

IMAGINE MAILING LIST

COLLABORATORS

	TITLE : IMAGINE MAILING LIST	
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>
WRITTEN BY		April 16, 2022
		<i>SIGNATURE</i>

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

IMAGINE MAILING LIST

1.1 IMAGINE MAILING LIST NUMBER V68

This GUIDE File was generated by an
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Written By Joop van de Wege
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+-----oOO-(-)-OOo-----+
|
| This is the Imagine Mailing List (imagine@email.sp.paramax.com) Archive #68 |
| covering messages from Nov 01 1994 to Nov 27 1995. |
|
| If you have any questions or problems with this file, E-mail Nik Vukovljak |
| at nvukovlj@extro.ucc.su.oz.au |
| To join the IML, send email to: imagine-request@email.eag.unisysgsg.com |
| and in the subject line type in: subscribe |
|
| Thanks goes to: Neil Miller for the Imagine Mailing List Processor |
| Nik Vukovljak for the archives |
+-----+

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Click-->
387
MSG- 387 Subject: Dark Outlines using brushes!

Click-->
388
MSG- 388 Subject: Re: Pentium

Click-->
389
MSG- 389 Subject: Attributes

Click-->
390
MSG- 390 Subject: Re: Animating character

Click-->
391
MSG- 391 Subject: Re: Dos Helper needed

Click-->
392
MSG- 392 Subject: Good Times

Click-->
393
MSG- 393 Subject: Re: Textures

Click-->
394
MSG- 394 Subject: Availability of Imagine

Click-->
395
MSG- 395 Subject: NewFlare.ifx

Click-->
396
MSG- 396 Subject: Re: CleanUpSlice

Click-->
397
MSG- 397 -----=> Sorry NO Subject!

Click-->
398
MSG- 398 -----=> Sorry NO Subject!

Click-->
399
MSG- 399 -----=> Sorry NO Subject!

Click-->
400
MSG- 400 Subject: [Fwd: Re: Imagine 4.0 Amiga arrives!]

Click-->
401
MSG- 401 Subject: Re: Imagine 4.0 Amiga arrives!

Click-->
402
MSG- 402 Subject: Imagine 4.0 Amiga arrives!

Click-->
403
MSG- 403 Subject: Dark Outlines using brushes!

Click-->
404
MSG- 404 Subject: Morphing objs with different faces- YES, but ←
...

Click-->
405
MSG- 405 Subject: UNDO in ACTION and STAGE

Click-->
406
MSG- 406 Subject: Re: Textures

Click-->
407
MSG- 407 Subject: CleanUpSlice

Click-->
408
MSG- 408 Subject: Motion Blur?

Click-->
409
MSG- 409 Subject: Re: Good Times with Imagine

Click-->
410
MSG- 410 Subject: Re:

Click-->
411
MSG- 411 Subject: Re: NewFlare.ifx

Click-->
412
MSG- 412 Subject: Re: OBJ-TEST

Click-->
413
MSG- 413 Subject: New ftp

Click-->
414

MSG- 414 Subject: It's here...
Click-->
415
MSG- 415 Subject: Re: It's here...
Click-->
416
MSG- 416 Subject: Brushmapping Children
Click-->
417
MSG- 417 Subject: Re: Brushmapping Children
Click-->
418
MSG- 418 Subject: Suspend F/X?
Click-->
419
MSG- 419 Subject: UNDO in ACTION and STAGE
Click-->
420
MSG- 420 Subject: Good Times with Imagine
Click-->
421
MSG- 421 Subject: Re: Pentium
Click-->
422
MSG- 422 Subject: Suspend F/X?
Click-->
423
MSG- 423 Subject: Re: Motion Blur?
Click-->
424
MSG- 424 Subject: Re: Motion Blur?
Click-->
425
MSG- 425 Subject: 4.0 - Great Intro pic!
Click-->
426
MSG- 426 Subject: Re: PC anim playback
Click-->
427
MSG- 427 Subject: Re: Suspend F/X?
Click-->
428
MSG- 428 Subject: Re: PC anim playback
Click-->
429
MSG- 429 Subject: Re: Brushmapping Children
Click-->
430
MSG- 430 Subject: Re: Brushmapping Children
Click-->
431
MSG- 431 Subject: Re: Brushmapping Children
Click-->
432
MSG- 432 Subject: PC anim playback
Click-->
433

MSG- 433 Subject: Re:Suspend F/X?
Click--> 434
MSG- 434 Subject: RE:Im40 pic
Click--> 435
MSG- 435 Subject: Imagine Faq 9
Click--> 436
MSG- 436 Subject: Re: Suspend F/X?
Click--> 437
MSG- 437 Subject: Waving grass/hair
Click--> 438
MSG- 438 Subject: Re: Referencing objects & image maps
Click--> 439
MSG- 439 Subject: Amiga 2000 for sale
Click--> 440
MSG- 440 Subject: Re: PC anim playback
Click--> 441
MSG- 441 Subject: Re: 4.0 - Great Intro pic!
Click--> 442
MSG- 442 Subject: Re: 4.0 - Great Intro pic!
Click--> 443
MSG- 443 Subject: Re: Motion Blur?
Click--> 444
MSG- 444 Subject: Manual for Amiga Imagine
Click--> 445
MSG- 445 Subject: Re: Manual for Amiga Imagine
Click--> 446
MSG- 446 Subject: Re: RE:Im40 pic
Click--> 447
MSG- 447 Subject: Re: 4.0 - Great Intro pic!
Click--> 448
MSG- 448 Subject: Re: Suspend F/X?
Click--> 449
MSG- 449 Subject: Referencing objects & image maps
Click--> 450
MSG- 450 Subject: Shredder FX/Phong Problem
Click--> 451
MSG- 451 Subject: Amiga I4.0 Bugs(?)
Click--> 452

MSG- 452 Subject: Re: 4.0 - Great Intro pic!
Click-->

453
MSG- 453 Subject: Referencing objects & image maps
Click-->

454
MSG- 454 Subject: Re: Suspend F/X?
Click-->

455
MSG- 455 Subject: Re: 4.0 - Great Intro pic!
Click-->

456
MSG- 456 Subject: Re: Referencing objects & image maps
Click-->

457
MSG- 457 Subject: Re: 4.0 - Great Intro pic!
Click-->

458
MSG- 458 Subject: Re: Suspend F/X?
Click-->

459
MSG- 459 Subject: Re: Manual for Amiga Imagine
Click-->

460
MSG- 460 Subject: Amiga I4.0 Bugs(?)
Click-->

461
MSG- 461 Subject: Imagine 4.0 Amiga(ProperVersion)
Click-->

462
MSG- 462 Subject: IMLarc67 on Aminet
Click-->

463
MSG- 463 Subject: Is anyone here have Mike Halvorson EMail ↔
Address ?
Click-->

464
MSG- 464 Subject: Re: Pentium
Click-->

465
MSG- 465 Subject: Re: Is anyone here have Mike Halvorson EMail ↔
Address ?
Click-->

466
MSG- 466 Subject: Manual for Amiga Imagine
Click-->

467
MSG- 467 Subject: Re: Imagine 4.0 Amiga(ProperVersion)
Click-->

468
MSG- 468 Subject: Imagine 4 in the UK
Click-->

469
MSG- 469 Subject: Re: Particles+Texture problem
Click-->

470
MSG- 470 Subject: Re: PAR PC

Click-->
471
MSG- 471 Subject: Questionz

Click-->
472
MSG- 472 Subject: Re: Matrox Millenium & Imagine

Click-->
473
MSG- 473 Subject: Re: Manual for Amiga Imagine

Click-->
474
MSG- 474 Subject: SUNSITE

Click-->
475
MSG- 475 Subject: Re: Brushmapping Children

Click-->
476
MSG- 476 Subject: Re: Imagine 4.0 Amiga (ProperVersion)

Click-->
477
MSG- 477 Subject: Matrox Millenium & Imagine

Click-->
478
MSG- 478 Subject: Re: PAR PC

Click-->
479
MSG- 479 Subject: Orchid Kelvin 64 won't display.

Click-->
480
MSG- 480 Subject: World size

Click-->
481
MSG- 481 Subject: RE: Difference between JOIN & MERGE / ↔
Particles follows

Click-->
482
MSG- 482 Subject: Re: Matrox Millenium & Imagine

Click-->
483
MSG- 483 Subject: Re: Imagine 4 in the UK

Click-->
484
MSG- 484 Subject: Re: Matrox Millenium & Imagine

Click-->
485
MSG- 485 Subject: Re: Questionz

Click-->
486
MSG- 486 Subject: 3.0 for free?!?

Click-->
487
MSG- 487 Subject: Smoothing Tool

Click-->
488
MSG- 488 Subject: Bug List, Some thoughts about Imagine's future ↔
(not very happy)

Click-->

489
MSG- 489 Subject: Imagine
Click-->

490
MSG- 490 Subject: Re: Questionz
Click-->

491
MSG- 491 Subject: Gripe
Click-->

492
MSG- 492 Subject: Imagein ine 3.0 for free
Click-->

493
MSG- 493 Subject: Re: 3.0 for free?!?
Click-->

494
MSG- 494 Subject: Re: Gripe
Click-->

495
MSG- 495 Subject: Re: 680x0 optimization of Imagine
Click-->

496
MSG- 496 Subject: Re: 3.0 for free?!?
Click-->

497
MSG- 497 Subject: Re:3.0 for free?!?
Click-->

498
MSG- 498 Subject: Re: Imagine 4.0 Amiga (PorpiseVision)
Click-->

499
MSG- 499 Subject: Re: Gripe
Click-->

500
MSG- 500 Subject: Re: 3.0 for free?!?
Click-->

501
MSG- 501 Subject: Re:3.0 for free?!?
Click-->

502
MSG- 502 Subject: Re: 4.0 - Great Intro pic!
Click-->

503
MSG- 503 Subject: Boca 2m
Click-->

504
MSG- 504 Subject: Re: Gripe
Click-->

505
MSG- 505 Subject: Amiga Imagine 4.0 for sale
Click-->

506
MSG- 506 Subject: Re:3.0 for free?!?
Click-->

507
MSG- 507 Subject: Re: Re: Questionz
Click-->

508
MSG- 508 Subject: New to IML
Click-->

509
MSG- 509 Subject: 680x0 optimization of Imagine
Click-->

510
MSG- 510 Subject: Re: 3.0 for free?!?
Click-->

511
MSG- 511 Subject: Re: Matrox Millenium & Imagine
Click-->

512
MSG- 512 Subject: Re: PAR PC
Click-->

513
MSG- 513 Subject: Now I'm really Upset !
Click-->

514
MSG- 514 Subject: Re: Questionz
Click-->

515
MSG- 515 Subject: Re: Referencing objects & image maps
Click-->

516
MSG- 516 Subject: Re: Re[2]: 3.0 for free?!?
Click-->

517
MSG- 517 Subject: Re: FREE
Click-->

518
MSG- 518 Subject: World size
Click-->

519
MSG- 519 Subject: Waving grass/hair
Click-->

520
MSG- 520 Subject: Shredder FX/Phong Problem
Click-->

521
MSG- 521 Subject: Now I'm really Upset ! -Reply
Click-->

522
MSG- 522 Subject: Re:3.0 for free?!?
Click-->

523
MSG- 523 Subject: Re: Imagine 4 in the UK
Click-->

524
MSG- 524 Subject: Re: SUNSITE
Click-->

525
MSG- 525 Subject: Thanks for your reply about Blobs States
Click-->

526
MSG- 526 Subject: Tongue of Frog, Take 2 (fwd)
Click-->

527
MSG- 527 Subject: Re:3.0 for free!?!?
Click-->

528
MSG- 528 Subject: Anybody know how to fix bad chunk size, etc.
Click-->

529
MSG- 529 Subject: Still the "Bad Chunk Error"
Click-->

530
MSG- 530 Subject: FREE
Click-->

531
MSG- 531 Subject: Web Page
Click-->

532
MSG- 532 Subject: Impulse
Click-->

533
MSG- 533 Subject: Re: PAR PC
Click-->

534
MSG- 534 Subject: Re: Impulse
Click-->

535
MSG- 535 Subject: Im 4.0 intro pic (again?)
Click-->

536
MSG- 536 Subject: So just HOW DO you get 3.0 for free?
Click-->

537
MSG- 537 Subject: IM 4.0 pic prob (again?)
Click-->

538
MSG- 538 Subject: Re: Imagine 4 in the UK
Click-->

539
MSG- 539 Subject: Re: Anybody know how to fix bad chunk size, ←
etc.
Click-->

540
MSG- 540 Subject: RE: free imagine ...
Click-->

541
MSG- 541 Subject: Re: Anybody know how to fix bad chunk size, ←
etc.
Click-->

542
MSG- 542 Subject: Re: So just HOW DO you get 3.0 for free?
Click-->

543
MSG- 543 Subject: 3.0 for free? Don't think so but...
Click-->

544
MSG- 544 Subject: Re: FREE
Click-->

545

MSG- 545 Subject: Soft shadow lights?
Click-->

546
MSG- 546 Subject: The manual
Click-->

547
MSG- 547 Subject: RE: free imagine ...
Click-->

548
MSG- 548 Subject: Gripe
Click-->

549
MSG- 549 Subject: Re: Re: Referencing objects & image maps
Click-->

550
MSG- 550 Subject: New Pic
Click-->

551
MSG- 551 Subject: Re: Re: Imagine 4 in the UK
Click-->

552
MSG- 552 Subject: Anti-aliasing
Click-->

553
MSG- 553 Subject: Power Imagine
Click-->

554
MSG- 554 Subject: I'M PULSE giveaway
Click-->

555
MSG- 555 Subject: Re: SUNSITE
Click-->

556
MSG- 556 Subject: Re: Imagine 4.0 distribution
Click-->

557
MSG- 557 Subject: Re: Anybody know how to fix bad chunk size, ↵
etc.
Click-->

558
MSG- 558 Subject: It seems that I've found a viable solution for ↵
Blobs with Stat
Click-->

559
MSG- 559 Subject: Re: So just HOW DO you get 3.0 for free?
Click-->

560
MSG- 560 Subject: Imagine 4.0 in Spain (Amiga)
Click-->

561
MSG- 561 Subject: Re: Power Imagine
Click-->

562
MSG- 562 Subject: Re: PAR PC
Click-->

563
MSG- 563 Subject: Faq#9 in guide & html

Click-->
564
MSG- 564 Subject: Imagine 4.0 distribution

Click-->
565
MSG- 565 Subject: Lens flare effects.

Click-->
566
MSG- 566 Subject: THE NAME OF THE MAG WITH 3.0 FOR FREE IS ↵
.....

Click-->
567
MSG- 567 Subject: Re: Impulse

Click-->
568
MSG- 568 Subject: Re: Anybody know how to fix bad chunk size, ↵
etc.

Click-->
569
MSG- 569 Subject: Re: 4.0 - Great Intro pic!

Click-->
570
MSG- 570 Subject: Re: SUNSITE

Click-->
571
MSG- 571 Subject: Re: Anybody know how to fix bad chunk size, ↵
etc.

Click-->
572
MSG- 572 Subject: It's now official open, Renderbrandt

Click-->
573
MSG- 573 Subject: Re: Im 4.0 intro pic (again?)

Click-->
574
MSG- 574 Subject: Imagine 4.0 (PC) in Spain

Click-->
575
MSG- 575 Subject: Re: Still the "Bad Chunk Error"

Click-->
576
MSG- 576 Subject: Re:3.0 for free!?!?

Click-->
577
MSG- 577 Subject: Re: Re: Questionz

Click-->
578
MSG- 578 Subject: Re: Im 4.0 intro pic (again?)

Click-->
579
MSG- 579 Subject: Re: Re: Imagine 4 in the UK

Click-->
580
MSG- 580 Subject: Bad chunk size (not a blob in sight)

Click-->
581
MSG- 581 Subject: Re: I'M PULSE giveaway

Click-->
582
MSG- 582 Subject: Re: 3.0 for free? Don't think so but...

Click-->
583
MSG- 583 Subject: FAQ Textures

Click-->
584
MSG- 584 Subject: Re: SUNSITE

Click-->
585
MSG- 585 Subject: Re: Soft shadow lights?

Click-->
586
MSG- 586 Subject: Re: High End 3D Software

Click-->
587
MSG- 587 Subject: All sorts of things.

Click-->
588
MSG- 588 Subject: Re: Anybody know how to fix bad chunk size, ←
etc.

Click-->
589
MSG- 589 Subject: Re: Soft shadow lights?

Click-->
590
MSG- 590 Subject: RE: Lens flare effects.

Click-->
591
MSG- 591 Subject: A quickie challenge for programmer-types

Click-->
592
MSG- 592 Subject: Re: FAQ Textures

Click-->
593
MSG- 593 Subject: Free Imagine

Click-->
594
MSG- 594 Subject: Re: The manual

Click-->
595
MSG- 595 Subject: Getting into the biz..

Click-->
596
MSG- 596 Subject: Looking for tips, trick, hops, hips, jumps...

Click-->
597
MSG- 597 Subject: Re: anti-aliasing

Click-->
598
MSG- 598 Subject: Re: Lens flare effects.

Click-->
599
MSG- 599 Subject: Free stuff for you at my place

Click-->
600

MSG- 600 Subject: Re: SUNSITE
Click-->
601
MSG- 601 Subject: Re: High End 3D Software
Click-->
602
MSG- 602 Subject: High End 3D Software
Click-->
603
MSG- 603 Subject: Re: High End 3D Software
Click-->
604
MSG- 604 Subject: Re: High End 3D Software
Click-->
605
MSG- 605 Subject: Re: High End 3D Software
Click-->
606
MSG- 606 Subject: RE: Lens flare effects. -Reply
Click-->
607
MSG- 607 Subject: Capt. Video
Click-->
608
MSG- 608 Subject: Re: I'M PULSE giveaway
Click-->
609
MSG- 609 Subject: Minor tips
Click-->
610
MSG- 610 Subject: Re: Tongue of Frog
Click-->
611
MSG- 611 Subject: Re: High End 3D Software
Click-->
612
MSG- 612 Subject: Re: High End 3D Software
Click-->
613
MSG- 613 Subject: Re: Free stuff for you at my place
Click-->
614
MSG- 614 Subject: Re: Getting into the biz..
Click-->
615
MSG- 615 Subject: High End 3D Software
Click-->
616
MSG- 616 Subject: Free Imagine
Click-->
617
MSG- 617 Subject: Re: Free stuff for you at my place
Click-->
618
MSG- 618 Subject: Re: Getting into the biz..
Click-->
619

MSG- 619 Subject: Great IML!
Click-->
620
MSG- 620 Subject: Re: SUNSITE
Click-->
621
MSG- 621 Subject: Re: FAQ Textures
Click-->
622
MSG- 622 Subject: 3d Modeling
Click-->
623
MSG- 623 Subject: Toy Story
Click-->
624
MSG- 624 Subject: Credit card object
Click-->
625
MSG- 625 Subject: Re: Power Imagine
Click-->
626
MSG- 626 Subject: Re: credit card object
Click-->
627
MSG- 627 Subject: Re: High End 3D Software
Click-->
628
MSG- 628 Subject: Re: High End 3D Software
Click-->
629
MSG- 629 Subject: Re: Power Imagine
Click-->
630
MSG- 630 Subject: Re: Power Imagine
Click-->
631
MSG- 631 Subject: Re: SUNSITE
Click-->
632
MSG- 632 Subject: Tim Wilson's light arrays
Click-->
633
MSG- 633 Subject: Re: All sorts of things.
Click-->
634
MSG- 634 Subject: 3.0 for FREE and some help
Click-->
635
MSG- 635 Subject: Altitude map animation HELP
Click-->
636
MSG- 636 Subject: Newflare.fx
Click-->
637
MSG- 637 Subject: Re: 3.0 for FREE and some help
Click-->
638

MSG- 638 Subject: Re: Blob-Modeling ?!
Click-->
639
MSG- 639 Subject: Re: Re: anti-aliasing
Click-->
640
MSG- 640 Subject: Re: Lens flare effects.
Click-->
641
MSG- 641 Subject: Re: Re: All sorts of things.
Click-->
642
MSG- 642 Subject: Imagine 3.0
Click-->
643
MSG- 643 Subject: Re: Toy Story
Click-->
644
MSG- 644 Subject: Re: 3.0 for FREE and some help
Click-->
645
MSG- 645 Subject: Blobs problem
Click-->
646
MSG- 646 Subject: Imagine 4.0 Amiga problems
Click-->
647
MSG- 647 Subject: Re: Blob-Modeling ?!
Click-->
648
MSG- 648 Subject: Re: Power Imagine
Click-->
649
MSG- 649 Subject: Re: Motion Blur?
Click-->
650
MSG- 650 Subject: Re: Blobs problem
Click-->
651
MSG- 651 Subject: Re: Altitude map animation HELP
Click-->
652
MSG- 652 Subject: Re: 3.0 for free? Don't think so but...
Click-->
653
MSG- 653 Subject: Re: Orchid Kelvin 64 won't display.
Click-->
654
MSG- 654 Subject: Free Imagine v.3.0
Click-->
655
MSG- 655 Subject: Blob-Modeling ?!
Click-->
656
MSG- 656 Subject: Re: Blob-Modeling ?!
Click-->
657

