to be ’040 optimized are the
> textures.

< deleted >

> As a side note, the Essence textures come with
> ’040 versions; apparently Apex felt that there was enough of a speed
> difference to include ’040 specific textures.

I’ve done a comparison of Essence 2 textures on an ’040 and the optimised versions are at least 30% faster. A substantial increase when applying multiple textures.

-- Bob

Thread 446

-=> RETURN TO CONTENTS!<=-

1.479 MSG-476 Subject: Re: Windows95

Subject: Re: Windows95
Date: Thursday, 31 August 1995 10:17:46
From: "Anime a day..." <b7655@hopi.dtcc.edu>

On Sun, 27 Aug 1995 yrod@ozemail.com.au wrote:

> Well, well, well,
> Windows95 was released in Australia on the 25th, and wasn’t it fantastic.
> Everywhere you looked there were people going on about Windows95. The
> news had it as there opening story, saying things like "this new computer

> software is set to be one of the greatest inventions of the 20th Century",
> people were queing out side of the shops at midnight, waiting for the
> doors to open and these stores ranged from Compter stores, to Department
> stores to local Video stores!

Around here.. the strangest place I saw Windoze 95 being sold was at a Trading Card/Collectables store... ????

Bill

Thread 256

-=> RETURN TO CONTENTS!<=-

1.480 MSG-477 Subject: Re: Geodesic dome

Subject: Re: Geodesic dome
Date: Thursday, 31 August 1995 10:18:37
From: bilboyce@iconz.co.nz (Bill Boyce)

>In a message dated 95-08-30 21:56:48 EDT, NEWKIRK@delphi.com writes:
>
>>I'm trying to create, or locate, a Geodesic Dome object (A La Bucky Fuller)
>>basically, I want to play with modelling a dome home, but would like to
>avoid
>>having to manually calculate all the points and angles involved. Any help?
>>Joel
>
>Easy, cut a sphere in half. The number of polygons in your sphere shape will
>make it look more or less geodesic.
>
>s.g.
>
Bzzzt. Wrong. Geodesic domes have triangles all the same size. Sweet talk someone with Lightwave - it does tesselated spheres as an option. I believe this gives you a geodesic.

Bill

Thread 486

-=> RETURN TO CONTENTS!<=-

1.481 MSG-478 Subject: Beyond.zip

```
                Subject: Beyond.zip
Date:     Thursday, 31 August 1995 11:34:31
From:     Ayalon Hermony <ila2024@zeus.datasrv.co.il>

  ------------------------------------------------------------------------


Hello,

How can Beyond.zip be ftp?

Don't have WWW yet, so can't get it from the address given before.

Or, any kind soul there can email it to me? (pppplease...)

Thanks.


        How do you come back from 3D ?
Ayalon M. Hermony,    Internet: ila2024@datasrv.co.il



                            Thread          200

                  -=> RETURN TO CONTENTS!<=-
```

1.482 MSG-479 Subject: Re: PC Essence

```
                Subject: Re: PC Essence
Date:     Thursday, 31 August 1995 11:56:57
From:     williamp@triode.apana.org.au

  ------------------------------------------------------------------------

> Has anyone purchased Essence for the PC yet? I received an info pack
> from Apex a while back and I'm probably going to buy them. Thing
> is I lost the order form, anyone know a price to upgade from the
> Amiga textures to PC.

I ordered the upgrade from Apex ages ago,as soon as I recieved the
newsletter.Nothings shown up,my card HASN'T been debited and I haven't
been able to contact Apex via either email or the phone.Has anything
happened to Steve Worley,or did 3.3 introduce incompatibilities with the
essence PC textures - I'm wondering.

I believe the cross/upgrade was US$50 for the two volumes.
```

> Also, any ideas if Forge is available for PC aswell?

Not yet.