MSG- 657 Subject: All sorts of things.
Click-->

658
MSG- 658 Subject: Re: credit card object
Click-->

659
MSG- 659 Subject: Re: Toy Story
Click-->

660
MSG- 660 Subject: Getting into the biz..
Click-->

661
MSG- 661 Subject: Re: Toy Story
Click-->

662
MSG- 662 Subject: Brightness tricking lightsources!
Click-->

663
MSG- 663 Subject: Re: Toy Story
Click-->

664
MSG- 664 Subject: Re: All sorts of things.
Click-->

665
MSG- 665 Subject: Re: High End 3D Software
Click-->

666
MSG- 666 Subject: Re: Toy Story
Click-->

667
MSG- 667 Subject: Re: anti-aliasing
Click-->

668
MSG- 668 Subject: RE: free imagine ...
Click-->

669
MSG- 669 Subject: Re: Toy Story
Click-->

670
MSG- 670 Subject: Re: Toy Story
Click-->

671
MSG- 671 Subject: Re: PAR PC
Click-->

672
MSG- 672 Subject: RE: free imagine ...
Click-->

673
MSG- 673 Subject: Re: 4.0 - Great Intro pic!
Click-->

674
MSG- 674 Subject: Re: Anybody know how to fix bad chunk size, ↔
etc.
Click-->

675
MSG- 675 Subject: Re: Getting into the biz..
Click-->

676
MSG- 676 Subject: Re: Altitude map animation HELP
Click-->

677
MSG- 677 Subject: Re: Blob-Modeling ?!
Click-->

678
MSG- 678 Subject: Re: 3.0 to 4.0. What's New
Click-->

679
MSG- 679 Subject: Re: All sorts of things.
Click-->

680
MSG- 680 Subject: Imagine registration???
Click-->

681
MSG- 681 Subject: Re: Toy Story
Click-->

682
MSG- 682 Subject: Re: Brightness tricking lightsources!
Click-->

683
MSG- 683 Subject: Re: Toy Story
Click-->

684
MSG- 684 Subject: Re: Blobs problem
Click-->

685
MSG- 685 Subject: Re: Imagine 4.0 Amiga problems
Click-->

686
MSG- 686 Subject: Re: Power Imagine
Click-->

687
MSG- 687 Subject: Rendering times V4.0
Click-->

688
MSG- 688 Subject: Re: credit card object
Click-->

689
MSG- 689 Subject: Re: Blobs problem
Click-->

690
MSG- 690 Subject: Re: Imagine 4.0 Amiga problems
Click-->

691
MSG- 691 Subject: Re: Toy Story
Click-->

692
MSG- 692 Subject: Re[2]: Toy Story
Click-->

693
MSG- 693 Subject: Re: Toy Story
Click-->

694
MSG- 694 Subject: Re: Imagine 4.0 Amiga problems
Click-->

695
MSG- 695 Subject: Re: credit card object
Click-->

696
MSG- 696 Subject: Where's my Imagine.pic?
Click-->

697
MSG- 697 Subject: Re: Imagine registration???
Click-->

698
MSG- 698 Subject: Imagine SGI
Click-->

699
MSG- 699 Subject: Toy Story and Nightmare Pre-Xmas
Click-->

700
MSG- 700 Subject: Re: Brightness tricking lightsources!
Click-->

701
MSG- 701 Subject: Re: Where's my Imagine.pic?
Click-->

702
MSG- 702 Subject: Motion Blur
Click-->

703
MSG- 703 Subject: Blobs/metaballs???
Click-->

704
MSG- 704 Subject: Re[2]: PAR PC
Click-->

705
MSG- 705 Subject: Re[2]: Brightness tricking lightsources!
Click-->

706
MSG- 706 Subject: Millenium Bios
Click-->

707
MSG- 707 Subject: Blobs and textures
Click-->

708
MSG- 708 Subject: Re[2]: Power Imagine
Click-->

709
MSG- 709 Subject: Re: Re: All sorts of things
Click-->

710
MSG- 710 Subject: Computer Art in Canada? USA?
Click-->

711
MSG- 711 Subject: Re: Power Imagine
Click-->

712
MSG- 712 Subject: Goodbyeeee!
Click-->

713
MSG- 713 Subject: Re: rendering times V4.0
Click-->

714
MSG- 714 Subject: Free Imagine 3.0
Click-->

715
MSG- 715 Subject: 1st CAM
Click-->

716
MSG- 716 Subject: Re: Blobs problem
Click-->

717
MSG- 717 Subject: Re: Toy Story
Click-->

718
MSG- 718 Subject: 4.0 Dynamic View Bug (?)
Click-->

719
MSG- 719 Subject: Re: Re: All sorts of things
Click-->

720
MSG- 720 Subject: Re: Toy Story
Click-->

721
MSG- 721 Subject: Re: Where's my Imagine.pic?
Click-->

722
MSG- 722 Subject: Address of free imagine mag.
Click-->

723
MSG- 723 Subject: Re: 4.0 Dynamic View Bug (?)
Click-->

724
MSG- 724 Subject: 4.0 Dynamic View Bug (?)
Click-->

725
MSG- 725 Subject: Re: Altitude map animation HELP
Click-->

726
MSG- 726 Subject: Lens flare effects.
Click-->

727
MSG- 727 Subject: Compiling Textures
Click-->

728
MSG- 728 Subject: Millenium Bios
Click-->

729
MSG- 729 Subject: Re: PAR PC
Click-->

730
MSG- 730 Subject: Help, Imagine 4 wont run !!
Click-->

731
MSG- 731 Subject: Bad chunk size
Click-->

732
MSG- 732 Subject: 3.0 for FREE and some HELP
Click-->

733
MSG- 733 Subject: Altitude map animation HELP
Click-->

734
MSG- 734 Subject: Re: Re[2]: PAR PC
Click-->

735
MSG- 735 Subject: Re: Re[2]: PAR PC
Click-->

736
MSG- 736 Subject: Re: Toy Story
Click-->

737
MSG- 737 Subject: Re: Imagine Image Formats
Click-->

738
MSG- 738 Subject: Re: Imagine Image Formats
Click-->

739
MSG- 739 Subject: Timer
Click-->

740
MSG- 740 Subject: Re: High End 3D Software
Click-->

741
MSG- 741 Subject: TOY STORY
Click-->

742
MSG- 742 Subject: Knick Knacks (was Re: Toy Story)
Click-->

743
MSG- 743 Subject: New Pic
Click-->

744
MSG- 744 Subject: Toy Story
Click-->

745
MSG- 745 Subject: Higher Res Display on Imagine Amiga
Click-->

746
MSG- 746 Subject: Re: Rebound mail
Click-->

747
MSG- 747 Subject: COMPUTER ART mag
Click-->

748
MSG- 748 Subject: Re: Renderbrandt's webpage
Click-->

749
MSG- 749 Subject: Re: Cross-Platform Pictures
Click-->

750
MSG- 750 Subject: Cross-Platform Pictures
Click-->

751
MSG- 751 Subject: Re: Chaser Texture help
Click-->

752
MSG- 752 Subject: Re: Address of free imagine mag.
Click-->

753
MSG- 753 Subject: That silly Pixar movie again
Click-->

754
MSG- 754 Subject: Rebound mail
Click-->

755
MSG- 755 Subject: Re: 3.0 for free?!?
Click-->

756
MSG- 756 Subject: Motion blur bugs
Click-->

757
MSG- 757 Subject: Chaser Texture help
Click-->

758
MSG- 758 Subject: Brushes and genlock
Click-->

759
MSG- 759 Subject: New memory types...worth it??
Click-->

760
MSG- 760 Subject: 4.0 slice :)
Click-->

761
MSG- 761 Subject: Re: Knick Knacks (was Re: Toy Story)
Click-->

762
MSG- 762 Subject: Re: Higher Res Display on Imagine Amiga
Click-->

763
MSG- 763 Subject: Re: 4.0 slice :)
Click-->

764
MSG- 764 Subject: Re: Motion Blur
Click-->

765
MSG- 765 Subject: Re: Timer
Click-->

766
MSG- 766 Subject: Re: Rebound mail
Click-->

767
MSG- 767 Subject: Re: Brushes and genlock
Click-->

768
MSG- 768 Subject: Re: Motion blur bugs
Click-->

769
MSG- 769 Subject: Re: Cross-Platform Pictures
Click-->

770
MSG- 770 Subject: Re: 3.0 for free?!?
Click-->

771
MSG- 771 Subject: Re: Timer
Click-->

772
MSG- 772 Subject: Re: Toy Story
Click-->

773
MSG- 773 Subject: Re: Imagine Image Formats
Click-->

774
MSG- 774 Subject: Re: Chaser Texture help
Click-->

775
MSG- 775 Subject: Re: that silly Pixar movie again
Click-->

776
MSG- 776 Subject: Re: COMPUTER ART mag
Click-->

777
MSG- 777 Subject: Re: Imagine Image Formats
Click-->

778
MSG- 778 Subject: Timer
Click-->

779
MSG- 779 Subject: Re: New Pic
Click-->

780
MSG- 780 Subject: Moving Light...
Click-->

781
MSG- 781 Subject: Re: Rebound mail
Click-->

782
MSG- 782 Subject: Re: Timer
Click-->

783
MSG- 783 Subject: Re: Motion blur bugs
Click-->

784
MSG- 784 Subject: Re: Cross-Platform Pictures
Click-->

785
MSG- 785 Subject: TyeDyeTV
Click-->

786
MSG- 786 Subject: Blob-Modeling ?!
Click-->

787
MSG- 787 Subject: PAR PC
Click-->

788
MSG- 788 Subject: Renderbrandt's Home Page
Click-->

789
MSG- 789 Subject: Re: Rebound mail
Click-->

790
MSG- 790 Subject: US Importers for COMPUTER ART mag.
Click-->

791
MSG- 791 Subject: Re: Chaser Texture help
Click-->

792
MSG- 792 Subject: Re: New Pic
Click-->

793
MSG- 793 Subject: Re: Imagine Image Formats
Click-->

794
MSG- 794 Subject: PAR board - PC
Click-->

795
MSG- 795 Subject: Comparison
Click-->

796
MSG- 796 Subject: Timer
Click-->

797
MSG- 797 Subject: FTP
Click-->

798
MSG- 798 Subject: Render Times
Click-->

799
MSG- 799 Subject: Re: Timer
Click-->

800
MSG- 800 Subject: 3D page flip...
Click-->

801
MSG- 801 Subject: Re: 3D page flip...
Click-->

802
MSG- 802 Subject: More 4.0 slice...
Click-->

803
MSG- 803 Subject: Imagine: My one real gripe
Click-->

804
MSG- 804 Subject: Timer request
Click-->

805
MSG- 805 Subject: Re: New Pic
Click-->

806
MSG- 806 Subject: Imagine 4.0 purchase
Click-->

807
MSG- 807 Subject: Renderbrandt's Home Page
Click-->

808
MSG- 808 Subject: Toy Story
Click-->

809
MSG- 809 Subject: Re: Toy Story
Click-->

810
MSG- 810 Subject: Re: More 4.0 slice...
Click-->

811
MSG- 811 Subject: Re: Timer
Click-->

812
MSG- 812 Subject: Re: Free Imagine 3.0
Click-->

813
MSG- 813 Subject: Re: Altitude map Oops
Click-->

814
MSG- 814 Subject: Re: Knick Knacks (was Re: Toy Story)
Click-->

815
MSG- 815 Subject: Re: Field Rendering (was PAR PC)
Click-->

816
MSG- 816 Subject: IMAGINE AMIGA - DCTV
Click-->

817
MSG- 817 Subject: Aminet Uploads
Click-->

818
MSG- 818 Subject: Re: Toy Story

1.3 IMAGINE MAILING LIST V68- CONTENTS

Click-->
1
MSG- 250 -----=> Sorry NO Subject!
Click-->

2
MSG- 398 -----=> Sorry NO Subject!
Click-->

3
MSG- 399 -----=> Sorry NO Subject!
Click-->

4
MSG- 260 -----=> Sorry NO Subject!
Click-->

5
MSG- 397 -----=> Sorry NO Subject!
Click-->

6
MSG- 34 -----=> Sorry NO Subject!
Click-->

7
MSG- 97 Subject: 040+ optimizing of Imagine ?!
Click-->

8

MSG- 715 Subject: 1st CAM
Click-->
9
MSG- 14 Subject: Re: 24Bit Quickrender
Click-->
10
MSG- 732 Subject: 3.0 for FREE and some HELP
Click-->
11
MSG- 634 Subject: 3.0 for FREE and some help
Click-->
12
MSG- 644 Subject: Re: 3.0 for FREE and some help
Click-->
13
MSG- 637 Subject: Re: 3.0 for FREE and some help
Click-->
14
MSG- 543 Subject: 3.0 for free? Don't think so but...
Click-->
15
MSG- 652 Subject: Re: 3.0 for free? Don't think so but...
Click-->
16
MSG- 582 Subject: Re: 3.0 for free? Don't think so but...
Click-->
17
MSG- 486 Subject: 3.0 for free?!?
Click-->
18
MSG- 500 Subject: Re: 3.0 for free?!?
Click-->
19
MSG- 770 Subject: Re: 3.0 for free?!?
Click-->
20
MSG- 510 Subject: Re: 3.0 for free?!?
Click-->
21
MSG- 493 Subject: Re: 3.0 for free?!?
Click-->
22
MSG- 496 Subject: Re: 3.0 for free?!?
Click-->
23
MSG- 755 Subject: Re: 3.0 for free?!?
Click-->
24
MSG- 678 Subject: Re: 3.0 to 4.0. What's New
Click-->
25
MSG- 64 Subject: 3D accelerators
Click-->
26
MSG- 132 Subject: Re: 3D accelerators
Click-->
27

MSG- 70 Subject: Re: 3D accelerators
Click-->
28
MSG- 230 Subject: 3D Design
Click-->
29
MSG- 257 Subject: Re: 3D Design & other magazines
Click-->
30
MSG- 251 Subject: Re: 3D Design & other magazines
Click-->
31
MSG- 274 Subject: Re: 3D Design & other magazines
Click-->
32
MSG- 622 Subject: 3d Modeling
Click-->
33
MSG- 800 Subject: 3D page flip...
Click-->
34
MSG- 801 Subject: Re: 3D page flip...
Click-->
35
MSG- 75 Subject: 4.0
Click-->
36
MSG- 425 Subject: 4.0 - Great Intro pic!
Click-->
37
MSG- 673 Subject: Re: 4.0 - Great Intro pic!
Click-->
38
MSG- 457 Subject: Re: 4.0 - Great Intro pic!
Click-->
39
MSG- 569 Subject: Re: 4.0 - Great Intro pic!
Click-->
40
MSG- 502 Subject: Re: 4.0 - Great Intro pic!
Click-->
41
MSG- 455 Subject: Re: 4.0 - Great Intro pic!
Click-->
42
MSG- 442 Subject: Re: 4.0 - Great Intro pic!
Click-->
43
MSG- 441 Subject: Re: 4.0 - Great Intro pic!
Click-->
44
MSG- 452 Subject: Re: 4.0 - Great Intro pic!
Click-->
45
MSG- 447 Subject: Re: 4.0 - Great Intro pic!
Click-->
46

MSG- 168 Subject: 4.0 and autoload backdrop images!
Click-->
47
MSG- 206 Subject: Re: 4.0 and autoload backdrop images! -Reply
Click-->
48
MSG- 200 Subject: Re: 4.0 and autoload backdrop images!
Click-->
49
MSG- 203 Subject: Re: 4.0 and autoload backdrop images!
Click-->
50
MSG- 207 Subject: Re: 4.0 and autoload backdrop images!
Click-->
51
MSG- 171 Subject: Re: 4.0 and autoload backdrop images!
Click-->
52
MSG- 362 Subject: 4.0 Blobs
Click-->
53
MSG- 385 Subject: Re: 4.0 Blobs
Click-->
54
MSG- 368 Subject: Re: 4.0 Blobs
Click-->
55
MSG- 718 Subject: 4.0 Dynamic View Bug (?)
Click-->
56
MSG- 724 Subject: 4.0 Dynamic View Bug (?)
Click-->
57
MSG- 723 Subject: Re: 4.0 Dynamic View Bug (?)
Click-->
58
MSG- 23 Subject: 4.0 manual
Click-->
59
MSG- 48 Subject: 4.0 manual
Click-->
60
MSG- 67 Subject: Re: 4.0 Manual
Click-->
61
MSG- 31 Subject: Re: 4.0 manual
Click-->
62
MSG- 111 Subject: Re: 4.0 manual
Click-->
63
MSG- 91 Subject: Re: 4.0 manual
Click-->
64
MSG- 88 Subject: Re: 4.0 manual
Click-->
65

MSG- 53 Subject: Re: 4.0 manual
Click-->
66
MSG- 57 Subject: Re: 4.0 manual
Click-->
67
MSG- 50 Subject: Re: 4.0 Manual
Click-->
68
MSG- 59 Subject: Re: 4.0 manual
Click-->
69
MSG- 287 Subject: 4.0 motion blur and paths
Click-->
70
MSG- 222 Subject: 4.0 motion blur and paths
Click-->
71
MSG- 300 Subject: Re: 4.0 motion blur and paths
Click-->
72
MSG- 215 Subject: 4.0 raises WinImagine questions!
Click-->
73
MSG- 227 Subject: 4.0 raises WinImagine questions! -Reply
Click-->
74
MSG- 225 Subject: Re: 4.0 raises WinImagine questions!
Click-->
75
MSG- 19 Subject: 4.0 sans manual
Click-->
76
MSG- 68 Subject: Re: 4.0 sans manual
Click-->
77
MSG- 40 Subject: Re: 4.0 sans manual
Click-->
78
MSG- 131 Subject: Re: 4.0 sans manual
Click-->
79
MSG- 16 Subject: Re: 4.0 sans manual
Click-->
80
MSG- 47 Subject: Re: 4.0 sans manual
Click-->
81
MSG- 220 Subject: 4.0 Shipping
Click-->
82
MSG- 243 Subject: 4.0 Shipping -Reply
Click-->
83
MSG- 249 Subject: Re: 4.0 Shipping
Click-->
84

MSG- 221 Subject: Re: 4.0 Shipping
Click-->
85
MSG- 244 Subject: Re: 4.0 Shipping
Click-->
86
MSG- 228 Subject: Re: 4.0 Shipping
Click-->
87
MSG- 760 Subject: 4.0 slice :)
Click-->
88
MSG- 763 Subject: Re: 4.0 slice :)
Click-->
89
MSG- 164 Subject: Re: 4.0
Click-->
90
MSG- 219 Subject: Re: 4.0
Click-->
91
MSG- 374 Subject: Re: 4.0
Click-->
92
MSG- 235 Subject: Re: 4.0
Click-->
93
MSG- 276 Subject: Re: 4.0
Click-->
94
MSG- 509 Subject: 680x0 optimization of Imagine
Click-->
95
MSG- 495 Subject: Re: 680x0 optimization of Imagine
Click-->
96
MSG- 242 Subject: A blobs challenge!
Click-->
97
MSG- 233 Subject: A blobs challenge!
Click-->
98
MSG- 334 Subject: Re: A blobs challenge!
Click-->
99
MSG- 280 Subject: Re: A blobs challenge!
Click-->
100
MSG- 286 Subject: Re: A blobs challenge!
Click-->
101
MSG- 285 Subject: Re: A blobs challenge!
Click-->
102
MSG- 271 Subject: A message from Mike
Click-->
103

MSG- 591 Subject: A quickie challenge for programmer-types
Click-->
104
MSG- 722 Subject: Address of free imagine mag.
Click-->
105
MSG- 752 Subject: Re: Address of free imagine mag.
Click-->
106
MSG- 587 Subject: All sorts of things.
Click-->
107
MSG- 657 Subject: All sorts of things.
Click-->
108
MSG- 679 Subject: Re: All sorts of things.
Click-->
109
MSG- 664 Subject: Re: All sorts of things.
Click-->
110
MSG- 633 Subject: Re: All sorts of things.
Click-->
111
MSG- 733 Subject: Altitude map animation HELP
Click-->
112
MSG- 635 Subject: Altitude map animation HELP
Click-->
113
MSG- 725 Subject: Re: Altitude map animation HELP
Click-->
114
MSG- 676 Subject: Re: Altitude map animation HELP
Click-->
115
MSG- 651 Subject: Re: Altitude map animation HELP
Click-->
116
MSG- 813 Subject: Re: Altitude map Oops
Click-->
117
MSG- 439 Subject: Amiga 2000 for sale
Click-->
118
MSG- 353 Subject: Amiga 4.0
Click-->
119
MSG- 451 Subject: Amiga I4.0 Bugs(?)
Click-->
120
MSG- 460 Subject: Amiga I4.0 Bugs(?)
Click-->
121
MSG- 505 Subject: Amiga Imagine 4.0 for sale
Click-->
122

MSG- 329 Subject: Amiga to PC objects
Click-->
123
MSG- 339 Subject: Re: Amiga to PC objects
Click-->
124
MSG- 365 Subject: Amiga version 4 arrives!
Click-->
125
MSG- 817 Subject: Aminet Uploads
Click-->
126
MSG- 156 Subject: Re: Animated Grass Quickie
Click-->
127
MSG- 130 Subject: Re: Animated Grass Quickie
Click-->
128
MSG- 32 Subject: Re: Animated Grass Quickie
Click-->
129
MSG- 17 Subject: Re: Animated Grass Quickie
Click-->
130
MSG- 13 Subject: Re: Animated Grass Quickie
Click-->
131
MSG- 89 Subject: Re: Animated Grass Quickie
Click-->
132
MSG- 380 Subject: Re: Animating character
Click-->
133
MSG- 390 Subject: Re: Animating character
Click-->
134
MSG- 123 Subject: Animations
Click-->
135
MSG- 552 Subject: Anti-aliasing
Click-->
136
MSG- 597 Subject: Re: Anti-aliasing
Click-->
137
MSG- 667 Subject: Re: Anti-aliasing
Click-->
138
MSG- 528 Subject: Anybody know how to fix bad chunk size, etc.
Click-->
139
MSG- 539 Subject: Re: Anybody know how to fix bad chunk size, ↔
etc.
Click-->
140
MSG- 588 Subject: Re: Anybody know how to fix bad chunk size, ↔
etc.

Click-->
141
MSG- 571 Subject: Re: Anybody know how to fix bad chunk size, ←
etc.

Click-->
142
MSG- 568 Subject: Re: Anybody know how to fix bad chunk size, ←
etc.

Click-->
143
MSG- 541 Subject: Re: Anybody know how to fix bad chunk size, ←
etc.

Click-->
144
MSG- 557 Subject: Re: Anybody know how to fix bad chunk size, ←
etc.

Click-->
145
MSG- 674 Subject: Re: Anybody know how to fix bad chunk size, ←
etc.

Click-->
146
MSG- 2 Subject: Re: Anybody know how to fix bad chunk size, ←
etc.

Click-->
147
MSG- 369 Subject: Apology

Click-->
148
MSG- 192 Subject: Attrib's for all of group?

Click-->
149
MSG- 202 Subject: Re: Attrib's for all of group?

Click-->
150
MSG- 208 Subject: Re: Attrib's for all of group?

Click-->
151
MSG- 241 Subject: Attribs on Image Maps

Click-->
152
MSG- 277 Subject: Re: Attribs on Image Maps

Click-->
153
MSG- 254 Subject: Re: Attribs on Image Maps

Click-->
154
MSG- 266 Subject: Re: Attribs on Image Maps

Click-->
155
MSG- 270 Subject: Re: Attribs on Image Maps

Click-->
156
MSG- 289 Subject: Re: Attribs on Image Maps

Click-->
157
MSG- 389 Subject: Attributes

Click-->
158
MSG- 4 Subject: Attributes

Click-->
159
MSG- 150 Subject: Attributes.

Click-->
160
MSG- 163 Subject: Re: Attributes.

Click-->
161
MSG- 142 Subject: Re: Attributes.

Click-->
162
MSG- 320 Subject: Re: Attributes

Click-->
163
MSG- 335 Subject: Re: Attributes

Click-->
164
MSG- 316 Subject: Re: Attributes

Click-->
165
MSG- 310 Subject: Re: Attributes

Click-->
166
MSG- 394 Subject: Availability of Imagine

Click-->
167
MSG- 224 Subject: Re: Backdrop images.

Click-->
168
MSG- 214 Subject: Re: Backdrop images.

Click-->
169
MSG- 210 Subject: Re: Backdrop images.

Click-->
170
MSG- 199 Subject: Re: Backdrop images.

Click-->
171
MSG- 731 Subject: Bad chunk size

Click-->
172
MSG- 580 Subject: Bad chunk size (not a blob in sight)

Click-->
173
MSG- 58 Subject: Bars

Click-->
174
MSG- 137 Subject: Basic Problems (was Re: scaling problems...)

Click-->
175
MSG- 655 Subject: Blob-Modeling ?!

Click-->
176
MSG- 786 Subject: Blob-Modeling ?!

Click-->
177
MSG- 638 Subject: Re: Blob-Modeling ?!

Click-->
178
MSG- 647 Subject: Re: Blob-Modeling ?!

Click-->
179
MSG- 677 Subject: Re: Blob-Modeling ?!

Click-->
180
MSG- 656 Subject: Re: Blob-Modeling ?!

Click-->
181
MSG- 209 Subject: Blobs

Click-->
182
MSG- 122 Subject: Blobs

Click-->
183
MSG- 645 Subject: Blobs problem

Click-->
184
MSG- 684 Subject: Re: Blobs problem

Click-->
185
MSG- 689 Subject: Re: Blobs problem

Click-->
186
MSG- 707 Subject: Blobs and textures

Click-->
187
MSG- 358 Subject: Blobs lavalamp.

Click-->
188
MSG- 376 Subject: Re: Blobs lavalamp.

Click-->
189
MSG- 650 Subject: Re: Blobs problem

Click-->
190
MSG- 716 Subject: Re: Blobs problem

Click-->
191
MSG- 703 Subject: Blobs/metaballs???

Click-->
192
MSG- 348 Subject: Blobs: error - bad chunk size???

Click-->
193
MSG- 370 Subject: Re: Blobs: error - bad chunk size???

Click-->
194
MSG- 359 Subject: Re: Blobs: error - bad chunk size???

Click-->
195
MSG- 189 Subject: Re: Blobs

Click-->
196
MSG- 147 Subject: Re: Blobs

Click-->
197
MSG- 136 Subject: Re: Blobs

Click-->
198
MSG- 154 Subject: Re: Blobs

Click-->
199
MSG- 198 Subject: Re: Blobs

Click-->
200
MSG- 503 Subject: Boca 2m

Click-->
201
MSG- 144 Subject: Booting imagin

Click-->
202
MSG- 332 Subject: Brightness problem

Click-->
203
MSG- 662 Subject: Brightness tricking lightsources!

Click-->
204
MSG- 700 Subject: Re: Brightness tricking lightsources!

Click-->
205
MSG- 682 Subject: Re: Brightness tricking lightsources!

Click-->
206
MSG- 758 Subject: Brushes and genlock

Click-->
207
MSG- 767 Subject: Re: Brushes and genlock

Click-->
208
MSG- 278 Subject: Brushmapping Children

Click-->
209
MSG- 416 Subject: Brushmapping Children

Click-->
210
MSG- 382 Subject: Brushmapping Children

Click-->
211
MSG- 417 Subject: Re: Brushmapping Children

Click-->
212
MSG- 429 Subject: Re: Brushmapping Children

Click-->
213
MSG- 475 Subject: Re: Brushmapping Children

Click-->
214
MSG- 323 Subject: Re: Brushmapping Children

Click-->
215
MSG- 431 Subject: Re: Brushmapping Children

Click-->
216
MSG- 430 Subject: Re: Brushmapping Children

Click-->
217
MSG- 488 Subject: Bug List, Some thoughts about Imagine's future ↔
(not very happy)

Click-->
218
MSG- 607 Subject: Capt. Video

Click-->
219
MSG- 139 Subject: Caustics.itx

Click-->
220
MSG- 197 Subject: Re: Caustics.itx

Click-->
221
MSG- 180 Subject: Re: Caustics.itx

Click-->
222
MSG- 196 Subject: Re: Caustics.itx

Click-->
223
MSG- 757 Subject: Chaser Texture help

Click-->
224
MSG- 791 Subject: Re: Chaser Texture help

Click-->
225
MSG- 774 Subject: Re: Chaser Texture help

Click-->
226
MSG- 751 Subject: Re: Chaser Texture help

Click-->
227
MSG- 407 Subject: CleanUpSlice

Click-->
228
MSG- 363 Subject: CleanUpSlice

Click-->
229
MSG- 396 Subject: Re: CleanUpSlice

Click-->
230
MSG- 373 Subject: Re: CleanUpSlice

Click-->
231
MSG- 187 Subject: Re: Cmpeg and playback speed

Click-->
232
MSG- 232 Subject: Re: Cmpeg and Wife (and Winimagine upgrade ↔
cost)

Click-->

233
MSG- 182 Subject: Re: Cmpeg How do I work it? <spoiler>
Click-->

234
MSG- 159 Subject: Re: Cmpeg How do I work it? <spoiler>
Click-->

235
MSG- 183 Subject: Re: Cmpeg How do I work it? <spoiler>
Click-->

236
MSG- 135 Subject: Cmpeg. How do I work it?
Click-->

237
MSG- 141 Subject: Re: Cmpeg. How do I work it?
Click-->

238
MSG- 134 Subject: Re: Cmpeg. How do I work it?
Click-->

239
MSG- 162 Subject: Re: Cmpeg. How do I work it?
Click-->

240
MSG- 795 Subject: Comparison
Click-->

241
MSG- 727 Subject: Compiling Textures
Click-->

242
MSG- 160 Subject: COMPLEMENT for Iron Mike and IM4.0
Click-->

243
MSG- 710 Subject: Computer Art in Canada? USA?
Click-->

244
MSG- 747 Subject: COMPUTER ART mag
Click-->

245
MSG- 776 Subject: Re: COMPUTER ART mag
Click-->

246
MSG- 193 Subject: Cool Texture maps
Click-->

247
MSG- 279 Subject: Re: Cool Texture maps
Click-->

248
MSG- 624 Subject: Credit card object
Click-->

249
MSG- 688 Subject: Re: Credit card object
Click-->

250
MSG- 658 Subject: Re: Credit card object
Click-->

251
MSG- 695 Subject: Re: Credit card object
Click-->

252
MSG- 626 Subject: Re: Credit card object
Click-->

253
MSG- 750 Subject: Cross-Platform Pictures
Click-->

254
MSG- 784 Subject: Re: Cross-Platform Pictures
Click-->

255
MSG- 769 Subject: Re: Cross-Platform Pictures
Click-->

256
MSG- 749 Subject: Re: Cross-Platform Pictures
Click-->

257
MSG- 403 Subject: Dark Outlines using brushes!
Click-->

258
MSG- 387 Subject: Dark Outlines using brushes!
Click-->

259
MSG- 79 Subject: Re: Decals on Glass
Click-->

260
MSG- 481 Subject: RE: Difference between JOIN & MERGE / ↔
Particles follows
Click-->

261
MSG- 291 Subject: Dos Helper needed
Click-->

262
MSG- 296 Subject: Dos Helper needed
Click-->

263
MSG- 325 Subject: Re: Dos Helper needed
Click-->

264
MSG- 391 Subject: Re: Dos Helper needed
Click-->

265
MSG- 371 Subject: Re: Dos Helper needed
Click-->

266
MSG- 340 Subject: Re: Dos Helper needed
Click-->

267
MSG- 299 Subject: Re: Dos Helper needed
Click-->

268
MSG- 338 Subject: Re: Dos Helper needed
Click-->

269
MSG- 236 Subject: DPaint Replacement For PC's...
Click-->

270
MSG- 262 Subject: Re: DPaint Replacement For PC's...

Click-->
271
MSG- 11 Subject: Dream Scenerio!

Click-->
272
MSG- 9 Subject: DS9 object

Click-->
273
MSG- 174 Subject: Dual CPUs

Click-->
274
MSG- 352 Subject: Duty Cycle?

Click-->
275
MSG- 346 Subject: Duty Cycle?

Click-->
276
MSG- 356 Subject: Re: Duty Cycle?

Click-->
277
MSG- 328 Subject: Electric.txt in 3.3?

Click-->
278
MSG- 246 Subject: Eye Fry TV in Boston

Click-->
279
MSG- 306 Subject: Re: Eye Fry TV in Boston

Click-->
280
MSG- 51 Subject: Face reduction utility for Imagine 3.3 / 4.0

Click-->
281
MSG- 76 Subject: Re: Face reduction utility for Imagine 3.3 / 4.0 (fwd) ←

Click-->
282
MSG- 100 Subject: Re: Face reduction utility for Imagine 3.3 / 4.0 (fwd) ←

Click-->
283
MSG- 93 Subject: Re: Face reduction utility for Imagine 3.3 / 4.0 (fwd) ←

Click-->
284
MSG- 583 Subject: FAQ Textures

Click-->
285
MSG- 592 Subject: Re: FAQ Textures

Click-->
286
MSG- 621 Subject: Re: FAQ Textures

Click-->
287
MSG- 563 Subject: Faq#9 in guide & html

Click-->
288
MSG- 815 Subject: Re: Field Rendering (was PAR PC)

Click-->
289
MSG- 216 Subject: Finally fixing it ...

Click-->
290
MSG- 530 Subject: FREE

Click-->
291
MSG- 593 Subject: Free Imagine

Click-->
292
MSG- 616 Subject: Free Imagine

Click-->
293
MSG- 672 Subject: RE: Free imagine ...

Click-->
294
MSG- 540 Subject: RE: Free imagine ...

Click-->
295
MSG- 668 Subject: RE: Free imagine ...

Click-->
296
MSG- 547 Subject: RE: Free imagine ...

Click-->
297
MSG- 714 Subject: Free Imagine 3.0

Click-->
298
MSG- 812 Subject: Re: Free Imagine 3.0

Click-->
299
MSG- 654 Subject: Free Imagine v.3.0

Click-->
300
MSG- 599 Subject: Free stuff for you at my place

Click-->
301
MSG- 617 Subject: Re: Free stuff for you at my place

Click-->
302
MSG- 613 Subject: Re: Free stuff for you at my place

Click-->
303
MSG- 517 Subject: Re: FREE

Click-->
304
MSG- 544 Subject: Re: FREE

Click-->
305
MSG- 378 Subject: FrontCover available!

Click-->
306
MSG- 375 Subject: Re: FrontCover available!

Click-->
307
MSG- 797 Subject: FTP

Click-->
308
MSG- 333 Subject: FYI

Click-->
309
MSG- 98 Subject: Gadgets

Click-->
310
MSG- 37 Subject: Gadgets

Click-->
311
MSG- 27 Subject: Gadgets and Function Keys

Click-->
312
MSG- 311 Subject: Gaseous space nebula

Click-->
313
MSG- 315 Subject: Re: Gaseous space nebula

Click-->
314
MSG- 314 Subject: Re: Gaseous space nebula

Click-->
315
MSG- 308 Subject: Re: Gaseous space nebula

Click-->
316
MSG- 660 Subject: Getting into the biz..

Click-->
317
MSG- 595 Subject: Getting into the biz..

Click-->
318
MSG- 675 Subject: Re: Getting into the biz..

Click-->
319
MSG- 614 Subject: Re: Getting into the biz..

Click-->
320
MSG- 618 Subject: Re: Getting into the biz..

Click-->
321
MSG- 28 Subject: Glows

Click-->
322
MSG- 186 Subject: Re: Glows again...

Click-->
323
MSG- 218 Subject: Re: Glows again

Click-->
324
MSG- 223 Subject: Re: Glows again

Click-->
325
MSG- 211 Subject: Re: Glows again

Click-->
326
MSG- 29 Subject: Glows the annoying way!

Click-->
327
MSG- 30 Subject: Glows, I have an idea...

Click-->
328
MSG- 392 Subject: Good Times

Click-->
329
MSG- 377 Subject: Good Times with Imagine

Click-->
330
MSG- 420 Subject: Good Times with Imagine

Click-->
331
MSG- 409 Subject: Re: Good Times with Imagine

Click-->
332
MSG- 712 Subject: Goodbyeeee!

Click-->
333
MSG- 619 Subject: Great IML!

Click-->
334
MSG- 491 Subject: Gripe

Click-->
335
MSG- 548 Subject: Gripe

Click-->
336
MSG- 494 Subject: Re: Gripe

Click-->
337
MSG- 504 Subject: Re: Gripe

Click-->
338
MSG- 499 Subject: Re: Gripe

Click-->
339
MSG- 330 Subject: Helical path?

Click-->
340
MSG- 317 Subject: Helical path?

Click-->
341
MSG- 327 Subject: Re: Helical path?

Click-->
342
MSG- 322 Subject: Re: Helical path?

Click-->
343
MSG- 263 Subject: Helmy's Pic

Click-->
344
MSG- 282 Subject: Helmy's Pic

Click-->
345

MSG- 372 Subject: Helmy..where are you?? (ignore if you are not ←
Helmy)
Click-->
346
MSG- 730 Subject: Help, Imagine 4 wont run !!
Click-->
347
MSG- 602 Subject: High End 3D Software
Click-->
348
MSG- 615 Subject: High End 3D Software
Click-->
349
MSG- 586 Subject: Re: High End 3D Software
Click-->
350
MSG- 605 Subject: Re: High End 3D Software
Click-->
351
MSG- 628 Subject: Re: High End 3D Software
Click-->
352
MSG- 604 Subject: Re: High End 3D Software
Click-->
353
MSG- 601 Subject: Re: High End 3D Software
Click-->
354
MSG- 603 Subject: Re: High End 3D Software
Click-->
355
MSG- 612 Subject: Re: High End 3D Software
Click-->
356
MSG- 665 Subject: Re: High End 3D Software
Click-->
357
MSG- 740 Subject: Re: High End 3D Software
Click-->
358
MSG- 611 Subject: Re: High End 3D Software
Click-->
359
MSG- 627 Subject: Re: High End 3D Software
Click-->
360
MSG- 745 Subject: Higher Res Display on Imagine Amiga
Click-->
361
MSG- 762 Subject: Re: Higher Res Display on Imagine Amiga
Click-->
362
MSG- 267 Subject: Hmmm
Click-->
363
MSG- 12 Subject: How fast?
Click-->

364
MSG- 42 Subject: Re: How fast?
Click-->

365
MSG- 35 Subject: Re: How fast?
Click-->

366
MSG- 49 Subject: Re: How fast
Click-->

367
MSG- 104 Subject: Hubble pix
Click-->

368
MSG- 74 Subject: Hubble pix
Click-->

369
MSG- 101 Subject: Re: Hubble pix
Click-->

370
MSG- 247 Subject: I got my Imagine4.0 manual!
Click-->

371
MSG- 255 Subject: Re: I got my Imagine4.0 manual!
Click-->

372
MSG- 554 Subject: I'M PULSE giveaway
Click-->

373
MSG- 608 Subject: Re: I'M PULSE giveaway
Click-->

374
MSG- 581 Subject: Re: I'M PULSE giveaway
Click-->

375
MSG- 535 Subject: Im 4.0 intro pic (again?)
Click-->

376
MSG- 573 Subject: Re: Im 4.0 intro pic (again?)
Click-->

377
MSG- 578 Subject: Re: Im 4.0 intro pic (again?)
Click-->

378
MSG- 537 Subject: IM 4.0 pic prob (again?)
Click-->

379
MSG- 364 Subject: IM4-Smoothing Tool Example
Click-->

380
MSG- 492 Subject: Imagein ine 3.0 for free
Click-->

381
MSG- 489 Subject: Imagine
Click-->

382
MSG- 20 Subject: Imagine & Cyberstorm60 problems
Click-->

383
MSG- 8 Subject: Re: Imagine & Cyberstorm60 problems
Click-->

384
MSG- 642 Subject: Imagine 3.0
Click-->

385
MSG- 265 Subject: Imagine 4 in Oz
Click-->

386
MSG- 468 Subject: Imagine 4 in the UK
Click-->

387
MSG- 538 Subject: Re: Imagine 4 in the UK
Click-->

388
MSG- 523 Subject: Re: Imagine 4 in the UK
Click-->

389
MSG- 483 Subject: Re: Imagine 4 in the UK
Click-->

390
MSG- 46 Subject: Imagine 4.0
Click-->

391
MSG- 72 Subject: Imagine 4.0
Click-->

392
MSG- 124 Subject: Imagine 4.0
Click-->

393
MSG- 10 Subject: Imagine 4.0
Click-->

394
MSG- 574 Subject: Imagine 4.0 (PC) in Spain
Click-->

395
MSG- 173 Subject: Imagine 4.0 amiga
Click-->

396
MSG- 355 Subject: Imagine 4.0 Amiga arrives!
Click-->

397
MSG- 402 Subject: Imagine 4.0 Amiga arrives!
Click-->

398
MSG- 401 Subject: Re: Imagine 4.0 Amiga arrives!
Click-->

399
MSG- 361 Subject: Re: Imagine 4.0 Amiga arrives!
Click-->

400
MSG- 381 Subject: Re: Imagine 4.0 Amiga arrives!
Click-->

401
MSG- 646 Subject: Imagine 4.0 Amiga problems
Click-->

402
MSG- 690 Subject: Re: Imagine 4.0 Amiga problems
Click-->

403
MSG- 694 Subject: Re: Imagine 4.0 Amiga problems
Click-->

404
MSG- 685 Subject: Re: Imagine 4.0 Amiga problems
Click-->

405
MSG- 498 Subject: Re: Imagine 4.0 Amiga (PorpiseVision)
Click-->

406
MSG- 461 Subject: Imagine 4.0 Amiga (ProperVersion)
Click-->

407
MSG- 467 Subject: Re: Imagine 4.0 Amiga (ProperVersion)
Click-->

408
MSG- 476 Subject: Re: Imagine 4.0 Amiga (ProperVersion)
Click-->

409
MSG- 564 Subject: Imagine 4.0 distribution
Click-->

410
MSG- 556 Subject: Re: Imagine 4.0 distribution
Click-->

411
MSG- 560 Subject: Imagine 4.0 in Spain (Amiga)
Click-->

412
MSG- 65 Subject: Imagine 4.0 is here!
Click-->

413
MSG- 806 Subject: Imagine 4.0 purchase
Click-->

414
MSG- 169 Subject: Imagine 4.0, Spline Editor??
Click-->

415
MSG- 120 Subject: Imagine 4.0, Spline Editor??
Click-->

416
MSG- 176 Subject: Re: Imagine 4.0, Spline Editor??
Click-->

417
MSG- 153 Subject: Re: Imagine 4.0, Spline Editor??
Click-->

418
MSG- 126 Subject: Re: Imagine 4.0, Spline Editor??
Click-->

419
MSG- 213 Subject: Re: Imagine 4.0, Spline Editor??
Click-->

420
MSG- 170 Subject: Re: Imagine 4.0, Spline Editor??
Click-->

421
MSG- 25 Subject: Re: Imagine 4.0
Click-->

422
MSG- 133 Subject: Re: Imagine 4.0
Click-->

423
MSG- 816 Subject: IMAGINE AMIGA - DCTV
Click-->

424
MSG- 435 Subject: Imagine Faq 9
Click-->

425
MSG- 738 Subject: Re: Imagine Image Formats
Click-->

426
MSG- 737 Subject: Re: Imagine Image Formats
Click-->

427
MSG- 777 Subject: Re: Imagine Image Formats
Click-->

428
MSG- 793 Subject: Re: Imagine Image Formats
Click-->

429
MSG- 773 Subject: Re: Imagine Image Formats
Click-->

430
MSG- 177 Subject: Imagine objects
Click-->

431
MSG- 680 Subject: Imagine registration???
Click-->

432
MSG- 697 Subject: Re: Imagine registration???
Click-->

433
MSG- 698 Subject: Imagine SGI
Click-->

434
MSG- 107 Subject: Imagine Texture Editor
Click-->

435
MSG- 167 Subject: Imagine under Win '9
Click-->

436
MSG- 95 Subject: Imagine4.0
Click-->

437
MSG- 803 Subject: Imagine: My one real gripe
Click-->

438
MSG- 143 Subject: Imagn for the PC?
Click-->

439
MSG- 462 Subject: IMLarc67 on Aminet
Click-->

440
MSG- 532 Subject: Impulse
Click-->

441
MSG- 7 Subject: Impulse, Please change the name...
Click-->

442
MSG- 567 Subject: Re: Impulse
Click-->

443
MSG- 534 Subject: Re: Impulse
Click-->

444
MSG- 190 Subject: Informations
Click-->

445
MSG- 292 Subject: Informations
Click-->

446
MSG- 113 Subject: Installing Imagine 4.0
Click-->

447
MSG- 463 Subject: Is anyone here have Mike Halvorson EMail ↔
Address ?
Click-->

448
MSG- 465 Subject: Re: Is anyone here have Mike Halvorson EMail ↔
Address ?
Click-->

449
MSG- 558 Subject: It seems that I've found a viable solution for ↔
Blobs with Stat
Click-->

450
MSG- 414 Subject: It's here...
Click-->

451
MSG- 415 Subject: Re: It's here...
Click-->

452
MSG- 572 Subject: It's now official open, Renderbrandt
Click-->

453
MSG- 344 Subject: Joint Locks Question
Click-->

454
MSG- 742 Subject: Knick Knacks (was Re: Toy Story)
Click-->

455
MSG- 814 Subject: Re: Knick Knacks (was Re: Toy Story)
Click-->

456
MSG- 761 Subject: Re: Knick Knacks (was Re: Toy Story)
Click-->

457
MSG- 565 Subject: Lens flare effects.
Click-->

458
MSG- 726 Subject: Lens flare effects.
Click-->

459
MSG- 640 Subject: Re: Lens flare effects.
Click-->

460
MSG- 598 Subject: Re: Lens flare effects.
Click-->

461
MSG- 90 Subject: Lha util for PCs
Click-->

462
MSG- 105 Subject: Re: Lha util for PCs
Click-->

463
MSG- 106 Subject: Re: Lha util for PCs
Click-->

464
MSG- 240 Subject: Lightning
Click-->

465
MSG- 258 Subject: Re: Lightning
Click-->

466
MSG- 194 Subject: ListAtts and 4.0 README!
Click-->

467
MSG- 596 Subject: Looking for tips, trick, hops, hips, jumps...
Click-->

468
MSG- 36 Subject: Magazines
Click-->

469
MSG- 44 Subject: Re: Magazines
Click-->

470
MSG- 60 Subject: Re: Magazines
Click-->

471
MSG- 54 Subject: Re: Magazines
Click-->

472
MSG- 26 Subject: Mailing list
Click-->

473
MSG- 466 Subject: Manual for Amiga Imagine
Click-->

474
MSG- 444 Subject: Manual for Amiga Imagine
Click-->

475
MSG- 473 Subject: Re: Manual for Amiga Imagine
Click-->

476
MSG- 459 Subject: Re: Manual for Amiga Imagine
Click-->

477
MSG- 445 Subject: Re: Manual for Amiga Imagine
Click-->

478
MSG- 477 Subject: Matrox Millenium & Imagine
Click-->

479
MSG- 482 Subject: Re: Matrox Millenium & Imagine
Click-->

480
MSG- 511 Subject: Re: Matrox Millenium & Imagine
Click-->

481
MSG- 484 Subject: Re: Matrox Millenium & Imagine
Click-->

482
MSG- 472 Subject: Re: Matrox Millenium & Imagine
Click-->

483
MSG- 112 Subject: Metaballs=Blob?
Click-->

484
MSG- 125 Subject: Re: Metaballs=Blob?
Click-->

485
MSG- 108 Subject: Milan's CleanupSlice
Click-->

486
MSG- 302 Subject: Milan's CleanUpSlice Prg
Click-->

487
MSG- 305 Subject: Re: Milan's CleanUpSlice Prg
Click-->

488
MSG- 728 Subject: Millenium Bios
Click-->

489
MSG- 706 Subject: Millenium Bios
Click-->

490
MSG- 77 Subject: Minds Eye (again II)
Click-->

491
MSG- 102 Subject: RE: Minds Eye (again II)
Click-->

492
MSG- 114 Subject: RE: Minds Eye (again II)
Click-->

493
MSG- 609 Subject: Minor tips
Click-->

494
MSG- 110 Subject: Re: Mirror, Mirror
Click-->

495
MSG- 802 Subject: More 4.0 slice...
Click-->

496
MSG- 810 Subject: Re: More 4.0 slice...
Click-->

497
MSG- 217 Subject: Morphing (was Re: Particle animation)
Click-->

498
MSG- 404 Subject: Morphing objs with different faces- YES, but ←
...
Click-->

499
MSG- 702 Subject: Motion Blur
Click-->

500
MSG- 756 Subject: Motion blur bugs
Click-->

501
MSG- 768 Subject: Re: Motion blur bugs
Click-->

502
MSG- 783 Subject: Re: Motion blur bugs
Click-->

503
MSG- 408 Subject: Motion Blur?
Click-->

504
MSG- 424 Subject: Re: Motion Blur?
Click-->

505
MSG- 423 Subject: Re: Motion Blur?
Click-->

506
MSG- 649 Subject: Re: Motion Blur?
Click-->

507
MSG- 443 Subject: Re: Motion Blur?
Click-->

508
MSG- 764 Subject: Re: Motion Blur
Click-->

509
MSG- 780 Subject: Moving Light...
Click-->

510
MSG- 109 Subject: Moving stars
Click-->

511
MSG- 351 Subject: Negative Blobs?
Click-->

512
MSG- 367 Subject: Re: Negative Blobs?
Click-->

513
MSG- 413 Subject: New ftp
Click-->

514
MSG- 759 Subject: New memory types...worth it??

Click-->
515
MSG- 550 Subject: New Pic

Click-->
516
MSG- 743 Subject: New Pic

Click-->
517
MSG- 779 Subject: Re: New Pic

Click-->
518
MSG- 805 Subject: Re: New Pic

Click-->
519
MSG- 792 Subject: Re: New Pic

Click-->
520
MSG- 508 Subject: New to IML

Click-->
521
MSG- 636 Subject: Newflare.fx

Click-->
522
MSG- 395 Subject: NewFlare.ifx

Click-->
523
MSG- 411 Subject: Re: NewFlare.ifx

Click-->
524
MSG- 92 Subject: Re: NON-DELIVERY of: Re: 4.0 manual

Click-->
525
MSG- 52 Subject: Re: NON-DELIVERY of: Re: 4.0 manual

Click-->
526
MSG- 96 Subject: Re: NON-DELIVERY of: Re: 4.0 manual

Click-->
527
MSG- 513 Subject: Now I'm really Upset !

Click-->
528
MSG- 521 Subject: Now I'm really Upset ! -Reply

Click-->
529
MSG- 324 Subject: OBJ-TEST

Click-->
530
MSG- 379 Subject: Re: OBJ-TEST

Click-->
531
MSG- 360 Subject: Re: OBJ-TEST

Click-->
532
MSG- 412 Subject: Re: OBJ-TEST

Click-->
533
MSG- 479 Subject: Orchid Kelvin 64 won't display.

Click-->
534
MSG- 653 Subject: Re: Orchid Kelvin 64 won't display.

Click-->
535
MSG- 45 Subject: Order ListAttributes NOW!

Click-->
536
MSG- 38 Subject: Re: Order ListAttributes NOW!

Click-->
537
MSG- 191 Subject: Pal Res. for Beta Sp

Click-->
538
MSG- 129 Subject: Re: PAL resolution; was: Re: PAR settings

Click-->
539
MSG- 794 Subject: PAR board - PC

Click-->
540
MSG- 787 Subject: PAR PC

Click-->
541
MSG- 470 Subject: Re: PAR PC

Click-->
542
MSG- 729 Subject: Re: PAR PC

Click-->
543
MSG- 562 Subject: Re: PAR PC

Click-->
544
MSG- 478 Subject: Re: PAR PC

Click-->
545
MSG- 512 Subject: Re: PAR PC

Click-->
546
MSG- 78 Subject: Re: PAR PC

Click-->
547
MSG- 533 Subject: Re: PAR PC

Click-->
548
MSG- 671 Subject: Re: PAR PC

Click-->
549
MSG- 293 Subject: Particle animation

Click-->
550
MSG- 140 Subject: Particle animation

Click-->
551
MSG- 188 Subject: Re: Particle animation

Click-->
552
MSG- 185 Subject: Re: Particle animation

Click-->
553
MSG- 172 Subject: Re: Particle animation

Click-->
554
MSG- 275 Subject: Re: Particle animation

Click-->
555
MSG- 469 Subject: Re: Particles+Texture problem

Click-->
556
MSG- 432 Subject: PC anim playback

Click-->
557
MSG- 440 Subject: Re: PC anim playback

Click-->
558
MSG- 428 Subject: Re: PC anim playback

Click-->
559
MSG- 426 Subject: Re: PC anim playback

Click-->
560
MSG- 152 Subject: Pentium

Click-->
561
MSG- 464 Subject: Re: Pentium

Click-->
562
MSG- 161 Subject: Re: Pentium

Click-->
563
MSG- 294 Subject: Re: Pentium

Click-->
564
MSG- 157 Subject: Re: Pentium

Click-->
565
MSG- 307 Subject: Re: Pentium

Click-->
566
MSG- 388 Subject: Re: Pentium

Click-->
567
MSG- 181 Subject: Re: Pentium

Click-->
568
MSG- 421 Subject: Re: Pentium

Click-->
569
MSG- 383 Subject: Re: Pentium

Click-->
570
MSG- 87 Subject: Picture

Click-->
571
MSG- 259 Subject: Pictures

Click-->
572
MSG- 321 Subject: PIX

Click-->
573
MSG- 341 Subject: Pix

Click-->
574
MSG- 345 Subject: Re: PIX

Click-->
575
MSG- 347 Subject: Re: PIX

Click-->
576
MSG- 357 Subject: Re: PIX

Click-->
577
MSG- 553 Subject: Power Imagine

Click-->
578
MSG- 648 Subject: Re: Power Imagine

Click-->
579
MSG- 630 Subject: Re: Power Imagine

Click-->
580
MSG- 625 Subject: Re: Power Imagine

Click-->
581
MSG- 629 Subject: Re: Power Imagine

Click-->
582
MSG- 686 Subject: Re: Power Imagine

Click-->
583
MSG- 711 Subject: Re: Power Imagine

Click-->
584
MSG- 561 Subject: Re: Power Imagine

Click-->
585
MSG- 22 Subject: Problems with Anim-Window

Click-->
586
MSG- 81 Subject: Re: Problems, my friends

Click-->
587
MSG- 238 Subject: Problems...