William John Porter
williamp@triode.apana.org.au

Thread 73

-=> RETURN TO CONTENTS!<=-

1.483 MSG-480 Subject: Re: Wish List

Subject: Re: Wish List
Date: Thursday, 31 August 1995 12:20:23
From: cjo@esrange.ssc.se

Charles Blaquiere wrote;

>>From: Jeff Hanna <quarters@kesmai.com>=20
>>The current system of not knowing where textures, bitmaps, objects, etc..=
=20
>>should be located because of Imagine hard-coding the path to them into
>>the project file is impossible to manage. An archive command (like what=20
>>3DStudio has) would clear this all up.

>If you’re using an Amiga, do what I do: in your startup-sequence, ASSIGN=20
>Imagine: to whatever directory holds your Imagine work. Then, within=20
>Imagine, always make sure that every object, texture, brushmap...=20
>reference always starts with the Imagine: device. This will make every=20
>project you create totally portable; when you copy your files over to=20
>another computer, all you need to do is ASSIGN Imagine: to the new=20
>directory location, and everything will render just as it did on your home=
=20
>machine.

Why? Doesn’t this just complicate things? Well, maybe not really, but...

What I do is to have the "projects"-, "objects"- and "textures"-directories=
=20
(and all other Imagine related directories) in the directory where Imagine=20
is located. Then all filerequests start from that directory, for example=20
"projects/yourname.imp/objects/ball" to get the object called "ball".
The blacky-way ;) would be "Imagine:projects/yourname.imp/objects/ball".

The few times that I have exchanged projects with other imagineers it has=20
proved that they use the same directory structure as I do.

Of course, this could get you into trouble once your harddrive starts to=20
get full and you want to save your projects onto another drive.

OK, that's my 2 cents/penny/pfenning/oere/whatever.

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

Thread 451

-=> RETURN TO CONTENTS!<=-

1.484 MSG-481 Subject: Here we go again...

Subject: Here we go again...
Date: Thursday, 31 August 1995 12:42:45
From: cjo@esrange.ssc.se

Yes, I know, I know, I promised never to promote my www page on this=20
mailing list ever again, but...

As some of you have noticed the Kiruna web server has been down for the=20
last two weeks, because the 2 GB HD crashed.

Today I installed (most of) the pages on another machine, so now they are=20
reachable again, but from a different URL; <http://kyla.kiruna.se/~cjo/>
(In case the "tilde" doesn't show up in this message, ie get filtered by=20
our mailing software, it should be just before "cjo", you know, "tilde" the=
=20
little "wave"-thingy...)

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

Thread 226

-=> RETURN TO CONTENTS!<=-

1.485 MSG-482 Subject: Another Geodisic dome idea

Subject: Another Geodisic dome idea
Date: Thursday, 31 August 1995 13:06:00
From: KEN_ROBERTSON@robelle.com

I haven't tried this (my 4-year old is currently hogging my Amiga
using Dpaint...) but how about this...

Chop a sphere in half, copy and paste it to the same position.
Latticize(sp?) the current copy of the hemi-sphere. Set the
colour to shiny metal, or whatever. Use alt-n to select the
next sphere, and make it mostly transparent, and render.

Here's a problem (to which there may be a solution...): The inner
hemi-sphere will use phong shading to try and curve the edges.
Using no phong will probably distort the ray-traced effect that you'd
like, I think.

Perhaps you can "make edges sharp" to all of the edges in the "window"
hemisphere, then fracture everything a couple of times.

Just a thought. (Now that I've described it, _I_ want to try it.
sounds cool...)

\KenR

Thread 355

-=> RETURN TO CONTENTS!<=-

1.486 MSG-483 Subject: Re: Merge Points

Subject: Re: Merge Points
Date: Thursday, 31 August 1995 13:53:33
From: Dave Rhodes <dave@darhodes.demon.co.uk>

Hi Charles etc.. (..and welcome back..)

> > It would be nice if you could select all of the points and force them to
> > move to the same x y or z coordinant. For example if you wanted to move
> > all points on a curvy line to -50 on the Y axis. It would ignore the X
> > and Z positions and leave them as they were.
>
> You can already do this! Just multi-select the desired points and enter
> Transform/Position. The XYZ fields will show the coordinates of the
> first selected point. Just enter -50 in the Y field; if you don't modify
> the other coordinates, Imagine will detect no change, and will not
> change those values for all the other points, either. The Y position

> will be the only one affected.