Click-->
588
MSG- 313 Subject: Procedural Textures & Watcom 10.0a!!!

Click-->
589
MSG- 80 Subject: Pseudobevels

Click-->
590
MSG- 471 Subject: Questionz

Click-->
591
MSG- 485 Subject: Re: Questionz

Click-->
592
MSG- 490 Subject: Re: Questionz

Click-->
593
MSG- 514 Subject: Re: Questionz

Click-->
594
MSG- 410 Subject: Re:

Click-->
595
MSG- 349 Subject: Re: Re: 4.0

Click-->
596
MSG- 261 Subject: Re: Re: 4.0

Click-->
597
MSG- 641 Subject: Re: Re: All sorts of things.

Click-->
598
MSG- 709 Subject: Re: Re: All sorts of things

Click-->
599
MSG- 719 Subject: Re: Re: All sorts of things

Click-->
600
MSG- 639 Subject: Re: Re: anti-aliasing

Click-->
601
MSG- 551 Subject: Re: Re: Imagine 4 in the UK

Click-->
602
MSG- 579 Subject: Re: Re: Imagine 4 in the UK

Click-->
603
MSG- 507 Subject: Re: Re: Questionz

Click-->
604
MSG- 577 Subject: Re: Re: Questionz

Click-->
605
MSG- 41 Subject: Re: Re: Re: Cyberstorm or something

Click-->
606
MSG- 549 Subject: Re: Re: Referencing objects & image maps

Click-->
607
MSG- 522 Subject: Re:3.0 for free!?

Click-->
608
MSG- 497 Subject: Re:3.0 for free!?

Click-->
609
MSG- 576 Subject: Re:3.0 for free!?

Click-->
610
MSG- 501 Subject: Re:3.0 for free?!?

Click-->
611
MSG- 506 Subject: Re:3.0 for free?!?

Click-->
612
MSG- 527 Subject: Re:3.0 for free?!?

Click-->
613
MSG- 165 Subject: RE: Cmpeg and Wife (and Winimagine upgrade cost ←
)

Click-->
614
MSG- 71 Subject: Re:gadgets

Click-->
615
MSG- 43 Subject: RE:HOW FAST

Click-->
616
MSG- 63 Subject: Re:How fast

Click-->
617
MSG- 434 Subject: RE:Im40 pic

Click-->
618
MSG- 446 Subject: Re: RE:Im40 pic

Click-->
619
MSG- 590 Subject: RE:Lens flare effects.

Click-->
620
MSG- 606 Subject: RE:Lens flare effects. -Reply

Click-->
621
MSG- 212 Subject: Re:Particle animation

Click-->
622
MSG- 433 Subject: Re:Suspend F/X?

Click-->
623
MSG- 754 Subject: Rebound mail

Click-->
624
MSG- 789 Subject: Re: Rebound mail

Click-->
625
MSG- 781 Subject: Re: Rebound mail

Click-->
626
MSG- 746 Subject: Re: Rebound mail

Click-->
627
MSG- 766 Subject: Re: Rebound mail

Click-->
628

MSG- 103 Subject: Recieveing Posts...
Click--> 629
MSG- 318 Subject: Red Channel?
Click--> 630
MSG- 343 Subject: Re: Red Channel?
Click--> 631
MSG- 337 Subject: Re: Red Channel?
Click--> 632
MSG- 331 Subject: RE: Red Channel
Click--> 633
MSG- 449 Subject: Referencing objects & image maps
Click--> 634
MSG- 453 Subject: Referencing objects & image maps
Click--> 635
MSG- 438 Subject: Re: Referencing objects & image maps
Click--> 636
MSG- 456 Subject: Re: Referencing objects & image maps
Click--> 637
MSG- 515 Subject: Re: Referencing objects & image maps
Click--> 638
MSG- 798 Subject: Render Times
Click--> 639
MSG- 788 Subject: Renderbrandt's Home Page
Click--> 640
MSG- 807 Subject: Renderbrandt's Home Page
Click--> 641
MSG- 748 Subject: Re: Renderbrandt's webpage
Click--> 642
MSG- 687 Subject: Rendering times V4.0
Click--> 643
MSG- 713 Subject: Re: Rendering times V4.0
Click--> 644
MSG- 516 Subject: Re: Re[2]: 3.0 for free?!?
Click--> 645
MSG- 705 Subject: Re[2]: Brightness tricking lightsources!
Click--> 646
MSG- 342 Subject: Re: Re[2]: Imagine Glows
Click--> 647

MSG- 704 Subject: Re[2]: PAR PC
Click-->
648
MSG- 734 Subject: Re: Re[2]: PAR PC
Click-->
649
MSG- 735 Subject: Re: Re[2]: PAR PC
Click-->
650
MSG- 708 Subject: Re[2]: Power Imagine
Click-->
651
MSG- 692 Subject: Re[2]: Toy Story
Click-->
652
MSG- 195 Subject: RotoScoping
Click-->
653
MSG- 269 Subject: Rotoscoping
Click-->
654
MSG- 288 Subject: Re: Rotoscoping
Click-->
655
MSG- 304 Subject: Re: Rotoscoping
Click-->
656
MSG- 119 Subject: Running Im4.0 under Windows 95
Click-->
657
MSG- 115 Subject: Running Im4.0 under Windows 95
Click-->
658
MSG- 145 Subject: Re: Running Im4.0 under Windows 95
Click-->
659
MSG- 138 Subject: Re: Running Im4.0 under Windows 95
Click-->
660
MSG- 149 Subject: Re: Running Im4.0 under Windows 95
Click-->
661
MSG- 151 Subject: Re: Running Im4.0 under Windows 95
Click-->
662
MSG- 5 Subject: Running Imagine...
Click-->
663
MSG- 94 Subject: Re: Scaling problems, my friends
Click-->
664
MSG- 118 Subject: Re: Scaling problems, my friends
Click-->
665
MSG- 128 Subject: Re: Scaling problems, my friends
Click-->
666

MSG- 116 Subject: Re: Scaling problems, my friends
Click-->
667
MSG- 354 Subject: Screw threads...
Click-->
668
MSG- 229 Subject: Shipping 4.0
Click-->
669
MSG- 24 Subject: Shipping Imagine 4.0
Click-->
670
MSG- 66 Subject: Shipping now...
Click-->
671
MSG- 520 Subject: Shredder FX/Phong Problem
Click-->
672
MSG- 450 Subject: Shredder FX/Phong Problem
Click-->
673
MSG- 158 Subject: Shattered Glasses and other stuff.
Click-->
674
MSG- 82 Subject: Smoothing and point reduction
Click-->
675
MSG- 487 Subject: Smoothing Tool
Click-->
676
MSG- 536 Subject: So just HOW DO you get 3.0 for free?
Click-->
677
MSG- 559 Subject: Re: So just HOW DO you get 3.0 for free?
Click-->
678
MSG- 542 Subject: Re: So just HOW DO you get 3.0 for free?
Click-->
679
MSG- 545 Subject: Soft shadow lights?
Click-->
680
MSG- 589 Subject: Re: Soft shadow lights?
Click-->
681
MSG- 585 Subject: Re: Soft shadow lights?
Click-->
682
MSG- 295 Subject: Soft shadows
Click-->
683
MSG- 205 Subject: Soft shadows
Click-->
684
MSG- 166 Subject: Some news...
Click-->
685

MSG- 231 Subject: Source for Imagine to/from everything else ↔
convertors
Click-->
686
MSG- 248 Subject: Re: Source for Imagine to/from everything else ↔
convertors
Click-->
687
MSG- 253 Subject: Re: Source for Imagine to/from everything else ↔
convertors
Click-->
688
MSG- 245 Subject: Re: Source for Imagine to/from everything else ↔
convertors
Click-->
689
MSG- 239 Subject: Re: Source for Imagine to/from everything else ↔
convertors
Click-->
690
MSG- 148 Subject: Space Thrusters
Click-->
691
MSG- 529 Subject: Still the "Bad Chunk Error"
Click-->
692
MSG- 575 Subject: Re: Still the "Bad Chunk Error"
Click-->
693
MSG- 366 Subject: Sunshine Conf?
Click-->
694
MSG- 474 Subject: SUNSITE
Click-->
695
MSG- 600 Subject: Re: SUNSITE
Click-->
696
MSG- 620 Subject: Re: SUNSITE
Click-->
697
MSG- 631 Subject: Re: SUNSITE
Click-->
698
MSG- 555 Subject: Re: SUNSITE
Click-->
699
MSG- 524 Subject: Re: SUNSITE
Click-->
700
MSG- 584 Subject: Re: SUNSITE
Click-->
701
MSG- 570 Subject: Re: SUNSITE
Click-->
702
MSG- 422 Subject: Suspend F/X?

Click-->
703
MSG- 418 Subject: Suspend F/X?

Click-->
704
MSG- 448 Subject: Re: Suspend F/X?

Click-->
705
MSG- 454 Subject: Re: Suspend F/X?

Click-->
706
MSG- 427 Subject: Re: Suspend F/X?

Click-->
707
MSG- 436 Subject: Re: Suspend F/X?

Click-->
708
MSG- 458 Subject: Re: Suspend F/X?

Click-->
709
MSG- 1 Subject: T3DLIB

Click-->
710
MSG- 6 Subject: Re: Texture to create pseudo bevels ?

Click-->
711
MSG- 298 Subject: Textures

Click-->
712
MSG- 384 Subject: Textures

Click-->
713
MSG- 393 Subject: Re: Textures

Click-->
714
MSG- 309 Subject: Re: Textures

Click-->
715
MSG- 336 Subject: Re: Textures

Click-->
716
MSG- 406 Subject: Re: Textures

Click-->
717
MSG- 297 Subject: Thanks

Click-->
718
MSG- 525 Subject: Thanks for your reply about Blobs States

Click-->
719
MSG- 753 Subject: That silly Pixar movie again

Click-->
720
MSG- 775 Subject: Re: That silly Pixar movie again

Click-->
721
MSG- 201 Subject: The Amiga's future is set!!

Click-->
722
MSG- 546 Subject: The manual

Click-->
723
MSG- 594 Subject: Re: The manual

Click-->
724
MSG- 566 Subject: THE NAME OF THE MAG WITH 3.0 FOR FREE IS ↵
.....

Click-->
725
MSG- 21 Subject: Third Version of Essence Textures

Click-->
726
MSG- 99 Subject: Third Version of Essence Textures

Click-->
727
MSG- 18 Subject: RE: Third Version of Essence Textures

Click-->
728
MSG- 73 Subject: Re: Third Version of Essence Textures

Click-->
729
MSG- 15 Subject: Re: Third Version of Essence Textures

Click-->
730
MSG- 252 Subject: Thrusters

Click-->
731
MSG- 268 Subject: Re: Thrusters

Click-->
732
MSG- 281 Subject: Re: Thrusters

Click-->
733
MSG- 272 Subject: Re: Thrusters

Click-->
734
MSG- 632 Subject: Tim Wilson's light arrays

Click-->
735
MSG- 739 Subject: Timer

Click-->
736
MSG- 778 Subject: Timer

Click-->
737
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Click-->

818
MSG- 400 Subject: [Fwd: Re: Imagine 4.0 Amiga arrives!]

1.4 MSG-1 Subject: T3DLIB

Subject: T3DLIB

Date: Tuesday, 04 January 1910 04:07:44

From: Norman.Peelman%315@satlink.oau.org (Norman Peelman)

cc:Phil Stopford

Phil,

Currently I have no idea if T3DLIB is available for the PC. There are two versions for the Amiga - one 'normal' and one for those with an FPU. After double checking the documentation for the above programs I see that they convert only from TDDD to whatever (about 8 different formats). The author of the program is Glen Lewis, the guy who works with Steve Worley so maybe you could drop him a line at 'worley@cup.portal.com' and see if he can get you Glen Lewis's address or something...

I am just now learning Imagine2.0 (I had 1.1 up until 2 months ago) in my spare time. I have started a BBS (here in Orlando, FL.) that is 90% specifically for 3D rendering (doesn't matter what platform). I own both ESSENCE 1 & 2 and FORGE (Yes, i'm an Amigan). I have an A500 with a 68030 CD-ROM, DCTV (not a true 24bit display but close enough), color scanner, 2 monitors, etc. Just thought i'd let you (and everyone else) know a little about myself. I usually have the BBS as well as at least one instance of IMAGINE2.0 and FORGE running at the same time (I like to work on more than one project at a time). At least while one is rendering I can work on object creation in the other. I will probably have lots of questions for you guys once I can get enough time to sit down and really plug away at this thing.

Norm

Norman.Peelman%315@satlink.oau.org <-- InterNET (my BBS)

--

|Fidonet: Norman Peelman 1:363/315

|Internet: Norman.Peelman%315@satlink.oau.org

|
| Standard disclaimer: The views of this user are strictly his own.
| From C.F.Satlink +1-407-240-7781 (ANSI or Vt-100 _required_).

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1.5 MSG-2 Subject: Re: Anybody know how to fix bad chunk size, etc.

Subject: Re: Anybody know how to fix bad chunk size, etc.
Date: Tuesday, 04 January 1910 04:22:36
From: Norman.Peelman%315@satlink.oau.org (Norman Peelman)

In a message dated 20 Nov 95 17:31:38, Phil Stopford wrote:

PS> I have converted a superb delta fighter from Lightwave format to DXF
PS> Format and was hoping to import it into Imagine v3.3 (haven't
PS> received 4 yet), but each time I try I get 'too many edges' - any ideas?
PS> Also I have the same object in Imagine format, but this refuses to
PS> load, generating a 'bad chunk size' error. I tried loading it in version
PS> 2, 3.0 and 3.3 and all won't let me load it - anybody know how to fix
PS> this?

PS> Phil Stopford

Phil, try converting the DXF file into a TDDD file with the 'T3DLIB'
program. It will convert alot of formats from/to each other...

Norm

--

|Fidonet: Norman Peelman 1:363/315
|Internet: Norman.Peelman%315@satlink.oau.org

|
| Standard disclaimer: The views of this user are strictly his own.
| From C.F.Satlink +1-407-240-7781 (ANSI or Vt-100 _required_).

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1.6 MSG-3 Subject: Re: World size

Subject: Re: World size
Date: Tuesday, 04 January 1910 04:22:55
From: Norman.Peelman%315@satlink.oau.org (Norman Peelman)

In a message dated 20 Nov 95 08:48:25, alfred!ucf-cs!io.org!blaq wrote:

> From: Gareth Qually <glq@iafrica.com>

> I am having a problem with the world size in trace. I have an sphere that
> is 3380 in radius, but it doesn't show up in trace (scanline it does). I
> have tried the globals at 0,0,0 but to no avail. I have also tried
> setting it specifically, but also no joy.

Are you sure the sphere isn't completely transparent? FILTER 255,255,255

Norm

--

|Fidonet: Norman Peelman 1:363/315

|Internet: Norman.Peelman%315@satlink.oau.org

|

| Standard disclaimer: The views of this user are strictly his own.

| From C.F.Satlink +1-407-240-7781 (ANSI or Vt-100 _required_).

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1.7 MSG-4 Subject: Attributes

Subject: Attributes

Date: Monday, 09 October 1995 23:13:13

From: hans.de@empire.access.net.au

Hi. I'm pretty new to Imagine and need some assistance with a few questions. An important one at the moment is how do I get a shiny, black attribute to show after rendering. All I get is black on black. I've looked through a lot of IML's but couldn't find any help.
Hans de Kok

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1.8 MSG-5 Subject: Running Imagine...

Subject: Running Imagine...
Date: Wednesday, 01 November 1995 07:55:07
From: J Todd Felton <jtffelton@freenet.columbus.oh.us>

I've heard rumors that there was a way to run Imagine 3.0 (for DOS) under windows NT 3.5X. I can't seem to see a way to do this since Imagine is non-DPMI compliant. I've tried the obvious windows tricks but have been unable to get anywhere.

If there is a known way to do this, please reply by e-mail.

Thanks.
JTF

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1.9 MSG-6 Subject: Re: Texture to create pseudo bevels ?

Subject: Re: Texture to create pseudo bevels ?
Date: Wednesday, 01 November 1995 08:51:29
From: H.Kueck@AIGM.westfalen.de (Hendrik Kueck)

> >would it be possible to write a texture that gives normal edges a round=20
> >look so that you see highlights on the edges?
> >Or is there perhaps already a texture that is capable of doing this?
>
> That depends.
> If you stick to a square object you could use "bathtile" and size the tiles=
> =20
> to the same size as your plane.
>
As long as I stick to a square object it is no problem to built bevels by hand. But for complex objects it is much more difficult. But it does not seem to be possible to archieve this with a texture as Milan told me.

Bye,
Hendrik

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1.10 MSG-7 Subject: Impulse, Please change the name...

Subject: Impulse, Please change the name...

Date: Wednesday, 01 November 1995 11:27:51

From: Ayalon Hermony <ila2024@zeus.datasrv.co.il>

Hello Impulse!

Please consider not changing Imagine for Windows and call it Win-Imagine.

- A) There's a prog called WinImages by Black Belt.
- B) There's a prog called WinImage, should be a util for disk editing (really have no more info about it, just saw the name in ani group)
- C) Almost every prog today are for Windows3.11/95/NT
Five years ago, you might need to declare a prog is for Windows, not anymore. You might need to call a prog Dos-Imagine to point that it's not for Window :)
- D) To all that moved from the Amiga (or in addition to) they know what Imagine is about (a 3D prog) but for PC only users, how can they tell it's a 3D app ?
If you call it Imagine 3D (and add, DOS/Win/95/NT) they'll get it, and for those looking for 3D prog, it's a bait to start asking about it. I read other groups, and every day I see a post asking about 3D progs. How can a _new_ customer can not get confused with three very similar names, can tell which is which? They can ask more, yea, but why not make their life (and money) easier, make them ask about Imagine 3D, and not the other.
- E) 'Imagine' is one of the best names for 3D prog, it's imaginitive name, why put something in front of it, that spoil it (for me at least)

This friendly advice comes from a humble user (PC 2.0 'from the book') and I really want to upgrade to the Imagine 3D /Windows :))

Will you consider extending the upgrade route till 31th December 95 ?

Thank you for listening, and keep the good work going.

How do you come back from 3D ?

Ayalon M. Hermony, Internet: ila2024@datasrv.co.il

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1.11 MSG-8 Subject: Re: Imagine & Cyberstorm60 problems

Subject: Re: Imagine & Cyberstorm60 problems
Date: Wednesday, 01 November 1995 11:56:37
From: Steven M Powell <afn27231@freenet.ufl.edu>

I want to know more about the 020patch, and were to get it.
thanks

Render On.....

Phoenix

e-mail: afn27231@afn.org

Steven M Powell
Gainesville FL

Homepage: <http://www.afn.org/~afn27231>

On Wed, 1 Nov 1995, Anders Lundholm wrote:

> chance to check out what causes this! (I've used the 'Patchfor020'
> PD-Program to speed up Imagine ... It replaces C-Code with Assembler and
> have caused a speedgain of 10%) ...

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1.12 MSG-9 Subject: DS9 object

Subject: DS9 object
Date: Wednesday, 01 November 1995 13:02:46
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hi all,

I've just finished a beta version of a Deep Space 9 style space station and uploaded it to Aminet - gfx/3dobj/DS9.lha (300Kb). Give it a couple of days to reach your favourite site.

It has a couple of Essence textures applied (Hullplate, Stucco) which could probably be replaced with something from Imagine. When I get a faster

computer and more memory I'll probably add some detail for those close-up shots. :-)

I've included a jpeg in the archive and used Ted Stethem's Nebula object (thanks Ted) and a Voyager generated starfield as a backdrop.

I'd like to create a good worm-hole effect, the one in the series is'nt very convincing IMHO, not that I've ever seen a real one. :-) I'm playing around with the Essence Cyclone texture at the moment.

-- Bob

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

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1.13 MSG-10 Subject: Imagine 4.0

Subject: Imagine 4.0

Date: Wednesday, 01 November 1995 13:52:39

From: William E Costello <bill@Starbase.NeoSoft.COM>

Well, I went down to the wire, and ordered my 4.0 upgrade yesterday (Oct 31). I was told that it would be shipping in 2 weeks.

Bill Costello

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1.14 MSG-11 Subject: Dream Scenerio!

Subject: Dream Scenerio!

Date: Wednesday, 01 November 1995 13:58:37

From: "Dan.Maclean" <MACLEDJ@pmitao.usa.com>

Ok, here's what I hope happens regarding 4.0: Mike Hopelessly lost it on his

hard drive and is forced to offer everyone Imagine for Windows instead. It will include realistic glowing lights (like in Lightwave), AVI and MPEG output plus input for animated brushes, a massive collection of everyday 3d objects like chairs and planes, the ability to pick faces from "new mode" by simply clicking somewhere within that face rather than a bunch of points, specific tools for compositing imagine produced images with video like: add video noise to imagine objects, camera movement matching (while using backdrop in stage editor, position a special axis over a feature like a flagpole in each frame, imagine will automatically change the camera alignment to ensure the imagine world tracks with the video.), flc and fli backdrop images that update in the cameraview window automatically depending on what frame you are on, Postprocessing functions like lens filters (starburst, etc) and brightness and contrast, windows screen saver feature (use you compiling animation as a screensaver!), True Type font input, audio alarm goes off when completed rendering or problem occurs, Backdrop images with alpha channel so that your spaceship can disappear BEHIND your house (plus "backdrop objects" that will allow the backdrop image of AVI to appear even though an imagine object is behind it. This willlet you create a mask for your house so that imagine objects can appear to travel behind it), explosion effect! not just exploding an object into a bunch of triangles but a real looking explosion with light and flame for your cool space battles (OR someone could distribute an explosion animation that we can wrap onto a plane), commercial image maps like coca cola that Mike got various companies to agree to for the free advertisement, 3D animated window icon maker. And much much more!

I can dream!

From Dan MacLean

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1.15 MSG-12 Subject: How fast?

Subject: How fast?

Date: Wednesday, 01 November 1995 14:57:59

From: Granberg Tom <tom.granberg@TV2.no>

Hi

How fast is the Cyber060?, how does it compare to a P90.

Later

Tom Renderbrandt

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1.16 MSG-13 Subject: Re: Animated Grass Quickie

Subject: Re: Animated Grass Quickie
Date: Wednesday, 01 November 1995 17:00:51
From: jprusins@cybergrafix.com (John Prusinski)

>>The Sway F/X was designed with swaying grass in mind. You create your
>>blades of grass and group them to a parent axis or the ground they are
>>planted in if you like.

>You can however make a blade of glass, replicate it using a plane as a path,
>then slice the resulting object (make sure your grass blades don't overlap)
>to get a group of blades which you can 'sway'. Just tried it - looks great!
>
>Hmm, I think I made a 'quickie'!
>
>Bill Boyce

I finally got a chance to try this out; congratulations! you're right, it does look great.

I added a couple of additional "twists": first I made one blade of grass by extruding an edge along a curved path, scaling it so that it comes to a point at the top, then coloring and texturing it appropriately. Then I copied and pasted the blade about five times, placed the blades in a random grouping, and scaled, conformed (using Cylinder) and deformed (using twist) each one in slightly different ways so as to avoid having a field of identical blades of grass.

Here I ran into a slight hitch with your method, which is probably due to a gap in my understanding of the software: I Joined the blades and replicated the 5-blade object using a plane as the path, as you suggested (this worked perfectly). I then Sliced the resulting object, which also worked fine, although it was somewhat time-consuming as I had replicated the 5-blade object 50 times for my field of grass. The problem came next due to the fact that the Slice operation places the axis of each blade right in the center of the Z-axis of the object, no matter where I had placed its original axis. As the Sway FX uses the center of the axis as its rotation point, the bases of the blades of grass slid back and forth over the ground in a most unrealistic way. If there is a way to use the transformation requester to move the axes of 250 objects simultaneously, I couldn't figure it out... so eventually, I went back to my original 5 blades, grouped them, and then copied and pasted the group, (grouping the groups to speed up the process), and ended up with a pretty believable field of grass that swayed with the wind in a 30-frame looping animation.

Thanks again for your quickie... if you (or anyone) has a suggestion on moving the axes of numerous objects simultaneously (or getting the Slice operation to place the axes at the base of the resulting objects), that

would probably make the process even quickie-er!

John.

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1.17 MSG-14 Subject: Re: 24Bit Quickrender

Subject: Re: 24Bit Quickrender
Date: Wednesday, 01 November 1995 17:17:36
From: Roger Straub <straub@csn.net>

On Tue, 31 Oct 1995 m.rubin9@genie.com wrote:

> I've been using a Picasso board (No Cybergraphics) with Imagine 3.3
> at 800x600 for a while, but I can't find any way to make it display
> quickrenders in 24 bit.
>
> By changing QUFF in Prefs to ILBM 24 I should be able to view a 24 bit
> QR, but it continues to appear as HAM. Strangely enough, if I load
> this same image into AdPro and save from there to the Picasso it DOES
> show up as 24 bit!

This is because Imagine uses its own viewer for the QRs unless told otherwise.

>
> I also seem to remember having a similar problem with Opal.
>

The Opalvision actually has a workaround in the system. You can set the Imagine patch in Opal HotKey, and it'll display your quickrender on an Opal screen while it's rendering, not just after it's done. You can see it render pixel by pixel.

> Any ideas or workarounds?
>

I can think of at least one, but I'm not an expert, so it might not work. Could you make an AREXX script that will monitor a file, and when that file is updated, display it to the Picasso? That's what the Im patch in OHK does.

> Floater
>
>

>
>
>

See ya,
Roger

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1.18 MSG-15 Subject: Re: Third Version of Essence Textures

Subject: Re: Third Version of Essence Textures
Date: Wednesday, 01 November 1995 17:34:16
From: Roger Straub <straub@csn.net>

On Wed, 1 Nov 1995, Anders Lundholm wrote:

>
> Does anybody around here know if Steve Worley is working on a third
> version of the great Essence Textures ?! (Tried to mail him - no response)

I heard a rumor that Apex is reworking all of the essence textures to conform to 3.3's new fog length, brightness, and specular mapping. So, yes, there will be an Essence V3.

>
> o
> /#\ Anders Lundholm . Alien Workshop (Tm) . Lund@Hoa.Ping.Dk
> ZZ Computer Graphics Design . 3D Modeling & Animation
>
> -- Via Xenolink 1.97, XenolinkUUCP 1.1
>

See ya,
Roger

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1.19 MSG-16 Subject: Re: 4.0 sans manual

Subject: Re: 4.0 sans manual
Date: Wednesday, 01 November 1995 17:49:47
From: sgiff@airmail.net (Stephen Gifford)

Their whole scheme is nothing short
>of wacko if you ask me. Including the 'constant (take your
>money NOW and let the features trickle down slowly) program.

Give a half of a glass of water to some people and they will look at it as half full, others with a negative outlook will look at it as half empty. No one forces you or anyone to buy the constant update program. If it makes you feel better, wait until the next version is out and then buy it, but make sure you don't call a day to early. As for myself when I bought into the constant update program, I knew exactly what I was getting, at least four updates through the next version. Nothing tricky there or hard to understand. I think it's a great thing and I wish all of the other companies that I buy from would do the same thing. In fact I'm suprised Impulse didn't up the price simply to cover the cost of shipping 4 times as many copies with the constant update. As far as the manual goes, sure it would be nice to have a new manual, especially if you are a new user. Most of the info you need is on the 3.0 manual, and the rest should be included on docs. I don't speak for Impulse but I think that if they wanted to produce a new manual for two operating systems that will no longer be used soon is a waste of time and money. They have kept the price of Imagine lower than the other 3D companies, and because of it maybe they decided not to spend money on a new DOS manual when there will probably not be another version after 4.0. If you were part of the constant update you probably already have learned most of the features anyway. I would rather save some cash instead of paying more just to have a manual that will be obsolete when the Windows version comes out.

I do think that it would be a reasonable thing to include in the 4.0 package an addendum to the 3.0 manual that could be run off a copier.

S.G.

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1.20 MSG-17 Subject: Re: Animated Grass Quickie

Subject: Re: Animated Grass Quickie
Date: Wednesday, 01 November 1995 17:53:51
From: Roger Straub <straub@csn.net>

On Wed, 1 Nov 1995, John Prusinski wrote:

>
> object 50 times for my field of grass. The problem came next due to the
> fact that the Slice operation places the axis of each blade right in the
> center of the Z-axis of the object, no matter where I had placed its
> original axis. As the Sway FX uses the center of the axis as its rotation
> point, the bases of the blades of grass slid back and forth over the ground
> in a most unrealistic way. If there is a way to use the transformation
> requester to move the axes of 250 objects simultaneously, I couldn't figure
> it out...

You can always use the interactive axis move. Just select all of the axes, hold shift, and press M. You can move all of the axes to where you want them.

> John.
>
>

See ya,
Roger

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1.21 MSG-18 Subject: RE: Third Version of Essence Textures

Subject: RE: Third Version of Essence Textures

Date: Wednesday, 01 November 1995 18:00:30
From: Claude GIROLET <Claude_Girolet@msn.com>

I don't know exactly what Steve is doing now, as a registered user of Essence volume 1 & 2 I received a newsletter this summer announcing the disponibility of Essence PC and and other stuff like "Understanding Imagine 3.0". I sent the reply coupon back to APEX. But since then and despite a ton of faxes, I didn't get any response neither from APEX nor from Steve, it seems that Steve's E-Mail address is not available anymore because each time I'm trying to reach him, the server return my message with an error message.

So for now, all we can do is seat and wait, anyway textures given within imagine 3.3 are quiet good and I think we can achieve some neat thing using them

Claude

Claude_Girolet@MSN.COM

Compuserve User ID 101322,442

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1.22 MSG-19 Subject: 4.0 sans manual

Subject: 4.0 sans manual
Date: Wednesday, 01 November 1995 18:27:56
From: Kurt Yamamoto <kurty@urfim.ucla.edu>

Hi All,

I'm not sure if anyone else has thought about this but something is screwy here isn't it? Just say I march into my local S/W outlet and find a keen Ray Tracer on the shelf. Cool! Imagine 4.0. I'll take it.

Hey wait a second here! I got disks in this box but there's no manual! From what planet is the person who decides how impulse markets and packages their software? Their whole scheme is nothing short of wacko if you ask me. Including the 'constant (take your money NOW and let the features trickle down slowly) program.

I'd like to know what would be so hard about having the latest version on the shelves (not 3.0 only!) at any given date for new owners.. Have an upgrade policy that would allow current owners to upgrade to the latest version when it is released for current owners and not a day before. Which means no credit cards charged, no checks cashed etc. until they deliver. Isn't this how other companies do it?

Just wondering,
Kurt

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1.23 MSG-20 Subject: Imagine & Cyberstorm60 problems

Subject: Imagine & Cyberstorm60 problems
Date: Wednesday, 01 November 1995 18:56:38
From: lund@hoa.ping.dk (Anders Lundholm)

Hi Daniel ...

DAB> I recently upgraded my cyberstorm40 board to the cyberstorm60.
 DAB> Since then I get some nasty problems running imagine 3.3.

I have the CyberStorm 060 and the CyberVision64 (4Mb) Graphics-card and have also noticed, that Imagine somethimes slows down, just to stop and crash the program. However, this happens so seldom that this is no problem at all. Imagine crashes once every month or so, so I haven't really had a chance to check out what causes this! (I've used the 'Patchfor020' PD-Program to speed up Imagine ... It replaces C-Code with Assembler and have caused a speedgain of 10%) ...

DAB> The program is quite stable during modelling but if things come to
 DAB> rendering, the program usually crashes. Running the program Cyberpatch
 DAB> or not doesnt make any difference.

Before upgrading, I used CS-040 and had some polygone errors (jagged polygones positioned and aligned completely wrong) ... however, this was due to an unstable ClockCrystal .. although I doubt this, it could be your problem.

- If Imagine render 'damaged' Iff/Ilbm files, this **is** the error! (Only a replacement of the Cpu-board will fix this) ..

o

/#\ Anders Lundholm . Alien Workshop (Tm) .
 ZZ Computer Graphics Design . 3D Modeling & Animation

-- Via Xenolink 1.97, XenolinkUUCP 1.1

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1.24 MSG-21 Subject: Third Version of Essence Textures

Subject: Third Version of Essence Textures

Date: Wednesday, 01 November 1995 18:58:13
 From: lund@hoa.ping.dk (Anders Lundholm)

 Does anybody around here know if Steve Worley is working on a third version of the great Essence Textures ?! (Tried to mail him - no response)

o

/#\ Anders Lundholm . Alien Workshop (Tm) . Lund@Hoa.Ping.Dk
 ZZ Computer Graphics Design . 3D Modeling & Animation

-- Via Xenolink 1.97, XenolinkUUCP 1.1

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1.25 MSG-22 Subject: Problems with Anim-Window

Subject: Problems with Anim-Window
Date: Wednesday, 01 November 1995 19:00:53
From: lund@hoa.ping.dk (Anders Lundholm)

I have a CyberVision64 and use Newmode to promote Imagine 3.3 to a 1024x768 CyberGraphx screenmode. Wireframes and Requesters are extremely fast but there is a few functions which will not work:

1. Usually, Imagine removes the lines from an objects' wireframe when you move, rotate or in any other way edit your object. However, this does not work with my setup. When I move an object, the old lines are not cleared and within a few moments of editing, it's impossible to get an impression of the object's position, size etc. (I have to redraw the screen every once or twice movement).
2. When I want to playback a preview generated animation, the perspective window gets empty (no display at all). I believe this is due to hardware banging, but hoped you fellows here had an idea how to get around this!

Thanks in advance!

o
/#\ Anders Lundholm . Alien Workshop (Tm) . Lund@Hoa.Ping.Dk
ZZ

-- Via Xenolink 1.97, XenolinkUUCP 1.1

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1.26 MSG-23 Subject: 4.0 manual

Subject: 4.0 manual
Date: Wednesday, 01 November 1995 19:05:29
From: NEWKIRK@delphi.com

Has it occurred to anyone that, since Imagine seems to be migrating towards the Windows market, that it should have online help for all functions, since that is what nearly all windows users expect? If the online help/docs are

managed properly there is little need for a full printed and bound manual. Now, granted that MS-Dos and Amiga versions have not had such features, and that Impulse must/should be developing such for Imagine 3D/Windows (g), which may be their primary target market, then I'd think printed bound manual would not be their highest priority. If, as Mike H says, Imagine may survive the "Amiga Depression" and move forward under more style-guide-compliant lines, then online help for the Amiga version should follow. (a-la AmigaGuide or such)

Joel

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1.27 MSG-24 Subject: Shipping Imagine 4.0

Subject: Shipping Imagine 4.0
Date: Wednesday, 01 November 1995 22:05:32
From: Kevin Alvarado <kra@Rocky.aesthetic.com>

On Nov 1, 1:52pm, William E Costello wrote:
> Subject: Imagine 4.0
>
> Well, I went down to the wire, and ordered my 4.0 upgrade
> yesterday (Oct 31). I was told that it would be shipping
> in 2 weeks.
>
> Bill Costello
>-- End of excerpt from William E Costello

I ordered my Imagine 4.0 two weeks ago and was told the same thing. That it would be shipping in two weeks.

-KV-

--
Life is hard and nothing is easily given...
If you want anything out of life you have to fight for it...
Prepare for Kombat!

kra@aesthetic.com

Kevin Alvarado
(714) 597-4995
Aesthetic Solutions
92 Argonaut, Suite #220
Aliso Viejo, CA 92656

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1.28 MSG-25 Subject: Re: Imagine 4.0

Subject: Re: Imagine 4.0
Date: Wednesday, 01 November 1995 23:31:53
From: RobSampson@aol.com

In a message dated 95-11-01 15:18:42 EST, you write:

>Well, I went down to the wire, and ordered my 4.0 upgrade
>yesterday (Oct 31). I was told that it would be shipping
>in 2 weeks.
>
>Bill Costello

JEEZ, the date changes on this update shipping all the time. I really would be surprised if WinImagine see's light of day before 2nd quarter 96. Guess while I'm waiting I'll learn to use Lightwave:)

Bob.....

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1.29 MSG-26 Subject: Mailing list

Subject: Mailing list
Date: Wednesday, 01 November 1995 23:31:54
From: RobSampson@aol.com

Can someone tell me how to get the Lightwave mailing list? Thanks.

Bob.....

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1.30 MSG-27 Subject: Gadgets and Function Keys

Subject: Gadgets and Function Keys
Date: Thursday, 02 November 1995 00:09:08
From: Charles Blaquiere <blaq@io.org>

> From: NEWKIRK@delphi.com
>
> Here's a question. What do you think is your most used, custom (user)
> defined gadget or function key?

Here are the ones I use all the time:

<F1> Pick Select
<F7> Attributes
<F10> Quickrender (is that standard, or did I add that ages ago?)
<Prim> Add primitive
<Click><Drag><Lasso> Selection methods

I also defined the following in Stage, but don't use them as often as I thought I would:

<F4> Go to first frame
<F5> Go to previous frame
<F6> Go to next frame
<F7> Go to last frame

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1.31 MSG-28 Subject: Glows

Subject: Glows
Date: Thursday, 02 November 1995 00:13:15
From: Charles Blaquiere <blaq@io.org>

> From: helmy@voyager.com
>
> One thing which i really wish was if Imagine could have a MUCH MUCH MORE
> INTUITIVE Bones feature which wouldnt take so damn long to set up. I
> know i shouldnt use the word Lightwave, but it never hurts to reveal
> other program's strengths, for example to make the letter "M" walk, so
> the legs move and bend, all you have to do is to create an extruded M
> object and actually PLACE BONES in the legs of the M, and by simply
> moving the bones the body of the M moves and bends extremely nicely. I

> have a copy of Lightwave which i dont use, and one day i tried the
> tutorial in the manual and was amazed as to how easy it is.

Each program has its strengths and weaknesses. Lightwave uses a distance-based scheme, where each bone automatically affects a cold-capsule shaped zone of influence. Easy to set up -- but try moving a finger, and see adjacent faces wobble because they fall into the zone of influence. Imagine, on the other hand, requires you to manually specify which faces should be affected by each bone, but in the long run, I believe this method is preferable, as it gives you total control over what moves and what doesn't. It also works in tons of real-world situations where a cold capsule doesn't cut it.

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1.32 MSG-29 Subject: Glows the annoying way!

Subject: Glows the annoying way!
Date: Thursday, 02 November 1995 00:15:06
From: Charles Blaquiere <blaq@io.org>

> From: Dan.Maclean <MACLEDJ@pmitao.usa.com>
>
> The main problem is that objects don't get "brighter" when the get closer
> to the camera. They just get bigger, which really doesn't happen with a
> glow. But it looks good! It is just really time consuming.

Here's an idea: when you render the scene with only white discs, have you tried using Global Fog, with fog color set to black? This would fade your glow primitives the further they are from the camera.

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1.33 MSG-30 Subject: Glows, I have an idea...

Subject: Glows, I have an idea...
Date: Thursday, 02 November 1995 00:25:49
From: Charles Blaquiere <blaq@io.org>

> From: !LuM! <lumbient@superlink.net>
>
> I REALLY WISH THE BACKGROUND IMAGE FOR RENDERS SHOULD BE MOVED TO THE
> SUBPROJECT REQUESTOR THING. THE REASON IS IF I HAVE 4 SUBPROJECTS WITH
> DIFFERENT RESOLUTION I HAVE TO CHANGE THE NAME OF THE IMAGE IN THE ACTION
> EDITOR ALL THE TIME!! IT SHOULD BE IN THE SAME REQUESTOR WITH THE
> RESOLUTION OF THE RENDERS!!!

....but then, you'd be stuck with a single background image, for the entire duration of the animation. By placing the background in the Action editor, you can control this feature on every frame if you wish.

How about keeping the Backdrop feature in the Globals actor bar, but adding a checkbox called "Force backdrop path to subproject" next to the filename? When activated, it would cause Imagine to ignore any path information in the Backdrop filename field, and look inside the current subproject directory for the backdrop image. This way, you could store a different-resolution version in each subproject, once, and be done with it. Whatever subproject is currently open, Imagine would always find the right-sized backdrop.

Or, if you all find that creating differently-sized backdrops is too much work, then yes, an "auto-scale backdrop to fit subproject" checkbox could be implemented. (Heck, let's push for both!) It's just that I've always had a strong appreciation for what Impulse gave us with the Backdrop function: a way to apply a background image pixel for pixel, without any stretching, anti-aliasing, or other modification. I'm all for adding auto-scaling functionality, but please, let's not lose the existing "exact image" option.

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1.34 MSG-31 Subject: Re: 4.0 manual

Subject: Re: 4.0 manual
Date: Thursday, 02 November 1995 02:20:10
From: Kevin Alvarado <kra@Rocky.aesthetic.com>

I wouldn't mind on-line AmigaGuide documentation. However, I do hope that there be a printed manual to go with the program. I think it's much easier on the eyes to read printed material than reading on the screen.

I just upgraded VistaPro to the latest version. Since there are so few orders for the Amiga version of VistaPro upgrades, Virtual Reality Labs, Inc. did not print out the manual. Instead, they put it to disk in a text file. I figure this text file is at least 100 pages to be printed. I don't know of many people

that have the time to wait by the printer to print 100 pages.

The Imagine manual for 3.0 is much larger than 100 pages and I sure as 'ell don't want to print out a manual for Imagine 4.0.

-KV-

--

Life is hard and nothing is easily given...
If you want anything out of life you have to fight for it...
Prepat for Kombat!

kra@aesthetic.com

- - - - -

Kevin Alvarado
(714) 597-4995
Aesthetic Solutions
92 Argonaut, Suite #220
Aliso Viejo, CA 92656

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1.35 MSG-32 Subject: Re: Animated Grass Quickie

Subject: Re: Animated Grass Quickie
Date: Thursday, 02 November 1995 04:53:30
From: jprusins@cybergrafix.com (John Prusinski)

>
>
>On Wed, 1 Nov 1995, John Prusinski wrote:
>
>>
>
>>If there is a way to use the transformation
>> requester to move the axes of 250 objects simultaneously, I couldn't figure
>> it out...
>

>You can always use the interactive axis move. Just select all of the
>axes, hold shift, and press M. You can move all of the axes to where you
>want them.
>
>
>See ya,
> Roger
>

Actually, this doesn't work (at least in 3.3 PC) on more than one object

simultaneously, in my experience.
Thanks anyway...

John

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1.36 MSG-33 Subject: Why all the complaining...

Subject: Why all the complaining...
Date: Thursday, 02 November 1995 05:17:02
From: "Ronald B. Mizrahi" <rmizrahi@jax.gttw.com>

I get on my PC (sorry, guys, but I've only worked with the PC version) =
and I crank up Windows '95. Occasionally, I remember to hit <F8> and =
boot to DOS. I run a P120 w/32M and a bunch of HD space, 17 inch =
monitor... ..I can fly... don't know what I'm missing with the Amigas, =
et al... but I love where I am when I run my super-custom DOS program:
img.bat. If you want the code, it's kinda long, but here goes anyway:

```
cd\  
mouse  
cd\art\3d\im30\  
imagine /noxms
```

You know. Today, I received my first bulk mailing from the IML. I must =
admit, I'm a little let down by all of the downright bitching that has =
arrived on my desktop. Anyway, let me finish my story.

I run this program. It's a pain in the rump to use with it's =
left-footed DOS interface. The mouse does everything. I can only use =
the <right alt>. But, you know what? There's no place that I'd rather =
be. (besides with my girl, of course). In fact, I'm going to go hang =
with her now... she's not quite so bitchy...

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1.37 MSG-34 Subject: Sorry Could Not Find Subject!

Date: Thursday, 02 November 1995 07:33:37
From: Pelella Dario <minix5@disi.unige.it>

Yaba daba doo Imagineers,

I'm searching for URL to add to the next IML-FAQ#09, if Your (Imagine related) home page address isn't listed below, email me, thanx.

Feel free to email me if You have some cool tips, hints, attributes settings, ... You'd like to share with IML fellows.

=====
SECTION 1 - Support Products/Sites
=====

1] Imagine related: References/Help Books/Magazines/ftp sites,
BBSes, Models/Textures (pics) materials, HTML home pages.

HTML HOME PAGES:

Fred Aderhold
<http://www.netrix.net/users/fredster/>

Steven Blackmore
"Steven's Synthetic deLights"
<http://www.websharx.com:80/~kinda/mainmenu.html>

Truman Brown
"HomeWoild"
<http://www.websharx.com/~ttbrown/warpwufg.html>

Mike Comet
"Mike's Home Page"
<http://inswww.ins.cwru.edu:8000/php/comet/comet.html>

Gregory Denby
<http://www.nd.edu/~gdenby/>

Andrew Denton
"The Andrew H Denton Art Site"
<http://www.eunet.ch/People/ahd/select.html>

Dan Farmer
"Dan Farmer's Home Page"
<http://www.websharx.com:80/~dfarmer/>

Tom Granberg
<http://hobbes.nhidh.nki.no/~pednaa/tv2/tomg.html>

Torsten Hiddessen
"Hiddi's Raytracing page"
<http://www.rz.tu-clausthal.de/~math/Raytracing.html>

Torgeir Holm
<http://www.powertech.no/~torgeirh/>

Conny Joensson
"Conny's Corner"
<http://www.kiruna.se/is/cjo/raytrace.html>

Scott Kirvan
<http://www.websharx.com:80/~cptvideo/>

Glenn Lewis
"Glenn's Graphics Gables"
<http://www.c2.org/~glewis/>

Robert Mickelsen
"Secret Spot"
<http://www.websharx.com:80/~kahuna/>

Paul Rance
"Paul R's Home Page"
<http://metro.turnpike.net/P/paulr/index.html>

Jim Rix
<http://yakko.cs.wmich.edu/~jim/>

Udo Schuermann
"The World Wide Walrus!!"
<http://www.wam.um.edu/~walrus/>

Ian Smith
"Ian Matthew Smith's Home Page"
<http://www.ncinter.net/~iansmith/>

Greg Tsadilas
"GreG's Electric Dreams"
<http://www.websharx.com:80/~greg/>

Walter Turberville
"Walter (Jay) Turberville (III)'s Home Page"
<http://www.primenet.com/~wturber/>

Curtis White
"TechnoSoft"
<http://www.teleport.com/~cwhite/>

Andrey Zmievskiy
"Silicon Space"
<http://www.websharx.com/~silicon/>

Sharky
"Shark's Cove"
<http://www.aloha.com:80/~sharky/>

"Beyond Imagination Homepage"
<http://uptown.turnpike.net/H/Herbert/>

NewTek

"NewTek"
<http://www.newtek.com/>

POV-Ray
 "Persistence of Vision Ray Tracer"
<http://povray.org/index.html>

Scala
 "Myxa Corporation Web Park"
<http://www.scala.com/>

Silicon Graphics
 "Silicon Graphics' Silicon Surf"
<http://www.sgi.com/>

Viewpoint DataLabs
 "Viewpoint DataLabs: Welcome"
<http://www.datalabs.com/>

Bitmovie
 "Bitmovie Web"
<http://www.cli.di.unipi.it/bitmovie/>

I shall probably add some other topics to the release nine:

```
=====
Last Update   : October 31, 1995 Tuesday
Issue Number  : 9
What's New    : Section 1, No 1.   Updated HTML home pages list,
                  updated BBSes list, general
                  re-editing
                  Section 2, No 19. Added a more accurated step-by-step
                  "glowing point light source" example
                  Section 2, No 33. Trees
                  Section 2, No 34. Soft and sharp edges
                  Section 2, No 35. Ship textures
                  Section 2, No 36. Sparkle off the edge of a wine glass
                  Section 2, No 37. Revolving light
                  Section 8, No 22. Glowing fireball Attribute
                  (Imagine 2.9 or higher)
                  Section 8, No 23. Nebulae Attribute (Imagine 2.9)
                  Section 8, No 24. "Fire & ice" Attribute (Imagine 2.9)
                  Section 9, No 10. Blobs
```

"minix5@disi.unige.it"
 "G.Scibilia@agora.stm.it"
 "Imagine Mailing List, IML FAQer"

--- Wizard signing off....

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1.38 MSG-35 Subject: Re: How fast?

Subject: Re: How fast?
Date: Thursday, 02 November 1995 07:54:58
From: cjo@esrange.ssc.se

>How fast is the Cyber060?, how does it compare to a P90.