This doesn't do it for me Charles, - however, the following (nearly) does.

If you pick a load of points, for example drag a box around the front third of a default primitive sphere, then using the Translate requester, Scale the points to -0.0001 on the required axis, (in this case, Y) the points will all be put onto ALMOST the same Y pos, and could then be easily moved to the exact required place, as one. For some reason, our beloved puts them into a kind of average position, between the frontmost and rearmost of the set selected. If you examine the exact positions of them all, you'll see that they're close, but not exactly on the same plane. I can't figure out a way of making them go to a specific position though. I've tried shouting.

--

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

Thread 388

-=> RETURN TO CONTENTS!<=-

1.487 MSG-484 Subject: Re: PC Essence

Subject: Re: PC Essence
Date: Thursday, 31 August 1995 14:07:14
From: gregory denby <gdenby@vyasa.helios.nd.edu>

William John Porter writes:
>I ordered the upgrade from Apex ages ago,as soon as I recieved the
>newsletter.Nothings shown up,my card HASN'T been debited and I haven't
>been able to contact Apex via either email or the phone.Has anything
>happened to Steve Worley,or did 3.3 introduce incompatibilities with the
>essence PC textures - I'm wondering.

I too ordered the Essence PC textures just as soon as I got the newsletter. When nothing showed up in the mail after 10 days, I did e-mail Apex. Steve replied that with the arrival of the re-worked 3.3 texture effects, he had written a patch for Essence, and had his beta-testers giving it a going over. At that point, he seemed to think it was just a matter of checking reliability. Considering the delay, perhaps it was worse, or perhaps he is adding some improvements to take full advantage of the new texture handling.

At any rate, I sure hope he comes through soon, since my Ami's HD controller died, the company that made it has had its phone dis-connected, and I now find myself living full time in PC land. As good as the Imagine textures are, some thing Essence does just can't be replicated.

Greg Denby

Thread 479

-=> RETURN TO CONTENTS!<=-

1.488 MSG-485 Subject: Re: Imagine Tutorials

Subject: Re: Imagine Tutorials
Date: Thursday, 31 August 1995 14:18:41
From: "Scott J. Geertgens" <geertges@colorado.edu>

> I think it would be a great idea if users starting sharing Imagine
> Tutorial files. Users could create objects and release an archive with
> step by step instructions on creating the object from scratch. Everyone
> has a different approach at creating objects. Some are better then
> others. Would be nice to see how some real experts create certain type
> of objects.
>
> Anyone agree?
>
> robert.buonincontro&canrem.com

For anyone interested, and who may not know about it, Steven Blackmon has done just that with his stuff. I urge _everyone_ to check out http://www.websharx.com/~kinda
He displays his amazing artwork, and then goes on to divulge many of his 'secrets'. Unfortunately, his page hasn't been updated since 8/5 due to internet problems... :(

SJG

Thread 182

-=> RETURN TO CONTENTS!<=-

1.489 MSG-486 Subject: Re: Geodesic dome

Subject: Re: Geodesic dome
Date: Thursday, 31 August 1995 14:29:50
From: --Craig <dalamar@MIT.EDU>

>> Basically, my approach consists of painting each FACE transparent, while
>> painting the vertices opaque... can this same thing be done in Imagine?
>> Admittedly, I prefer to complete the task in Truespace, but .. this is an
>> Imagine mailing list after all.

>>
>> Jay Vaughan
>> jay@phxmedia.com
>>

Well, geometric considerations aside, the Wires texture will make
faces trasnparent while leaving edges opaque. It's an undocumented
texture that I think is only in 3.3.

Hope this is somewhat helpful.

--Craig
dalamar@athena.mit.edu

Thread 501

-=> RETURN TO CONTENTS!<=-

1.490 MSG-487 Subject: The fractured dome

Subject: The fractured dome
Date: Thursday, 31 August 1995 16:07:00
From: KEN_ROBERTSON@robelle.com

Of course fracturing the hemisphere didn't work!

Silly me...what I really wanted was triangles within triangles,
but fracture didn't work at all. (I tried it out, finally.)