Oh shit. Here we go again.

```
*-----*
| Conny Joensson | Swedish Space Corp. Estrange |
| Kiruna         | Satellite operations - Telecom Div. |
| Sweden         | cjo@smtpgw.esrange.ssc.se |
*-----*
```

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1.39 MSG-36 Subject: Magazines

Subject: Magazines
Date: Thursday, 02 November 1995 08:58:00
From: cjo@esrange.ssc.se

For the past year or so I have been subscribing to the 3D Artist magazine. Now it is time to renew my subscription or to cancel it. I am considering to quit 3D Artist and try some other magazine but I don't know which one. American magazines are not that very common in Swedish newsstands and I don't want to subscribe to anything that I don't know what it is. So, could anyone that subscribes to (or regularly buys) "Computer Artist", "Computer Graphics World" or the new one "3D Design" please post a small review on the respective magazine. Like this:

"3D Artist is a magazine that focus on the use of 3D computer graphics packages. It contains news and adverts along with reviews of new programs, artists and works of art. But their main focus is "how-to's", for different software as well as different platforms, usually Macintosh, PC and Amiga. The magazine also has a site on the WWW <<http://www.3dartist.com>> and

freely distributes a weekly electronic newlist, "The Tesselation Times". Personally I enjoy reading the magazine and literally dissect the how-to's=20 for hints and tips that I can use with Imagine."

```
*-----*
| Conny Joensson | Swedish Space Corp. Estrange |
| Kiruna         | Satellite operations - Telecom Div. |
| Sweden         | cjo@smtpgw.esrange.ssc.se |
*-----*
```

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1.40 MSG-37 Subject: Gadgets

Subject: Gadgets
Date: Thursday, 02 November 1995 09:46:59
From: Stuart Hogton <stuarth@bournemouth.ac.uk>

Greetings all,

All this talk about gadgets has left me thinking. It would be nice to be able to really customize the gadgets. What I want is a button which would scale by 0 in all axes locally. Why such a strange desire? It would be handy for cleaning up slices.

Note to Milan : What's the latest on your slice cleanup program, because I have given up on my poor version.

Keep up the good work.

Stu.

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1.41 MSG-38 Subject: Re: Order ListAttributes NOW!

Subject: Re: Order ListAttributes NOW!
Date: Thursday, 02 November 1995 10:13:17
From: Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>

Ho, ho, ho, hee, hee, hee. At least somebody here has a sense of humor. Hey, Milan, regarding this little utility you have written: Would there be any way possible for you to expand that just a smidgen to detect a slash (/) and change it to a backslash (\) and vice versa? I have been toying with the idea of using FileX and a little AREXX script to do this; load in an object into FileX, search for the slash/backslash, change them, and save out the object. Just this little feature would save a lot of time with PC-generated Imagine objects to be used on the Amiga or vice versa. I haven't really looked too deeply into this, but it seems it might be possible to do the same thing with whole directory paths. Anyway, keep up the good work. And I have used some of your textures, but right now, I get them mixed up with Ian's so I won't refer to the specific ones I have gotten a lot of benefit from.

That scenario you portrayed in your message really gave me a good laugh. Thanks!

On Thu, 2 Nov 1995, Milan Polle wrote:

> Hi all,
>
> the ListAtts utility is finished. It will list attributes, textures
> and brushes in an attribute or object file (also lists whole groups).
> It is freeware for Imagine3.x fp Amiga version. Just send a request
> to milan@bmt.hku.nl and I will send you the uuencoded program.
>
> Okay, here's what will happen. Mike has completely lost all PC versions
> of Imagine4.0, only the Amiga versions are completely intact.
> Now all PC owners are forced to buy Amigas to use Imagine 4.0 :)
>
> - Are you still using a PC ? Upgrade to the Amiga for real multitasking,
> better memory management, built in multimedia, video compatability,
> better animation programs and most important, more Imagine textures!
> Windows'95 = Macintosh'89 = Amiga'85
>
>
>

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1.42 MSG-39 Subject: VistaPro Upgrade? For Amiga?

Subject: VistaPro Upgrade? For Amiga?
Date: Thursday, 02 November 1995 11:09:00
From: KEN_ROBERTSON@robelle.com

Hello Kevin,

I saw your post on the IML about Vistapro and was just wondering what the upgrade was. I have Vistapro 3.05. I don't use it very

often, mostly for creating backdrops for my Imagine renderings.
(Actually, I deleted all of the DEM files that they supply, 'cause
my little 80 meg hd on my A1200 keeps filling up!)

I wonder if you'd be so kind to tell me a little about the upgrade.
I am a registered user of VistaPro, but I never received any word
about a new upgrade.

Thanks very much!
\KenR
ken@robelle.com

I tried to send the above to kra@aesthetic.com but it got bounced.
Anyways...the VistaPro Update information could be of interest
to IML'ers, too.

-----=_aaaaaaaaa--

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1.43 MSG-40 Subject: Re: 4.0 sans manual

Subject: Re: 4.0 sans manual
Date: Thursday, 02 November 1995 11:22:00
From: KEN_ROBERTSON@robelle.com

Sorry, I just have to put my \$2 in.

-> Their whole scheme is nothing short
-> of wacko if you ask me. Including the 'constant (take your
-> money NOW and let the features trickle down slowly) program.

The software company that I work for runs on this principal too. We
make software for the HP3000 and HP-UX marketplace, and it is very
common for people to pay a "maintenance" fee that includes one year
of support and their yearly update. This is much cheaper for the
consumer, as they don't have to pay full price for the next release.
(Some PC companies ask this!)

If bugs are fixed or enhancements are done to the software, the users
benefit from this during the year, as they can get as many updates as
they want. (Every two weeks or so a very squeaky clean beta release
is available for customers.) We have lots of test suites - literally
hundreds and hundreds - that ensure backwards compatability i.e. regression
testing and testing for new bugs.

Customer Support costs money! That is where the "maintenance" fee comes
in. You have to pay those techies to answer the phone. Do you think
that the people that answer the phone are programmers? Typically they

are "Customer Technical Support" - people who use and understand the software.

I am currently on the customer upgrade path for Imagine Amiga, and if there is one next year, then I'll be on that too, you bet!

\KenAnxiouslyAwaiting4.0R

PS: Congrats to Impulse for an outstanding product that has given me and my computers much pleasure since Turbo Silver 1.0!

PPS: Forget about Workbench 1.3!

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1.44 MSG-41 Subject: Re: Re: Re: Cyberstorm or something

Subject: Re: Re: Re: Cyberstorm or something

Date: Thursday, 02 November 1995 11:46:49

From: "Dan.Maclean" <MACLEDJ@pmitao.usa.com>

How many times are we going to read that message about the Cyberfoam60 thing? I've gotten it at LEAST 4 times now.

The following tirade was from Dan MacLean. Thank you.

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1.45 MSG-42 Subject: Re: How fast?

Subject: Re: How fast?

Date: Thursday, 02 November 1995 11:57:33

From: gmartin@mv.us.adobe.com

The Cyber060 is slower, I guess :) but from what other information I've seen posted perhaps only x2 or so slower at worst. Then maybe if the Imagine folks actually release Amiga Imagine v4 with an 040 install (060 would be too much to

hope for) the gap would be closer (I've found a 1.5x to 3x speedup with other 030/fpu to 040).

Subject: How fast?
From: "Granberg Tom" <tom.granberg@TV2.no> at cc_smtp2
Date: 1/11/95 11:44 am

Hi
How fast is the Cyber060?, how does it compare to a P90.

Later

Tom Renderbrandt

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1.46 MSG-43 Subject: RE:HOW FAST

Subject: RE:HOW FAST
Date: Thursday, 02 November 1995 12:12:35
From: Granberg Tom <tom.granberg@TV2.no>

Conny Joensson feared that this could be a platform war so here is the reason for my questions:
Dont make this a platform war, I dont give a f*** what hardware people is using,

I just happen to have a P120 a P90 and a A4000/040 warp Sgi's(3-Onyx) Quantel's, etc....., but I like my Amiga too and it's multitasking and wonder if

I should upgrade it to a 060 or dump it, but that is my descision.

Later.....

Tom Renderbrandt

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1.47 MSG-44 Subject: Re: Magazines

Subject: Re: Magazines
Date: Thursday, 02 November 1995 12:36:00
From: Michael North <IBTLMAN@MVS.OAC.UCLA.EDU>

> So, could anyone that subscribes to (or regularly buys) "Computer Artist",=20
> "Computer Graphics World" or the new one "3D Design" please post a small=20
> review on the respective magazine. Like this:
>

In my opinion, you should probably stick with 3d Artist. I like Computer Artist a lot, but it has virtually nothing on 3d. CGW does do a lot of 3d stuff, but it has been tending more toward the workstation market of late. When it does do something close to the desktop world, it usually means a 3d Studio tutorial. 3d Artist hasn't done much on Imagine lately, but I guess that's our fault really: if somebody wrote something up, I bet they would be happy to publish it.

This doesn't really follow your suggested format, but it's one opinion.

Michael

Thread 60

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1.48 MSG-45 Subject: Order ListAttributes NOW!

Subject: Order ListAttributes NOW!
Date: Thursday, 02 November 1995 13:47:46
From: milan@Estoril.hku.nl (Milan Polle)

Hi all,

the ListAtts utility is finished. It will list attributes, textures and brushes in an attribute or object file (also lists whole groups). It is freeware for Imagine3.x fp Amiga version. Just send a request to milan@bmt.hku.nl and I will send you the uuencoded program.

Okay, here's what will happen. Mike has completely lost all PC versions of Imagine4.0, only the Amiga versions are completely intact. Now all PC owners are forced to buy Amigas to use Imagine 4.0 :)

- Are you still using a PC ? Upgrade to the Amiga for real multitasking, better memory management, built in multimedia, video compatability, better animation programs and most important, more Imagine textures!
Windows'95 = Macintosh'89 = Amiga'85

Thread 38

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1.49 MSG-46 Subject: Imagine 4.0

Subject: Imagine 4.0
Date: Thursday, 02 November 1995 14:03:00
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

->-> Well, I went down to the wire, and ordered my 4.0 upgrade-> yesterday (Oct 31). I was told that it would be shipping-> in 2 weeks.You're not from around here, are ya pardner? No matter WHEN youask Impulse about shipping times, it's always "2 WEEKS". It'sbeen that way since Turbo Silver Days. :)I've finally learned not to ask anymore..... /-----
_ _ _ _ _ | 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 72

--> RETURN TO CONTENTS!<==

1.50 MSG-47 Subject: Re: 4.0 sans manual

Subject: Re: 4.0 sans manual
Date: Thursday, 02 November 1995 14:09:00
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

-> Their whole scheme is nothing short-> of wacko if you ask me. Including the 'constant (take your-> money NOW and let the features trickle down slowly) program.No...no...no.... let's not start this all over again. Gads! /-----

_ _ _ _ _ | Mike van der Sommen
/ _ / _ / _ / _ / \ / | Santa Barbara, Ca.
/ _ / \ / / / \ | mike.vandersommen@caddy.uu.silcom.com HAUS BBS
S (805-683-1388) | "Blackouts make for nice breaks in the day" _____
----- =FE InterNet - GraFX Haus BBS - Santa Barbara, Ca - (805) 683-1388

Thread 220

--> RETURN TO CONTENTS!<==

1.51 MSG-48 Subject: 4.0 manual

Subject: 4.0 manual
 Date: Thursday, 02 November 1995 14:17:00
 From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

 -> From: "Kevin Alvarado" <kra@Rocky.aesthetic.com>->-> The Imagine manual for 3.0 is much larger than 100 pages and I sur=e a-> don't want to print out a manual for Imagine 4.0.I think people are under the impression 4.0 is going to require anew manual. There is only a few additional features from 3.3 to4.0. It's not really necessary. Impulse instead is working on aNEW manual for Win Imagine.Heck , judging by some of the questions here (including mine) no oneactually READS the manual anyway! :) /-----

____ | 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

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--> RETURN TO CONTENTS!<==

1.52 MSG-49 Subject: Re: How fast

Subject: Re: How fast
 Date: Thursday, 02 November 1995 14:53:21
 From: cjo@esrange.ssc.se

 Tom "R" G wrote;

>Conny Joensson feared that this could be a platform war so here is the=20
 >reason for my questions:
 >Dont make this a platform war, I dont give a f*** what hardware people is=20
 >using, I just happen to have a P120 a P90 and a A4000/040 warp=20
 >Sgi's(3-Onyx) Quantel's, etc...., but I like my Amiga too and it's=20
 >multitasking and wonder if I should upgrade it to a 060 or dump it, but=20
 >that is my descision.

Erh, oops! Sorry. That was not was I was thinking about when I wrote:
 "Oh Shit!"

I was more thinking about the speed test project that I announced for a=20
 vote a couple of weeks back. Sort of like "one Imagine project that is=20
 rendered on various machines with the same preferences and project settings=
 =20

and compare the rendering times". But there was not enough interest from=20 the list so I dumped the whole thing. And just 2 or 3 days after I have=20 announced the "dump" you come up with the same question that started my=20 voting thingy all over again: "How about a 060..."

That was what I meant.

```
*-----*
| Conny Joensson   | Swedish Space Corp. Estrange   |
| Kiruna          | Satellite operations - Telecom Div. |
| Sweden          | cjo@smtpgw.esrange.ssc.se      |
*-----*
```

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1.53 MSG-50 Subject: Re: 4.0 Manual

Subject: Re: 4.0 Manual

Date: Thursday, 02 November 1995 16:34:02

From: jbarela@melpar.esys.com (John Barela - UC Test)

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

>

> I think people are under the impression 4.0 is going to require a
> new manual. There is only a few additional features from 3.3 to
> 4.0. It's not really necessary. Impulse instead is working on a
> NEW manual for Win Imagine.

Was there a manual printed for v3.3? I only have 3.0 and from what I see, there will be many changes from 3.0 to 4.0

This would warrant a new manual. I've always appreciated the price/performance edge Imagine has provided me, but I've grown weary of Impulse manuals (or lack thereof).

Please excuse me if I'm covering old ground here. I just joined the list.

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1.54 MSG-51 Subject: Face reduction utility for Imagine 3.3 / 4.0

Subject: Face reduction utility for Imagine 3.3 / 4.0
 Date: Thursday, 02 November 1995 16:48:11
 From: Peter Kovach <peter.joseph.kovach@medtronic.com>

 Does anyone have, or know where I can get, a face reduction utility for Imagine on the PC. (NOT THE AMIGA!). I have several objects I would like to reduce in complexity.

Thanks you.

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1.55 MSG-52 Subject: Re: NON-DELIVERY of: Re: 4.0 manual

Subject: Re: NON-DELIVERY of: Re: 4.0 manual
 Date: Thursday, 02 November 1995 17:27:28
 From: Kevin Alvarado <kra@Rocky.aesthetic.com>

 Question: How do I stop the "NON_DELIVERY" messages?

> Subject: NON-DELIVERY of: Re: 4.0 manual
 > Delivery Failure Report
 >
 > Your document:
 > Re: 4.0 manual
 > could not be delivered to:
 > IMAGINE MAILING LIST
 > because:
 > MailEx0112: Recipient(s) not unique or not listed in configured Name &
 > Address Books on Lotus Mail Exchange Server.
 > Routing path:
 > CN=CSERVE-HUB1/OU=SERVER/O=CSERVE,CN=CSERVE-HUB1/OU=SERVER/O=CSERVE
 >
 > You can resend the undeliverable document to the recipients listed above
 > by choosing the Send command on the Mail menu. Unless you receive other
 > Delivery Failure Reports, the document was successfully delivered to the
 > other recipients, if any.
 >
 > (strikethrough: _____)
 >
 >
 > To: INTERNET:IMAGINE@EMAIL.EAG.UNISYSGSG.COM at CSERVE@CISHUB
 > cc:
 > From: INTERNET:kra@Rocky.aesthetic.com@CISHUB

> Date: 11-02-95 09:40:00 AM
> Subject: Re: 4.0 manual
>

I've posted to the mailing list and received my own post as well as personal responses to my post, so I know the email is being recieved. How do I stop the error messages?

-KV-

--

Life is hard and nothing is easily given...
If you want anything out of life you have to fight for it...
Prepare for Kombat!

kra@aesthetic.com

- - - - -

Kevin Alvarado
(714) 597-4995
Aesthetic Solutions
92 Argonaut, Suite #220
Aliso Viejo, CA 92656

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1.56 MSG-53 Subject: Re: 4.0 manual

Subject: Re: 4.0 manual
Date: Thursday, 02 November 1995 18:34:40
From: RobSampson@aol.com

In a message dated 95-11-01 20:13:11 EST, you write:

>Has it occurred to anyone that, since Imagine seems to be migrating towards
>the Windows market, that it should have online help for all functions, since
>that is what nearly all windows users expect? If the online help/docs are
>managed properly there is little need for a full printed and bound manual.

If you already know how to use Imagine your presumption is partly correct.
How many people would want to purchase such a complicated product however
and muddle though with a poor or non-existent manual and just some online
documentation. (Of course we have all done this already and it may be a
contributing reason to why we are always a minority when people discuss or
print information on graphics programs.) WinImagine is a long ways off yet,
we still have the dos version to contend with, and you have to quit Imagine
to read or search any docs files you may have on the drive. A manual goes a
long way towards making a good program great.

Bob.....

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1.57 MSG-54 Subject: Re: Magazines

Subject: Re: Magazines
Date: Thursday, 02 November 1995 18:47:37
From: jprusins@cybergrafix.com (John Prusinski)

>So, could anyone that subscribes to (or regularly buys) "Computer Artist",
>"Computer Graphics World" or the new one "3D Design" please post a small
>review on the respective magazine. Like this:
>

```
>*-----*  
>| Conny Joensson | Swedish Space Corp. Estrange |  
>| Kiruna         | Satellite operations - Telecom Div. |  
>| Sweden         | cjo@smtpgw.esrange.ssc.se         |  
>*-----*  
>
```

I recently let my subscription to "Computer Artist" run out... It seemed to focus primarily on 2D work for print, basically Mac and PC, with something of a Mac emphasis (due I guess to Mac dominance in print work). Occasionally has some good tips on things like retouching or compositing in PhotoShop, or scanning real-world objects, etc., but since I don't do much print work I didn't find a lot of it that useful.

John.

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1.58 MSG-55 Subject: Re: Web sites

Subject: Re: Web sites
Date: Thursday, 02 November 1995 18:47:45
From: jprusins@cybergrafix.com (John Prusinski)

>Yaba daba doo Imagineers,
>
> I'm searching for URL to add to the next IML-FAQ#09, if Your (Imagine
>related) home page address isn't listed below, email me, thanx.
>
> Feel free to email me if You have some cool tips, hints, attributes
>settings, ... You'd like to share with IML fellows.
>
My Web site isn't totally dedicated to Imagine (it's a promo for my company,
which does multimedia, video, and Web publishing) but does include some
Imagine-created images and animation....
<http://www/cybergrafix.com>

John Prusinski

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1.59 MSG-56 Subject: Wanted:Imagine Tapes (fwd)

Subject: Wanted:Imagine Tapes (fwd)
Date: Thursday, 02 November 1995 19:38:07
From: "Ernest Gusella (FA)" <gusella@satie.arts.usf.edu>

----- Forwarded message -----
Date: Thu, 2 Nov 1995 19:34:36 -0500 (EST)
From: Ernest Gusella (FA) <gusella@arts.usf.edu>

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1.60 MSG-57 Subject: Re: 4.0 manual

Subject: Re: 4.0 manual
Date: Thursday, 02 November 1995 20:42:31
From: Kevin Alvarado <kra@Rocky.aesthetic.com>

> From: "Mike van der Sommen" <mike.vandersommen@caddy.uu.silcom.com>
>

> Heck, judging by some of the questions here (including mine) no one
> actually READS the manual anyway! :)

I like reading the manual, you can always find out useful information in there.
Like the tec support phone number and email address for times when you don't
feel like reading the manual. :)

If you take time to read the book, you can always find neat things that you
didn't know about. Lately, I just don't have time to read it.

-KV-

--

Life is hard and nothing is easily given...
If you want anything out of life you have to fight for it...
Prepare for Kombat!

kra@aesthetic.com

- - - - -

Kevin Alvarado
(714) 597-4995
Aesthetic Solutions
92 Argonaut, Suite #220
Aliso Viejo, CA 92656

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1.61 MSG-58 Subject: Bars

Subject: Bars

Date: Thursday, 02 November 1995 21:10:35
From: T.Zander@hio.hen.nl

Howdy

Does anybody have any suggestions on how to make an lichtsource object
with licht exiting from all sides, the tube licht (TL) effect..

Thanks
Thomas

--

:signed:Thomas Zander Email: T.Zander@hio.hen.nl:
:Then god said: delete lines 1 to infinity and life ceased to exist. :
:Then she said cancel program, the universe never existed at all. :
: Shortest story: A. C. Clark. :

Thread 137

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1.62 MSG-59 Subject: Re: 4.0 manual

Subject: Re: 4.0 manual
Date: Thursday, 02 November 1995 21:59:25
From: Kevin Alvarado <kra@Rocky.aesthetic.com>

> On Nov 2, 1:34pm, RobSampson@aol.com wrote:
> A manual goes a long way towards making a good program great.

Yes!

//
\X/ Amiga!

-KV-

--
Life is hard and nothing is easily given...
If you want anything out of life you have to fight for it...
Prepare for Kombat!

kra@aesthetic.com
- - - - -
Kevin Alvarado
(714) 597-4995
Aesthetic Solutions
92 Argonaut, Suite #220
Aliso Viejo, CA 92656

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1.63 MSG-60 Subject: Re: Magazines

Subject: Re: Magazines
Date: Friday, 03 November 1995 01:04:42
From: Ayalon Hermony <ila2024@zeus.datasrv.co.il>

It seems 3D Artist is your magazine to stay with...

I'm subscribed to Computer Graphics World for a year and a half, and it has one tutorial article per copy. Most of the times, with 3D Studio. So it's not much use, for Imagine users. It has very good connections, in the top films and video computer animations studios, and you read about all the fancy effects and computer softwares used, for all the big hits. October 95 issue, had a story about the come back of the Amiga. Guess which 3D prog they didn't mentioned at all? Imagine of course. Showed rendered pic by LW, Aladdin4D, AlphaPaint for VideoToaster and Visual Inspirations. I don't know how pro they are about the Mac or SGI, but within 18 issues, to get only one, about the Amiga, and see nothing about Imagine, Real3D nor TrueSpace (Caligary)... well, I think next time, I'll try 3D Artist or 3D Design (I've read, it's full of tutorials)

How do you come back from 3D ?

Ayalon M. Hermony Internet: ıla2024@datasrv.co.il

On Thu, 2 Nov 1995, John Prusinski wrote:

```
>
> >So, could anyone that subscribes to (or regularly buys) "Computer Artist",
> >"Computer Graphics World" or the new one "3D Design" please post a small
> >review on the respective magazine. Like this:
> >
> >
> >*-----*
> >| Conny Joensson   |   Swedish Space Corp. Estrange   |
> >| Kiruna           |   Satellite operations - Telecom Div.   |
> >| Sweden           |   cjo@smtpgw.esrange.ssc.se   |
> >*-----*
> >
> >
> I recently let my subscription to "Computer Artist" run out... It seemed to
> focus primarily on 2D work for print, basically Mac and PC, with something
> of a Mac emphasis (due I guess to Mac dominance in print work).
> Occasionally has some good tips on things like retouching or compositing in
> PhotoShop, or scanning real-world objects, etc., but since I don't do much
> print work I didn't find a lot of it that useful.
>
> John.
```

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1.64 MSG-61 Subject: VistaPro upgrades

Subject: VistaPro upgrades
Date: Friday, 03 November 1995 02:59:18
From: Kevin Alvarado <kra@Rocky.aesthetic.com>

I've recently received a lot of mail from this mailing list, regarding a previous post I made regarding my upgrading to the current version of VistaPro.

The most recent version that I'm aware of is VistaPro 3.05 for the Amiga I recently upgraded from VistaPro 2.01.

I skipped version 3.0 because it was made for AGA Amigas (A1200 & A4000), I have a trusty A2000 and it wouldn't work with the EGS chip set. VistaPro 3.05 has been revised to run nearly flawlessly (I can still find creative ways to crash it. :)) on previous versions of the Amiga chip sets.

Eventually I will get an A4000... but that is a different story.

-KV-

--
Life is hard and nothing is easily given...
If you want anything out of life you have to fight for it...
Prepare for Kombat!

kra@aesthetic.com

Kevin Alvarado
(714) 597-4995
Aesthetic Solutions
92 Argonaut, Suite #220
Aliso Viejo, CA 92656

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1.65 MSG-62 Subject: Why no newsgroup?

Subject: Why no newsgroup?
Date: Friday, 03 November 1995 06:16:52
From: Craig Talbot <CRAIGT@cvillage.com.au>

I am new to the imagine mailing list, so I have to ask a stupid question. Why no conventional net newsgroup for Imagine? Lightwave & 3D-Studio have one why not Imagine?

I think Imagine has some excellent benefits over these particularly as it is much easier to get into for a beginner. I have had 3DS R4 and I must admit I find very hard to model in. I am using Imagine V2.0 for the PC.