However, A latticize value of .25 makes the struts look pretty
good. For the windows part, I used a slightly smaller hemisphere
to let the struts stand out. Doesn't look half bad, but it is a little
round-looking.

Of course, a 5-sided faceted geodisic dome would be much cooler, but in a
3-sided facets are fine.
\KenR

Thread 315

-=> RETURN TO CONTENTS!<=-

1.491 MSG-488 Subject: Re: Geodesic dome

Subject: Re: Geodesic dome
Date: Thursday, 31 August 1995 16:56:55
From: Mike McCool <mikemcoo@efn.org>

Seems to me, if we opt for the simplest sphere,--with even fewer sections than default--that the poly's will be exaggeratedly visible--hence a geo dome?

(Just tried it, 12 circle sections and 6 vertical sections, then deleted the lower half, and it looks like a perfect geo).

(Just rendered it, and it's a bit smooth looking. Woops, tried it again, with phong shading OFF, and it's a perfect geo-dome).

Thread 140

-=> RETURN TO CONTENTS!<=-

1.492 MSG-489 Subject: Creating Lanscapes

Subject: Creating Lanscapes
Date: Thursday, 31 August 1995 17:17:08
From: mikael@pip.dknet.dk

>Or, you can create a 2-D, greyscale bitmap using Essence noise textures,
>or even Imagine's own Dirt applied to a white plane, and Quickrender.
>Then, apply this brushmap to a detailed plane using the Applique
>function. To get more than 10x10 points on the plane, Fracture it a few
>times before Appliquing.

It does require you have the Essence textures. Does anyone knows if the Essence textures is available for the PC.

thanks mikael@pip.dknet.dk

Thread 282

-=> RETURN TO CONTENTS!<=-

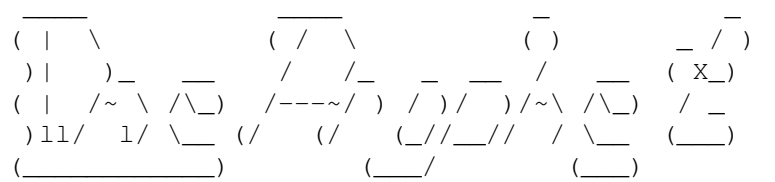
1.493 MSG-490 Subject: Re: ’040 Optimizations

Subject: Re: ’040 Optimizations
Date: Thursday, 31 August 1995 17:20:50
From: jbk4@email.psu.edu (The Prophet)

>How long has the ’040 been out now? And how many Imagine users have anything
>less? We shouldn’t have to ask! How hard would it be to include ’030 and ’040
>versions? Isn’t it just a compiler flag?

An 030 option may not be worth it. One consideration in making different versions is the actual speed gained by doing so. An 030/882 version may not be significantly faster than running an 020/881 version on an 030/882. The odd numbered motorola chips represent an upgrade to previous design. The even numbers are new designs in the family, bigger improvements. 040 and 060 version
s
should be invested in.

Jaeson K.



Jaeson Koszarsky
cyberprophet@psu.edu
jbk4@email.psu.edu
jason@chaos.ezgate.com

Amiga 3000+
68040/30Mhz
24Megs-1GIG
OS3.1

Thread 370

-=> RETURN TO CONTENTS!<=-

1.494 MSG-491 Subject: Re: Geodesic dome

Subject: Re: Geodesic dome
Date: Thursday, 31 August 1995 18:20:03
From: Steve Gardiner <Steve@mg-plc.demon.co.uk>

Jay Vaughan wrote :
>
>Basically, my approach consists of painting each FACE transparent, while
>painting the vertices opaque... can this same thing be done in Imagine?

```
>Admittedly, I prefer to complete the task in Truespace, but .. this is an
>Imagine mailing list after all.
>
>j.
>
>Jay Vaughan
>jay@phxmedia.com
>
>

How about using Imagine 3.3's new Wire (or is it Grid ?) texture to colour the
edges and set the objects attribs to full transparency ? Am I off track or am
I right in thinking that this would do what you require ? Charles, any ideas ?

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


                            Thread          469

                    -=> RETURN TO CONTENTS!<=-
```

1.495 MSG-492 Subject: Creating Lanscapes

```
                Subject: Creating Lanscapes
Date:    Thursday, 31 August 1995 18:20:12
From:    Charles Blaquiere <blaq@io.org>


  ------------------------------------------------------------------------------

> From: mikael@pip.dknet.dk
>
>
> It does require you have the Essence textures. Does anyone knows if the
> Essence textures is available for the PC.

No it doesn't. Reread my message; I mention that you can use Imagine's
Dirt texture if you don't have Essence.




                            Thread          489

                    -=> RETURN TO CONTENTS!<=-
```

1.496 MSG-493 Subject: Re: Wish List

```
                Subject: Re: Wish List
Date:    Thursday, 31 August 1995 18:49:30
From:    Charles Blaquiere <blaq@io.org>
```

```
> From: cjo@esrange.ssc.se
>
>
> What I do is to have the "projects"-, "objects"- and
> "textures"-directories (and all other Imagine related directories) in the
> directory where Imagine is located. Then all filerequests start from that
> directory, for example "projects/yourname.imp/objects/ball" to get the
> object called "ball". The blacky-way ;) would be
> "Imagine:projects/yourname.imp/objects/ball".
>
> The few times that I have exchanged projects with other imagineers it has
> proved that they use the same directory structure as I do.
>
> Of course, this could get you into trouble once your harddrive starts to
> get full and you want to save your projects onto another drive.

....and that's my point: always cover your butt. Sooner or later, you
will get into a situation where the target machine's Imagine directory
is located on a drive that can't hold all those wonderful objects and
brushmaps you've been busy creating, and when that happens, you'll kick
yourself for not using a logical device.

It's a personal choice, obviously. Some people are more anal-retentive,
yours truly for example, while others prefer to save themselves the
trouble of locating "Imagine:" in their file requester, only to risk
encountering much larger trouble if they ever have to redefine every
brushmap and texture of every object used in an animation. To me, that
prospect is horrifying enough that I'd much rather define everything as
being stored in "Imagine:".
```

Thread 500

-=> RETURN TO CONTENTS!<=-

1.497 MSG-494 Subject: Imagine Tutorials

```
                Subject: Imagine Tutorials
Date:    Thursday, 31 August 1995 19:04:00
From:    robert.buonincontro@canrem.com (Robert Buonincontro)
```

```
 I think it would be a great idea if users starting sharing Imagine
```

Tutorial files. Users could create objects and release an archive with
step by step instructions on creating the object from scratch. Everyone
has a different approach at creating objects. Some are better then
others. Would be nice to see how some real experts create certain type
of objects.

Anyone agree?

robert.buonincontro&canrem.com
---
* DeLuxe2 1.12 #8947 * The Amiga Is Not A Religion! It's A Computer!

Thread 485

-=> RETURN TO CONTENTS!<=-

1.498 MSG-495 Subject: Re: Geodesic Dome

Subject: Re: Geodesic Dome
Date: Thursday, 31 August 1995 20:15:00
From: NEWKIRK@delphi.com

Ted Stethem is the only person who picked up the part I didn't clarify:
I'm interested in modelling a dome home, accurately, with the goal of
creating an accurate model of a potential construction project. Angles
and sizes of the pentagonal/hexagonal components would be critical.
Somewhere in the back of one of my filing cabinets I have a complete
construction manual for (I think) an Oregon Dome 3/5 dome. I'm gonna
dig it out and work this out the hard way. Of course, that's usually
the most effective approach anyway, but I hoped to find a shortcut.
Thanks for the suggestions, everybody.
Joel

Thread 491

-=> RETURN TO CONTENTS!<=-

1.499 MSG-496 Subject: Re: Merge Points

Subject: Re: Merge Points
Date: Thursday, 31 August 1995 20:42:54
From: Doug Smith <doug@defocus.demon.co.uk>