I have tried Real3d and various incarnations of POVray and still find myself using Imagine the most. I was going to buy V3.0 but now I understand V4.0 is due so I'm kinda hanging out to buy that instead.

CRT.

```
*****
* Craig Talbot *
*
* Computer Village, Ph: 227 9988 *
* 163 Lord Street, Fax: 227 9020 *
* Perth, 6000. Email:craigt@cvillage.com.au *
*****
```

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1.66 MSG-63 Subject: Re:How fast

```
Subject: Re:How fast
Date: Friday, 03 November 1995 10:30:07
From: Granberg Tom <tom.granberg@TV2.no>
```

Hi Conny Joensson

I Didnt mean to upset you about that, and you are right, sorry. Just wanted to know what 060 users felt was good/bad about the 060, so I didnt want to have a kind of global test program for all possible configurations, just some hints and stuff.

Later....

Tom "R" G

Thread 434

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1.67 MSG-64 Subject: 3D accelerators

Subject: 3D accelerators
Date: Friday, 03 November 1995 11:52:07
From: George Allanson <ae418@ccn.cs.dal.ca>

Hi all

Is there any word that Win Imagine will support Open GL or apple 3D for windows (when it arrives) or microsofts 3D game API.

In Byte magazine a few months back they said there were as many as 25 3D chip sets in production or in late dezin stages, and they were expecting as many as 200 or more 3d accelerator boards on the market in the next 18 months. If this is true and there is no universal driver for all these boards I think it would be good if Impulse could pick a few of the low, middle and high end boards to support with drivers.

There is a good FAQ on boards in the \$2500 U.S. range and up at

<http://www.cs.columbia.edu/~bm/3d-cards1.html>
[/3d-cards2.html](http://www.cs.columbia.edu/~bm/3d-cards2.html)

<ftp://ftp.cs.columbia.edu/pub/bm/3d-cards.1>
[/3d-cards.2](ftp://ftp.cs.columbia.edu/pub/bm/3d-cards.2)

You can also get several articles on the topic by searching the Byte web sight. I have found all most nothing out about the low end boards as yet.

be seeing you

george

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1.68 MSG-65 Subject: Imagine 4.0 is here!

Subject: Imagine 4.0 is here!
Date: Friday, 03 November 1995 12:44:08
From: rundio@winternet.com (Louis Sinclair)

A small envelope containing Imagine 4.0 was waiting for me when I returned from work yesterday! Overall, it looks the same, but I have tried the metaballs - Way cool!

My current project continued to render fine, so no incompatabilities that

I can see so far. I haven't tried the soft shadows yet, but the blobs alone make it worth the price of upgrade!

 Louis Sinclair rundio@winternet.com
 -----He who hesitates, waits-----

Thread 806

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1.69 MSG-66 Subject: Shipping now...

Subject: Shipping now...
 Date: Friday, 03 November 1995 13:30:00
 From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

 Well, I got this note from Crowbar himself.....FWIW.-> From: Mike Halvorson <76004.1767@compuserve.com>-> To: Mike Vandersommen <caddy!mike.vandersommen>-> Date: 02 Nov 95 19:47:06 EST-> Subject: Imagine 4.0->-> Mike->-> We are shipping right now, so that 2 weeks thing is old news. WE =are-> on track much more so than others like Microsoft--- =FE InterNet - GraFX Haus BBS - Santa Barbara, Ca - (805) 683-1388

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1.70 MSG-67 Subject: Re: 4.0 Manual

Subject: Re: 4.0 Manual
 Date: Friday, 03 November 1995 13:46:00
 From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

 -> From: jbarela@melpar.esys.com (John Barela - UC Test)-> Was there a manual printed for v3.3? I only have 3.0 and from-> what I see, there will be many changes from 3.0 to 4.0Oh, no... I was responding to someone who I thought already had 3.3 and all the addendum files from 3.1 up.-> This would warrant a new manual. I've always appreciated the-> price/performance edge Imagine has provided me, but I've grown-> weary of Impulse manuals (or lack thereof).You're right. Normally this would "warrant" a new manual, but it isn't gonna happen, apparently. What would be nice is a supplemental manual to cover additions since 3.0. I do hope Impulse remembersthat not all folks upgrading from 3.0 to 4.0 have the "tween"doc fi

les and that they include all the addendums from 3.1 to 4.0 on the disk, atleast.
 -> Please excuse me if I'm covering old ground here. I just joined-> the list. It
 is old ground, but point well taken. /-----

```

    _____ | Mike van der Sommen / _ /_/ /_/ /_ \ / | Santa Barbara, Ca. /___/ / \
    / / / / \ | mike.vandersommen@caddy.uu.silcom.com HAUS BBS |
    "Blackouts make for nice breaks in the day" \_____
    ----- =FE InterNet - GraFX Haus BBS - Santa
    Barbara, Ca - (805) 683-1388
    
```

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1.71 MSG-68 Subject: Re: 4.0 sans manual

Subject: Re: 4.0 sans manual
 Date: Friday, 03 November 1995 13:54:00
 From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

-> From: KEN_ROBERTSON@robelle.com->-> Customer Support costs money! That is wh
 ere the "maintenance" fee= co-> in. You have to pay those techies to answer the
 phone. Do you th=ink-> that the people that answer the phone are programmers?
 Typically =the-> are "Customer Technical Support" - people who use and understa
 nd t=he-> software. In Impulse's case, many times "customer support" is not only
 answered by the programmer...but the CEO/Head Programmer. So I figure, everytime
 I call Impulse, I take his fingers off the coding keys and the program will be d
 elayed another 5 minutes. Multiply that by 1000 calls, and BOOM, you have a 2 WEE
 K DELAY.=2E..so STOP CALLIN' Impulse and let's get 4.0 in my grubby little hands!
 !! <grin> /-----

```

    _____ | Mi
    ke van der Sommen / _ /_/ /_/ /_ \ / | Santa Barbara
    , Ca. /___/ / \ / / / / \ | mike.vandersommen@caddy.
    uu.silcom.com HAUS BBS | "Blackouts make for nice breaks in  <-
    the day" \_____
    ----- =FE InterNet - GraFX Haus BBS - Santa Barbara, Ca - (805) 683-1388
    
```

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1.72 MSG-69 Subject: Re: Wanted: Imagine Tapes (fwd)

Subject: Re: Wanted: Imagine Tapes (fwd)
 Date: Friday, 03 November 1995 14:20:31
 From: Sharky <sharky@websharx.com>

On Thu, 2 Nov 1995, Ernest Gusella (FA) wrote:

[snipped some redundant stuff]

> Like it sez, I am looking for tutorial tapes for Imagine 3.0. The
> authorized series in entitled 'Imagine: the Possibilities 3.0'. It is
> taught by experts Rick Rodriguez and Ron Soussan. The series consisted
> of :
> Volume One: Unlocking 3.0
> Volume Two: Detail Editor Plus
> Volume Three: Photo Realism
> Volume Four: Advanced Animation
> Volume Five: Pro Techniques
>
> These tapes retailed at \$49.95 each. If you have any or all of these
> tapes, or know someone who you can put me in touch with, I would
> appreciate hearing from you. Thanks, Ernest Gusella

As far as I know only Volume #1 of this series ever came out. In e-mail to Rick just after getting Vol #1 he was just about to put out #2 when he took on a new job with the Discovery Channel if I recall correctly. The first tape was well done and had lots of good information in it presented in a pretty understandable way.

I was very dissapointed when I found that Vol#2 would not be released. If anyone has information about the 'missing' tapes or if they ever got into production, I'd be interested in obtaining them as well.

Aloha,
Sharky

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1.73 MSG-70 Subject: Re: 3D accelerators

Subject: Re: 3D accelerators
Date: Friday, 03 November 1995 14:22:26
From: CoryJ44@aol.com

>Is there any word that Win Imagine will support Open GL or apple 3D for
>windows (when it arrives) or microsofts 3D game API.

Impulse informed me that Win Imagine will conform to all of the most rudimentary Windows standards, but they also noted that it will not support anything "Win 95" specific...that was in response to my question about the

possibility of it supporting Direct Draw--perhaps OpenGL will be written in, but that's not what they told me.....

Cory

Thread 230

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1.74 MSG-71 Subject: Re:gadgets

Subject: Re:gadgets
Date: Friday, 03 November 1995 15:03:23
From: T.Zander@hio.hen.nl

Reading all the gadgets stuff:
Is all what you want not just Macro's

Are they comming, is it there, when will it come!!!

Thomas.

Thread 43

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1.75 MSG-72 Subject: Imagine 4.0

Subject: Imagine 4.0
Date: Friday, 03 November 1995 15:19:12
From: Craig Andera <CANDERA@f81.rfc.com>

I too received Imagine 4.0 yesterday. It was incentive for me to unbox the computer and put it back together, having just moved. After mistakenly installing it on the wrong drive, I gave it a quick test run.

It's pretty nice. There aren't a lot of changes, but the few that there are are pretty big additions. Those of you who've been around the list know that some of the new features include blobs, motion blur, and light source arrays.

There are two or three other smaller features that are also nice. One that I thought was particularly cool was that now when copying and pasting, the new object is picked, rather than just selected, so you can immediately manipulate it. It's a small change, but a nice cosmetic touch. If that was suggested here, kudos to whoever thought of it.

There's a new title screen as well. It looks very professional, and includes an actual Imagine-rendered image (very nice, Mr. Tom Granberg). I also liked the fact that "Thousands of Imagine Users" are credited as contributors.

The manual will look very familiar to those on the constant upgrade program, as it is simply the cumulative list of changes, i.e these are the things that are new in 3.1, these are the things that are new in 3.2, etc. The list for 4.0 is pretty short, but the features (unlike some writing that has come from Impulse in the past) are fairly clearly explained.

I haven't played with anything but blobs yet, but I liked that a lot. On my 486/66, once you grouped the spheres and set the blob attribs (a matter of seconds), the surface recalculation when I modified the configuration was nearly instantaneous - I couldn't distinguish it from a normal screen redraw.

Anyway, that's the scoop. Right now I'm stuck at work, and I was too dumb to bring the disks in, but if anyone wants me to try anything out over the weekend, I'd be glad to give it a try. I figure it gives me a good reason to play with the new features, and if it convinces someone to upgrade, all the better: the more people that give Impulse their money, the faster they produce new toys for me to play with.

-Craig

P.S. Look Mike: I managed to restrain myself from posting the manual this time. Your legal department can take me off the "naughty" list.

Thread 124

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1.76 MSG-73 Subject: Re: Third Version of Essence Textures

Subject: Re: Third Version of Essence Textures
Date: Friday, 03 November 1995 16:30:32
From: Roger Straub <straub@csn.net>

Nope, sorry. I just heard a rumor, and I can't remember where. I don't know when the new textures will be released, but I'm gonna upgrade when they do come out.

See ya,

Roger

* Windows'95 = Macintosh'89 = Amiga'85 *

On Sat, 4 Nov 1995, Anders Lundholm wrote:

>
> Oh, how great! -:)
> Could it be, that you have a possible release date for this edition ?!
>
> I'd really like to contact steve Worley, but his adress is quiet - I would
> cincerly like to register his textures but am in no position of getting rid
> of my money! -:)
>
> o
> /#\ Anders Lundholm . Alien Workshop (Tm) . Lund@Hoa.Ping.Dk
> ZZ Computer Graphics Design . 3D Modeling & Animation
>
> -- Via Xenolink 1.97, XenolinkUUCP 1.1
>

Thread 15

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1.77 MSG-74 Subject: Hubble pix

Subject: Hubble pix

Date: Friday, 03 November 1995 16:31:02

From: RobSampson@aol.com

Hey anyone else see those awesome Hubble pics of gas pillars hudreds of times the size of our solar system? Real photographs of stuff I would have thought you would only see in Star Trek somewhere. I really look forward to trying to make something like that with Imagine. I think that new metaballs editor will prove very usefull for this. Now I gotta see if I can find these photos on the net. If anyone already has please post the address.

Bob.....

Thread 101

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1.78 MSG-75 Subject: 4.0

Subject: 4.0

Date: Friday, 03 November 1995 16:38:42

From: helmy@voyager.com

could someone try the Soft Shadows in 4.0 and tell us if it looks REALLY good or not? also are there any new FX in 4.0? new textures? Fill us in guys!

E-Mail: Helmy@Voyager.Com

Thread 425

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1.79 MSG-76 Subject: Re: Face reduction utility for Imagine 3.3 / 4.0 (fwd)

Subject: Re: Face reduction utility for Imagine 3.3 / 4.0 (fwd)
Date: Friday, 03 November 1995 17:10:06
From: Wayne Waite <Wayne@waitey.demon.co.uk>

On Thu, 02 Nov 1995 10:48:11 -0600 Peter Kovach <peter.joseph.kovach@medtronic.com> said

[----- text of forwarded message follows -----]

Does anyone have, or know where I can get, a face reduction utility for Imagine on the PC. (NOT THE AMIGA!).

[----- end of forwarded message -----]

Is there an Amiga utility for face reduction? I'd like to know where I could get, one if there is.

Wayne

--

~
Wayne Waite - Wayne@waitey.demon.co.uk
Bradford, West Yorkshire, England
~

Thread 100

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1.80 MSG-77 Subject: Minds Eye (again II)

Subject: Minds Eye (again II)
Date: Friday, 03 November 1995 17:52:18
From: Charles Blaquiere <blaq@io.org>

> From: cjo@esrange.ssc.se
>
> They sort of make you wonder; am I gonna try to achieve similar stuff
> with Imagine on my trusty Amiga500 or am I just gonna hurl everything out
> the window and give it all up before I get disappointed?

Different people have different reactions to the same thing. That's what makes our world so interesting. Personally, I don't feel depressed after watching a video like "Mind's eye"; I feel energized. This happens whenever I see any kind of animation compilation or festival. My synapses bristle with energy, my heart leaps at the sheer amazement I feel, and I just wanna go home and do something, right now.

Thread 102

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1.81 MSG-78 Subject: Re: PAR PC

Subject: Re: PAR PC
Date: Friday, 03 November 1995 18:11:09
From: Charles Blaquiere <blaq@io.org>

> From: Curtcee@aol.com
>
> I was right with one exception: the last frame of the animation will NOT
> field render. It will frame render instead. I have no idea why.

Simple: if your last frame is frame 30 for example, then anything beyond that is undefined -- and Imagine couldn't render frame 30-and-a-half, so it falls back to rendering the entire frame, both fields, at time=30.

Thread 533

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1.82 MSG-79 Subject: Re: Decals on Glass

Subject: Re: Decals on Glass
Date: Friday, 03 November 1995 18:12:29
From: Charles Blaquiere <blaq@io.org>

> From: Robert Byrne <rbyrne@3dform.edex.edu.au>
>
> > One little thing you have to remember. You must scale down the
> > Y axis of the map or else you'll get a duplicate map on the
> > back side of the glass or bottle object.
>
> You can make a face subgroup and restrict the maps to it.

....which is important to know, if you use using Altitude mapping and absolutely need your Y axis to be overly long.

Thread 481

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1.83 MSG-80 Subject: Pseudobevels

Subject: Pseudobevels
Date: Friday, 03 November 1995 18:20:29
From: spencer2@lowell.edu (spencer 2)

>From: H.Kueck@AIGM.westfalen.de (Hendrik Kueck)
>Subject: Texture to create pseudo bevels ?
>Date: Mon, 30 Oct 95 15:31:41 CET
>
>Hello,
>
>would it be possible to write a texture that gives normal edges a
>round look so that you see highlights on the edges?
>Or is there perhaps already a texture that is capable of doing
>this?
>
>Bye,
> Hendrik

This would be an excellent idea. Almost all shiny real-world objects have edges that are rounded enough to produce highlights, even if the edges are sharp by other standards, so sharp-edged shiny or reflective Imagine objects, without edge highlights, look artificial. It's a pain to put extra faces along all the edges of an object in order to simulate these highlights, so a texture that could do the job would be very handy.

John Spencer

Thread 471

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1.84 MSG-81 Subject: Re: Problems, my friends

Subject: Re: Problems, my friends

Date: Friday, 03 November 1995 18:28:25

From: Charles Blaquiere <blaq@io.org>

> From: cjo@esrange.ssc.se
>
> >Also... sometimes I load an object in to teh stage editor, scale it and
> >then save changes, but the program seems to forget this and renders the
> >scene with the object in question just as it was made in teh detail
> >editor.
>
> Ahh, now this is more simple to answer.
> Once you have scaled your object in the stage editor do "size bar" before
> you save changes.

I guess both Conny and Steve know this, but for all the fresh Imagine users out there, a word about keyframes:

Any transformation you do to an object in Stage, must be done on a key frame. That's the last frame of an Action editor bar. For example, if you load the sofa on frame 1 of a 100-frame animation, save changes, and switch to Action, you'll see the Actor bar stretching from frame 1 to 100, and the Size, Align, and Position bars at frame 1. This means that any Stage editor change to the size, alignment, or position of the object, must be done on frame 1, or else they're lost as soon as you exit Stage or go to any frame.

If you make a change on frame 10, say, and select Object/Size Bar, you'll create a new keyframe at frame 10. Your new size will be recorded on frame 10, sure, but the old size will still exist on frame 1. The result? The object will change size from frame 1 to 10, then remain at the frame-10 value for the remainder of the animation.

So, use Object/Size Bar if you want, but be aware that if you're not on a keyframe to begin with, you'll be creating a new keyframe, and that may or may not be what you want. There's a difference.

Thread 238

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1.85 MSG-82 Subject: Smoothing and point reduction

Subject: Smoothing and point reduction
Date: Friday, 03 November 1995 18:42:08
From: Charles Blaquiere <blaq@io.org>

> From: ALANULL@aol.com
>
> 1. Will 4.0 support adjustable smoothing? By that I mean you can
> interactively set the the angle from 0 to 180 degrees that is smoothed
> between 2 surfaces. This may help clean-up the edges after the Boolean
> operations.

Well, I haven't seen 4.0 yet, and others on the List have. Does this mean I shouldn't stick my neck out? Hell, no! B^)

From what Mike told me on the phone, you'll pick (edges? faces?) before you invoke the smoothing function. If it's edges, then you can simply use the existing Edge Filter to select all edges that meet within desired angles, and away you go.

Thread 487

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1.86 MSG-83 Subject: Water animation question (ripples)

Subject: Water animation question (ripples)
Date: Friday, 03 November 1995 19:01:39
From: Charles Blaquiere <blaq@io.org>

> From: pleatman@one.net
>
> Is it possible to have an objects come out of a pool of water
> and create the ripple effect the object would cause in the water?

What version of Imagine do you have?

Thread 121

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1.87 MSG-84 Subject: Re: Where is Apex

Subject: Re: Where is Apex
Date: Friday, 03 November 1995 19:03:41
From: Charles Blaquiere <blaq@io.org>

> From: Stephen Gifford <sgiff@airmail.net>
>
> Maybe he has gone out of business.

Being ever the optimist, I prefer assuming he's soooo busy with all his projects, including rumoured 3.3-compatible Essence textures, that he simply doesn't have time to return messages.

Thread 696

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1.88 MSG-85 Subject: Re: Win-Imagine

Subject: Re: Win-Imagine
Date: Friday, 03 November 1995 19:08:35
From: Charles Blaquiere <blaq@io.org>

> From: RobSampson@aol.com
>
> Yeah, hug a tree, plant a spike, save an owl and kill a logger. Are'nt
> environmentalists great.

I'd rather hug a logger, plant an owl, save a spike, and kill a tree...
but that's just me. <twitchy, drooling, lopsided grin>

Thread 175

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1.89 MSG-86 Subject: Re: Win-Imagine

Subject: Re: Win-Imagine
Date: Friday, 03 November 1995 19:10:51
From: Charles Blaquiere <blaq@io.org>

> From: Doug Smith <doug@defocus.demon.co.uk>
>
> I've been running an "Uptime" monitor over the last couple of months, and
> my Amiga has managed about 40% usage.

> Is anyone out there organised enough to have their machine rendering or
> modelling 100 % ?

Does Solitaire count? <g>

Thread 85

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1.90 MSG-87 Subject: Picture

Subject: Picture
Date: Friday, 03 November 1995 19:14:54
From: helmy@voyager.com

Hi Imagineers, you might have seen my posts on here before concerning
Imagine problems and tips. As some may know I operate an animation
company here in Los Angeles, California. Though have not submitted any
"stills" to be displayed on different WWW pages, I have decided to
submit one by the name of "Helmy Island" which is a rendering of a beach
done completely in Imagine 3.3, with no "touch-ups" using paint
programs. I would be more than happy to send it to anyone out there
interested in seeing it as well as "hopefully" including it in their Web
Pages. Write me if you are interested.

A. Helmy

H"E"L"M"Y PRODUCTIONS

<3D & 2D AnImAtIoN>

```

-----
Los Angeles-California-US
-----
E-Mail: Helmy@Voyager.Com
-----

```

Thread 259

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1.91 MSG-88 Subject: Re: 4.0 manual

Subject: Re: 4.0 manual
Date: Friday, 03 November 1995 19:27:27
From: Damon LaCaille <nomad@aloha.net>

Duncan's post reminded me of something that Amiga users might wish to do sometimes while rendering: (This trick came from reading Steve Worley's "Understanding Imagine 2.0")

set Imagine's priority to "-1" if your other programs suffer speed decreases. I have found that my renderings only suffer about 10-15%, perhaps 20% if you're doing other processor intensive tasks.

Believe it or not I've been an Amiga user for over 6 years and have never really accessed this wonderful feature!

Basically, it'll let all other programs run at full speed, and when the processor has a free tick or something, Imagine will grab it and use it. And for the most part, there are a lot of free "tick"s when just checking mail, viewing AmigaGuide help, etc etc

Hope this helps, and I know it's obvious to most Amiga users...so excuse my excitedness.

```

*=====*
| Damon L. LaCaille | Email - nomad@aloha.net |
*=====*
| "That's a pretty stupid idea John, | A3000/25 |
| I'm afraid I'll have to kill you." | 10/540 |
*=====*

```

On Fri, 3 Nov 1995, dunc wrote:

```

>
>
> KA> The Imagine manual for 3.0 is much larger than 100 pages and I sure as
> KA> 'ell don't want to print out a manual for Imagine 4.0.
>
> With a printed manual you can check things while quick rendering of slicing

```

> or similar But with online docs you can view them on some machines while doing
> a quick render but not all Though this will slow things down a bit and if like
> me you have an amiga 030 then you need all the processor time you can get !
>
> Duncan
>
>

Thread 53

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1.92 MSG-89 Subject: Re: Animated Grass Quickie

Subject: Re: Animated Grass Quickie
Date: Friday, 03 November 1995 19:29:29
From: Charles Blaquiere <blaq@io.org>

I found a simple solution to the axis position problem, if you can live with one little flaw. Let's say your single blade of grass has its base at Z=0, and stretches 100 units tall. Just move the bottom points to Z=-100 before replicating, slicing, and ungrouping; the resulting objects should have their individual axes around Z=0, perfect for swaying.

Of course, it means that your blades of grass will protrude 100 units below the ground, but unless your ground is made of glass, you shouldn't see it. And if you want to be difficult, and insist on invisible grass below Z=0, you can always apply the Linear texture, with no transition value, to force everything below Z=0 to become transparent.

Thread 380

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1.93 MSG-90 Subject: Lha util for PCs

Subject: Lha util for PCs
Date: Friday, 03 November 1995 19:33:07
From: web@cvsd.cv.com (William Bogan)

Does anyone know where a public domain
PC util for decompressing lha files might
be found?

Thanks for your replies.

-Bill

Thread 105

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1.94 MSG-91 Subject: Re: 4.0 manual

Subject: Re: 4.0 manual
Date: Friday, 03 November 1995 19:53:23
From: dunc <dunc@eraser.demon.co.uk>

KA> The Imagine manual for 3.0 is much larger than 100 pages and I sure as
KA> 'ell don't want to print out a manual for Imagine 4.0.

With a printed manual you can check things while quick rendering of slicing
or similar But with online docs you can view them on some machines while doing
a quick render but not all Though this will slow things down a bit and if like
me you have an amiga 030 then you need all the processor time you can get !

Duncan

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1.95 MSG-92 Subject: Re: NON-DELIVERY of: Re: 4.0 manual

Subject: Re: NON-DELIVERY of: Re: 4.0 manual
Date: Friday, 03 November 1995 19:55:05
From: dunc <dunc@eraser.demon.co.uk>

KA> Question: How do I stop the "NON_DELIVERY" messages?

KA> I've posted to the mailing list and received my own post as well as
 KA> personal responses to my post, so I know the email is being recieved.
 KA> How do I stop the error messages?

You could set up a kill file I think that you will still download the mail
 but just not see it -thats how it works here (I think)

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1.96 MSG-93 Subject: Re: Face reduction utility for Imagine 3.3 / 4.0 (fwd)

Subject: Re: Face reduction utility for Imagine 3.3 / 4.0 (fwd)
 Date: Friday, 03 November 1995 21:08:44
 From: jbk4@email.psu.edu (The Prophet)

 I believe that Pixel3D will do polygon/point reductions. Interchange
 probably does as well, being a similar program. Both are commercial
 packages for the Amiga, I don't know if there are PC versions.