Hi gregory,\n\tYou wrote this about Re:Merge Points:

```
: (someone else said)
: I copied/pasted it, scaled it -1 along x and
: joined the two halves. I used merge, and did a check object afterwards. No
: double points showed up. But when I rendered it, it really looked bad,
: because it still had hard vertical lines going down the middle, just not
: everywhere.
: (snip)
:
: I sometimes have this problem, and I believe that it may be due to very
: small
: changes in the point co-ordinates caused when Imagine rounds numbers when
: translating or scaling objects.  Merge seems to only work when the points
: are
: exactly together, i.e. 3,3,3 & 3,3,3; not 3,3,3,&3,3,2,9999.

The quick way to fix this is to :

mode->Pick Method->Dragbox
mode->Pick Points

drag a box round the faulty seam and multiselect the seam points

s - scale points
yz - Don't scale in y and z

then hold left mouse button down and drag left until you get a
scale factor of 0.0

space - accept change

then merge the object again.



you can also use this for flattening points along arbitrary lines,
(i.e ensuring that a curve is 2-D)
just move the axis and scale "locally"

Cheers,

Doug.
--Amiga 4000/40 2+8 - Not better just different
Oh god, I can't think of anything witty today, tomorrow maybe.
```

Thread 483

-=> RETURN TO CONTENTS!<=-

1.500 MSG-497 Subject: Re: '040 Optimizations (Re: 040 patch for Imagine? CyberPat

Subject: Re: ’040 Optimizations (Re: 040 patch for Imagine? ↩ CyberPat
Date: Thursday, 31 August 1995 21:21:41
From: bilboyce@iconz.co.nz (Bill Boyce)

>
>On Thu, 31 Aug 1995, Bill Boyce wrote:
>
>> >Hmm, Impulse seems to read this list too and I don’t think they will be very
>> >happy about this discussion, but I really would like to demonstrate that
>> >ImagineFP isn’t 040 optimized. I wonder if one could demand a recompiled 040
>> >version if it isn’t already.
>> >
>> >Joop
>> >
>> How long has the ’040 been out now? And how many Imagine users have anything
>> less? We shouldn’t have to ask! How hard would it be to include ’030 and ’040

>> versions? Isn’t it just a compiler flag?
>>
>>
> The rumor is that they use a hacked-up Manx C compiler (never had ’040
>compiler capability) and aren’t
>willing/able to move to another compiler system. Since SAS/C is the only
>remaining ’040 compiler system left for the Amiga, I wouldn’t hold my
>breath for Impulse to switch development tools, especially this late in
>the game. Guess we have to be happy that they are still developing for
>the Amiga at all.
>
Nuts. Another nail in Imagines coffin for me, I’m afraid. Oh well, it still does the job. Wonder if they compile it on the PC for 386sx, using a public domain compiler they found somewhere :)

Thread 453

-=> RETURN TO CONTENTS!<=-

1.501 MSG-498 Subject: Re: Wish List

Subject: Re: Wish List
Date: Thursday, 31 August 1995 21:27:32
From: bilboyce@iconz.co.nz (Bill Boyce)

>Charles Blaquiere wrote;
>>If you’re using an Amiga, do what I do: in your startup-sequence, ASSIGN

```
>>Imagine: to whatever directory holds your Imagine work. Then, within
>>Imagine, always make sure that every object, texture, brushmap...
>>reference always starts with the Imagine: device. This will make every
>>project you create totally portable; when you copy your files over to
>>another computer, all you need to do is ASSIGN Imagine: to the new
>>directory location, and everything will render just as it did on your home
>>machine.
>
>Why? Doesn't this just complicate things? Well, maybe not really, but...
>
>What I do is to have the "projects"-, "objects"- and "textures"-directories
>(and all other Imagine related directories) in the directory where Imagine
>is located. Then all filerequests start from that directory, for example
>"projects/yourname.imp/objects/ball" to get the object called "ball".
>The blacky-way ;) would be "Imagine:projects/yourname.imp/objects/ball".
>
>The few times that I have exchanged projects with other imagineers it has
>proved that they use the same directory structure as I do.
>
>Of course, this could get you into trouble once your harddrive starts to
>get full and you want to save your projects onto another drive.


A lot of users keep programs (imagine) on one partition, and data on another
(objects etc), to facilitate easy backups, among other things. What we need is
a Project mover, which interrogates a staging file and shifts everthing as
needed, say into one directory, then modifies the scene file and objects
in it to reflect the new path. Any keen PD writers out there??



                              Thread          493

                     -=> RETURN TO CONTENTS!<=-
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1.502 MSG-499 Subject: PC Essence +

```
                  Subject: PC Essence +
Date:     Thursday, 31 August 1995 21:28:00
From:     m.rubin9@genie.geis.com


  ---------------------------------------------------------------------------


Also, has anyone heard anything further regarding "Understanding
Imagine 3.x?"  Maybe it will become 4.x?

floater



                              Thread          484
```

-=> RETURN TO CONTENTS!<=-

1.503 MSG-500 Subject: Re: Wish List

```
                Subject: Re: Wish List
Date:    Thursday, 31 August 1995 22:49:43
From:    jprusins@cybergrafix.com (John Prusinski)
```

```
>X-UIDL: 809816261.002
>From: greggh@dialup06.odyssey.apana.org.au (Gregory Helleren)
>X-Smtp-Client: Amiga PutMail 1.23 by Martin Lanza.
>Date: Thu, 31 Aug 95 00:09:17
>Reply-To: greggh@odyssey.apana.org.au
>To: imagine@email.sp.paramax.com
>Subject: Re: Wish List
>Organization: LaseRage, Western Australia
>
>> Ken Worley wrote
>>  I thought of something I would like to see in a future version of
>> Imagine. I would like a text file that you could save with a project
>> file. It would have a menu item that would bring up a simple text editor
>> that you could jot down notes about any aspect of a project. I often work
>> on something for a while then come back to it later  and it would be nice
>> to have notes about what I was doing saved with the projects file.
>
>You mean like pressing <ALT>+<F1> and having an editor window popup? Guess
>what, that's what I already do! It would, however, be nice if Imagine had
>a rexx interface so I could put such a feature on the menu, or on a button.
>I'm not too keen on the idea of providing (and paying for) features in a
>product that are already available and accessible in existing utilities.
>
>Love Peace and Palm Trees
>Gregg

Unless I'm mistaken, I believe what is needed here (i.e., what I would want
:>)) is a text file which is attached by internal code to the Imagine
project in question.  In my case at least, saving notes in an external
editor is an invitation to (months later) spending hours looking for where I
saved (and what I called) the associated text file so as to avoid spending
hours trying to figure out what I was doing in the project itself!  Unless
my comments are loaded automatically with the Imagine project, I might as
well write them down on Post-It notes and stick them to my head...

John.
```

Thread 269

-=> RETURN TO CONTENTS!<=-

1.504 MSG-501 Subject: Re: Geodesic dome

Subject: Re: Geodesic dome
Date: Thursday, 31 August 1995 22:49:53
From: jprusins@cybergrafix.com (John Prusinski)

>>
>> In a message dated 95-08-30 21:56:48 EDT, NEWKIRK@delphi.com writes:
>>
>> >I'm trying to create, or locate, a Geodesic Dome object (A La Bucky Fuller)
>> >basically, I want to play with modelling a dome home, but would like to
>> avoid
>> >having to manually calculate all the points and angles involved. Any help?
>> >Joel
>>

>
>Funny - I have the same requirement (i.e. use a 3D Modelling package to model
>a dome home). The tricky thing about just cutting a sphere in half is that it
>doesn't necessary give you the strut effect you're looking for. I'm trying
>to address this in Caligari Truespace, but would appreciate any assistance
>someone might be able to give to use Imagine to achieve the same result.
>

I recently had a job modelling a geodesic sphere; I believe you can use the same procedure, just cut the sphere in half. You need to make sure that when you add the primitive you DON'T specify "stagger points", and I found I needed to play with the number of sections to get the look right. Once you have the object you want, "copy" and then "paste" it, select the new object, and latticize it. This will provide you with the "ribs" for the sections.

John.

Thread 468

-=> RETURN TO CONTENTS!<=-