Jaeson K.

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Jaeson Koszarsky	Amiga 3000
-----	-----
cyberprophet@psu.edu	68040/30Mhz
jbk4@email.psu.edu	24Megs-ZIP
jason@chaos.ezgate.com	OS3.1

Thread 583

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1.97 MSG-94 Subject: Re: Scaling problems, my friends

Subject: Re: Scaling problems, my friends
 Date: Friday, 03 November 1995 22:56:20
 From: NEWKIRK@delphi.com

The problem referred to, I believe, is one which I encounter sometimes with even Single-Frame projects, where GUI scaling of an object works fine within stage, Quickrenders even come out right, but regardless of whether I select "save changes" or not, if I leave stage the object reverts to it's original size. This behaviour occurs for me (Imagine 2.0 8^() usually on fairly complex scenes, and the only CERTAIN resolution I've found (other things have worked intermittently, like numerical scaling) is to delete the offending object and re-load it. AGAIN, this is with Imagine 2.0, Amiga, I can't vouch for the exhibition of this quirk (and would probably bet against it) on any other version (maybe even the non-FPU amiga version).
Joel

Thread 118

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1.98 MSG-95 Subject: Imagine4.0

Subject: Imagine4.0
Date: Friday, 03 November 1995 23:07:25
From: Kevin Alvarado <kra@Rocky.aesthetic.com>

Everybody is quiet today.
Is everyone getting their copy of 4.0 today?

-KV-

--
Life is hard and nothing is easily given...
If you want anything out of life you have to fight for it...
Prepare for Kombat!

kra@aesthetic.com

Kevin Alvarado
(714) 597-4995
Aesthetic Solutions
92 Argonaut, Suite #220
Aliso Viejo, CA 92656

Thread 803

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1.99 MSG-96 Subject: Re: NON-DELIVERY of: Re: 4.0 manual

Subject: Re: NON-DELIVERY of: Re: 4.0 manual
Date: Friday, 03 November 1995 23:30:17
From: Chris Hall <Chris.Hall@dial.pipex.com>

At 09:27 AM 11/2/95 -0800, you wrote:
>Question: How do I stop the "NON_DELIVERY" messages?

>Life is hard and nothing is easily given...
>If you want anything out of life you have to fight for it...
>Prepare for Kombat!

Your sig says it all!

Thread 513

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1.100 MSG-97 Subject: 040+ optimizing of Imagine ?!

Subject: 040+ optimizing of Imagine ?!
Date: Saturday, 04 November 1995 00:08:52
From: lund@hoa.ping.dk (Anders Lundholm)

I believe this question has been asked quite a few times. However, since I recently joined this great list the subject hasn't been discussed.

Would it be worth hoping for an 040+ optimized version of Imagine ?!
- Or could it be me, sitting here asking for realtime rendering ?!

I believe there could be saved lots of rendertime if Impulse compiled different versions (for different processors) of Imagine and they could then simply add a small box in which the upgrading user should define which version he or she wants!

Ofcourse, if it's all assembler it'll be more or less too labourintensive if each version were to be optimized!

o
/#\ Anders Lundholm . Alien Workshop (Tm) . Lund@Hoa.Ping.Dk
ZZ Computer Graphics Design . 3D Modeling & Animation

-- Via Xenolink 1.97, XenolinkUUCP 1.1

Thread 715

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1.101 MSG-98 Subject: Gadgets

Subject: Gadgets
Date: Saturday, 04 November 1995 00:20:39
From: lund@hoa.ping.dk (Anders Lundholm)

Letter from Anders Lundholm to Stuart Hogton Written 02 Nov 95 At 09:46:59
O'clock

Hi Stuart ...

SH> All this talk about gadgets has left me thinking. It would
SH> be nice to be able to really customize the gadgets. What I want is a
SH> button which would scale by 0 in all axes locally. Why such a strange
SH> desire? It would be handy for cleaning up slices.

Yeah, or a Function key with a userdefineable macro. I'd really like to
have a function for setting object's axis-alignment to 0.0.0.
- or a function that easily mirrors an object (scale x = -1).

o
/#\ Anders Lundholm . Alien Workshop (Tm) . Lund@Hoa.Ping.Dk
ZZ Computer Graphics Design . 3D Modeling & Animation

-- Via Xenolink 1.97, XenolinkUUCP 1.1

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1.102 MSG-99 Subject: Third Version of Essence Textures

Subject: Third Version of Essence Textures
Date: Saturday, 04 November 1995 00:24:06
From: lund@hoa.ping.dk (Anders Lundholm)

Letter from Anders Lundholm to Roger Straub Written 01 Nov 95 At 17:34:16
O'clock

Hi Roger ...

RS> I heard a rumor that Apex is reworking all of the essence textures to conform to 3.3's new fog length, brightness, and specular mapping. So, RS> yes, there will be an Essence V3.

Oh, how great! -:)

Could it be, that you have a possible release date for this edition ?!

I'd really like to contact steve Worley, but his adress is quiet - I would cincerly like to register his textures but am in no position of getting rid of my money! -:)

o
/#\ Anders Lundholm . Alien Workshop (Tm) . Lund@Hoa.Ping.Dk
ZZ Computer Graphics Design . 3D Modeling & Animation

-- Via Xenolink 1.97, XenolinkUUCP 1.1

Thread 18

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1.103 MSG-100 Subject: Re: Face reduction utility for Imagine 3.3 / 4.0 (fwd)

Subject: Re: Face reduction utility for Imagine 3.3 / 4.0 (fwd)
Date: Saturday, 04 November 1995 00:28:57
From: Roger Straub <straub@csn.net>

There's a full-blown Windoze version of interchange out there. Call Syndesis; I think it costs around \$150.

See ya,
Roger
* Windows'95 = Macintosh'89 = Amiga'85 *

On Fri, 3 Nov 1995, The Prophet wrote:

> I believe that Pixel3D will do polygon/point reductions. Interchange
> probably does as well, being a similar program. Both are commercial
> packages for the Amiga, I don't know if there are PC versions.

>
>
> Jaeson K.
>
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> (_____) (_ / (_)
>

> Jaeson Koszarsky Amiga 3000

> -----
> cyberprophet@psu.edu 68040/30Mhz
> jbk4@email.psu.edu 24Megs-ZIP
> jason@chaos.ezgate.com OS3.1
>

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1.104 MSG-101 Subject: Re: Hubble pix

Subject: Re: Hubble pix
Date: Saturday, 04 November 1995 00:50:57
From: gbeeton@eagle.wbm.ca (Gary Beeton)

>Hey anyone else see those awesome Hubble pics of gas pillars hundreds of times
>the size of our solar system? Real photographs of stuff I would have thought
>you would only see in Star Trek somewhere. I really look forward to trying
>to make something like that with Imagine. I think that new metaballs editor
>will prove very useful for this. Now I gotta see if I can find these photos
>on the net. If anyone already has please post the address.

I haven't been able to get through, but images should be available at:

<http://www.stsci.edu/public.html> Sun Jun 11 00:20:00 1995
- STScI/HST Public Information

or

http://www.gsfc.nasa.gov/NASA_homepage.html
- NASA Information Services via World Wide Web

Gary

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1.105 MSG-102 Subject: RE: Minds Eye (again II)

Subject: RE: Minds Eye (again II)
Date: Saturday, 04 November 1995 00:51:36

From: Kevin Alvarado <kra@Rocky.aesthetic.com>

> FROM: Charles Blaquiere <blaq@io.org>
>
> Personally, I don't feel depressed after watching a video like "Mind's eye";
> I feel energized. This happens whenever I see any kind of animation
> compilation or festival.

I liked Minds Eye, and Beyond Minds Eye. I find these videos, as well as other animation festivals to be inspirational. I watch the animation and I try to think of how I can achieve the same look and feel with Imagine or a combination of software (Like using Imaigne rendered objects with a genlocked background as a foreground image in VistaPro).

The only thing I dislike about both videos "Mind's Eye", "Beyond Mind's Eye" is the editing of the videos. I wish they would let each animation play in its entierty rather than splice pieces of them throughout the tape.

-KV-

--

Life is hard and nothing is easily given...
If you want anything out of life you have to fight for it...
Prepare for Kombat!

kra@aesthetic.com

Kevin Alvarado
(714) 597-4995
Aesthetic Solutions
92 Argonaut, Suite #220
Aliso Viejo, CA 92656

Thread 114

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1.106 MSG-103 Subject: Recieveing Posts...

Subject: Recieveing Posts...
Date: Saturday, 04 November 1995 01:51:47
From: Kevin Alvarado <kra@Rocky.aesthetic.com>

On Nov 3, 6:12pm, Charles Blaquiere wrote:

Subject: Re: Decals on Glass
> From: Robert Byrne <rbyrne@3dform.edex.edu.au>
>

> > One little thing you have to remember. You must scale down the
> > Y axis of the map or else you'll get a duplicate map on the
> > back side of the glass or bottle object.
>
> You can make a face subgroup and restrict the maps to it.

....which is important to know, if you use using Altitude mapping and
absolutely need your Y axis to be overly long.

>-- End of excerpt from Charles Blaquiere

I'm not sure if I'm getting all the post that are made to the mailing list. I
recieved the post from Charles Blaquiere, but I never got the post from Robert
Byrne that Charles replied to.

I'm I missing out?

Kevin -KV- Alvarado

--

Life is hard and nothing is easily given...
If you want anything out of life you have to fight for it...
Prepare for Kombat!

kra@aesthetic.com

Kevin Alvarado
(714) 597-4995
Aesthetic Solutions
92 Argonaut, Suite #220
Aliso Viejo, CA 92656

Thread 318

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1.107 MSG-104 Subject: Hubble pix

Subject: Hubble pix
Date: Saturday, 04 November 1995 06:01:31
From: RobSampson@aol.com

Thanks to everyone who sent info on finding these pics. Turns out to be
rather easy and I finally got thru to the site and downloaded the jpgs.
Nature's imagination far surpasses anything I might of thought of. Now to
try and recreate these with Imagine:)

Bob.....

Thread 74

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1.108 MSG-105 Subject: Re: Lha util for PCs

Subject: Re: Lha util for PCs
Date: Saturday, 04 November 1995 11:20:27
From: Chris Hall <Chris.Hall@dial.pipex.com>

At 11:33 AM 11/3/95 -0800, you wrote:
>Does anyone know where a public domain
>PC util for decompressing lha files might
>be found?
>
>Thanks for your replies.
>
>-Bill
>

I've got one called lharc which I have used to decompress files from aminet with. If you want it I could email it to you privetly. Let me know. It is approx 33K.

Chris Hall.

```
|-----|\
| You have been spoken to by Chris Hall      ||
| A very tall and generally nice bloke from Great Briton ||
|                                           ||
| E- mail me at : Hmmm. That's a tough one.  ||
| WWW home page temporarily pulled down !!  ||
|                                           ||
| Today's lucky lottery numbers are :-      ||
|           40 05 17 37 35 07                ||
|-----|\
\-----\
```

Thread 106

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1.109 MSG-106 Subject: Re: Lha util for PCs

Subject: Re: Lha util for PCs
Date: Saturday, 04 November 1995 11:20:27

From: Chris Hall <Chris.Hall@dial.pipex.com>

 At 11:33 AM 11/3/95 -0800, you wrote:
 >Does anyone know where a public domain
 >PC util for decompressing lha files might
 >be found?
 >
 >Thanks for your replies.
 >
 >-Bill
 >

I've got one called lharc which I have used to decompress files from aminet with. If you want it I could email it to you privetly. Let me know. It is approx 33K.

Chris Hall.

```
|-----|\
| You have been spoken to by Chris Hall      ||
| A very tall and generally nice bloke from Great Briton ||
|                                             ||
| E- mail me at : Hmmm. That's a tough one.  ||
| WWW home page temporarily pulled down !!   ||
|                                             ||
| Today's lucky lottery numbers are :-      ||
|           40 05 17 37 35 07                ||
|-----|\
\-----\
```

Thread 240

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1.110 MSG-107 Subject: Imagine Texture Editor

Subject: Imagine Texture Editor
 Date: Saturday, 04 November 1995 14:57:00
 From: David Race <David.Race@raytech.co.uk>

 Greetings..

I believe that there is a texture editor for Imagine (for the PC) with a visual interface, a la 3ds or Truspace.. Anybody know what its called and or where I can get a copy.

.... He who dies with the most TAGLINES wins!

|

| Internet: David.Race@raytech.co.uk

|-----|

| Gated from RAYTECH BBS - free access raytracing support in the UK |

|----- call +44 1862 83 2020 modem - 24 hours ! |

Thread 167

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1.111 MSG-108 Subject: Milan's CleanupSlice

Subject: Milan's CleanupSlice

Date: Saturday, 04 November 1995 15:24:40

From: Brad Molsen <moon@eskimo.com>

Milan, I have just uploaded your CleanupSlice program to Aminet. Sorry to all for the wide distribution but, I keep getting a E-Mail message that my mail delivery to Milan cannot be delivered. Anyway, this message should be of interest to those Amiga Imagineers who have used Milan's other programs in the past and have been waiting to download his latest. Now, I plan on trying out the new program myself!!!

regards, Brad

Thread 302

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1.112 MSG-109 Subject: Moving stars

Subject: Moving stars

Date: Saturday, 04 November 1995 15:34:00

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

Gang at Impulse...Say, you hinted in one of the version files in reference toStarfield motion that you may add a star effect that havesthem buzz by ala StarTrek . Just wondering if you are stillplanning that effect? I'd like to see it, just in case youneed nudging.I'd still like to be able to move/position children objects ofgroups in the STAGE editor.Would also like to see an "Import object" fuction from Detaileditor to STAGE editor option and visaversa. It would be neatto click on an object in STAGE and move directly to DETAIL withthe object already there, then click again when done and haveit right back in STAGE. Is this possible?

Thanks..... /-----
 Mike van der Sommen / _ / _ / _ / _ / _ / _ / _ / _ / _ / | Santa Barb
 ara, Ca. / _ / \ / / / / \ | mike.vandersommen@cad
 dy.uu.silcom.com HAUS BBS | "Blackouts make for nice breaks
 in the day" \----- = ↔
 FE InterNet - GraFX Haus BBS - Santa Barbara, Ca - (805) 683-1
 388

Thread 351

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1.113 MSG-110 Subject: Re: Mirror, Mirror

Subject: Re: Mirror, Mirror
 Date: Saturday, 04 November 1995 15:42:18
 From: Brad Molsen <moon@eskimo.com>

 On Wed, 25 Oct 1995, Brad Molsen wrote:

> To all, I ran across something I found a need for in Imagine last night
 > as I was working on my faucet for my kitchen sink.

Would the person who responded to this by sending their sink uuencoded
 please send it to me again. I inadvertently deleted their email. I am
 interested in what theirs looks like.

Thanks in advance,
 Brad

Thread 802

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1.114 MSG-111 Subject: Re: 4.0 manual

Subject: Re: 4.0 manual
 Date: Saturday, 04 November 1995 16:55:25
 From: Roger Straub <straub@csn.net>

 On Fri, 3 Nov 1995, Damon LaCaille wrote:

>
 > Duncan's post reminded me of something that Amiga users might wish to do

> sometimes while rendering: (This trick came from reading Steve Worley's
 > "Understanding Imagine 2.0")
 > set Imagine's priority to "-1" if your other programs suffer speed
 > decreases. I have found that my renderings only suffer about 10-15%,
 > perhaps 20% if you're doing other processor intensive tasks.
 > Believe it or not I've been an Amiga user for over 6 years and have
 > never really accessed this wonderful feature!
 > Basically, it'll let all other programs run at full speed, and when the
 > processor has a free tick or something, Imagine will grab it and use it.
 > And for the most part, there are a lot of free "tick"s when just checking
 > mail, viewing AmigaGuide help, etc etc
 >
 > Hope this helps, and I know it's obvious to most Amiga users...so excuse
 > my excitedness.

I found an even better solution: Executive. It's a package of programs on
 Aminet that give you task-handling like much more sophisticated OSs. It
 gives interactive tasks, ie Workbench and mail-reading, a higher priority
 than CPU-intensive tasks. Thusly, your render times suffer slightly, but
 your workbench doesn't slow down at all! You can also monitor your
 processor's load over a period of time, show how much of your processor
 time is being used by certain programs, set some programs to not be
 regulated at all, etc., etc., on ad infinitum. It's a great package, and
 I implore every Amiga user to get it.

>
 > *=====*

	Damon L. LaCaille		Email - nomad@aloha.net	
--	-------------------	--	-------------------------	--

> *=====*

	"That's a pretty stupid idea John,		A3000/25	
	I'm afraid I'll have to kill you."		10/540	

> *=====*

See ya,

Roger

* Windows'95 = Macintosh'89 = Amiga'85 *

Thread 91

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1.115 MSG-112 Subject: Metaballs=Blob?

Subject: Metaballs=Blob?

Date: Saturday, 04 November 1995 17:46:47

From: jacob@altair.csustan.edu (Dave Jacob)

In the 4.0 brochure it talks about "metaballs" but in the actual program,
 nowhere is metaballs mentioned, but "blobs" are. So, my rather

confused question is this: Are these blobs really metaballs?

??????????

Thread 125

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1.116 MSG-113 Subject: Installing Imagine 4.0

Subject: Installing Imagine 4.0
Date: Saturday, 04 November 1995 18:48:57
From: sgiff@airmail.net (Stephen Gifford)

Has anyone been having any floppy drive problems while or after installing Imagine 4.0. If so please let me know.

stephen

Thread 463

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1.117 MSG-114 Subject: RE: Minds Eye (again II)

Subject: RE: Minds Eye (again II)
Date: Saturday, 04 November 1995 19:00:05
From: Charles Blaquiére <blaq@io.org>

> From: Kevin Alvarado <kra@Rocky.aesthetic.com>

>

> The only thing I dislike about both videos "Mind's Eye", "Beyond Mind's
> Eye" is the editing of the videos. I wish they would let each animation
> play in its entirety rather than splice pieces of them throughout the
> tape.

In that case, let me briefly mention videos I've already described more fully on the IML last month: "Computer animation festival" vols. I and II, by Miramar. Each has about 20 top-rated and award-winning animations, in their full version, with their original soundtrack. They complement the Mind's Eye videos very well.

Thread 609

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1.118 MSG-115 Subject: Running Im4.0 under Windows 95

Subject: Running Im4.0 under Windows 95
Date: Saturday, 04 November 1995 19:08:45
From: Charles Blaquiere <blaq@io.org>

> From: Margaret Copeland <busys@cdsnet.net>
>
> Well I got my upgrade from Amiga to PC Imagine in the mail and
> I'd really like to try out the program. I've rebooted my Pentium to run
> MS-Dos and then chnaged to the Imagine directory to run Imagine. The
> program complains that I don't have the mouse driver installed. How to I
> do this ? I'm obviously not an MS-Dos expert here.

Margaret,

how nice to see you on the list! Hi! I believe you'll find a C:\MOUSE directory, which should contain a file called MOUSE.EXE or MOUSE.COM. This is the mouse driver which must be loaded before you run Imagine. Being the efficient (a.k.a. lazy B^) person I am, I created a batch file called IMAGINE.BAT, stored in C:\, which reads like this:

```
C:  
CD \MOUSE  
mouse  
CD \IM33  
imagine  
CD \
```

This will load the mouse driver, run Imagine, and leave you at the root directory (C:\) when you exit Imagine.

Thread 145

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1.119 MSG-116 Subject: Re: Scaling problems, my friends

Subject: Re: Scaling problems, my friends
Date: Saturday, 04 November 1995 19:12:49
From: Charles Blaquiere <blaq@io.org>

> From: NEWKIRK@delphi.com
>
> GUI scaling of an object works fine within stage, Quickrenders even come
> out right, but regardless of whether I select "save changes" or not, if I
> leave stage the object reverts to it's original size.

And you're sure you're modifying the object on a keyframe? Because if you change an object's size, for example, on a non-key frame, your changes will appear to take effect -- even a quickrender will show the new size -- but the new value will be lost as soon as you exit Stage, or go to any frame (including the current one). "Save changes" will not change a thing, since Imagine will try to save, but there wouldn't be an Action editor value at that frame to save to.

I know this is a newbie problem, so don't feel offended if I suggested it may be the cause of your problem. Better to throw too many solutions at you, than leave you in the dark.

Thread 354

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1.120 MSG-117 Subject: Re: Water animation question (ripples)

Subject: Re: Water animation question (ripples)
Date: Saturday, 04 November 1995 19:52:40
From: Charles Blaquiere <blaq@io.org>

> From: pleatman@one.net
>
> > Is it possible to have an objects come out of a pool of water
> > and create the ripple effect the object would cause in the water?
> >
> > What version of Imagine do you have?
> >
> I have 3.3

It all depends on how precise you want to be. If a simple, circular ripple (or several circular ripples, for that matter) are satisfactory, you can use the Imagine DripDrop texture. (I haven't tested if you can use several DripDrops and have their effect be additive, not exclusive) If you expect a complex ripple that closely follows the contour of your object as it emerges, you may be out of luck.

Thread 237

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1.121 MSG-118 Subject: Re: Scaling problems, my friends

Subject: Re: Scaling problems, my friends
Date: Saturday, 04 November 1995 20:50:00
From: drift@nighthawk.com (Drift Dennis)

>The problem referred to, I believe, is one which I encounter sometimes with
>even Single-Frame projects, where GUI scaling of an object works fine within
>stage, Quickrenders even come out right, but regardless of whether I select
>"save changes" or not, if I leave stage the object reverts to it's original
>size. This behaviour occurs for me (Imagine 2.0 8^() usually on fairly
>complex scenes, and the only CERTAIN resolution I've found (other things
>have worked intermittently, like numerical scaling) is to delete the offending
>object and re-load it. AGAIN, this is with Imagine 2.0, Amiga, I can't vouch
>for the exhibition of this quirk (and would probably bet against it) on any
>other
>version (maybe even the non-FPU amiga version).
>Joel
>

Usually clicking onto the 'size bar' menu option, before hitting
'save changes' helps this problem

Drift Dennis
{kc7ot}

drift@nighthawk.com

May The Force Be With You

NightHawk Production
3D graphics and animation
9403 Marilla Dr
Lakeside, California
92040-2801
PHONE 619-390-8375
FAX 619-390-8375

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 at <http://www.nighthawk.com>

Using Amiga and PC technologies in symbotic harmony

A2k-030@50mhz+20Meg/A4k-040@40Mhz+50Meg/PAR/1stopMusicShop/+6gigHDspace&PC+20Meg

***^
^^^

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1.122 MSG-119 Subject: Running Im4.0 under Windows 95

Subject: Running Im4.0 under Windows 95
 Date: Saturday, 04 November 1995 21:30:00
 From: busys@cdsnet.net (Margaret Copeland)

 Well I got my upgrade from Amiga to PC Imagine in the mail and I'd really like to try out the program. I've rebooted my Pentium to run MS-Dos and then chnaged to the Imagine directory to run Imagine. The program complains that I don't have the mouse driver installed. How to I do this ? I'm obviously not an MS-Dos expert here.

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1.123 MSG-120 Subject: Imagine 4.0, Spline Editor??

Subject: Imagine 4.0, Spline Editor??
 Date: Saturday, 04 November 1995 22:23:55
 From: jbk4@email.psu.edu (The Prophet)

 For those of you with 4.0 already, have there been any modifications/additions to the spline editor? I thought it was going to be extended into a full 3D Spline editor. I would like a bitmap tracing feature such as the one in detail editor. At the moment, I trace by hand with the backdrop feature.

Jaeson K.

```

( | \      ( / \      ( )      _ / )
 ) | ) _   / / _   _ _ /   ( X_ )
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```

Jaeson Koszarsky	Amiga 3000
-----	-----
cyberprophet@psu.edu	68040/25Mhz
jbk4@email.psu.edu	24Megs-ZIP
	OS3.1, ShapeShifter

Thread 176

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1.124 MSG-121 Subject: Re: Water animation question (ripples)

Subject: Re: Water animation question (ripples)
 Date: Saturday, 04 November 1995 22:27:34
 From: jbk4@email.psu.edu (The Prophet)

 For the more complex ripples(non-circular), you could create an anim-brush and use it as an altitude map then perhaps add a random ripple texture to further the liquid effect.

Jaeson K.

```

( | \      ( / \      ( )      _ / )
 )| )_  _  / / _  _  _ /  _  ( X_)
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 )ll/ 1/ \_ ( / ( / ( _//_// / \_ (___)
(_____)      (___/      (___)
    
```

Jaeson Koszarsky	Amiga 3000
-----	-----
cyberprophet@psu.edu	68040/25Mhz
jbk4@email.psu.edu	24Megs-ZIP
	OS3.1, ShapeShifter

Thread 117

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1.125 MSG-122 Subject: Blobs

Subject: Blobs
 Date: Sunday, 05 November 1995 02:33:24
 From: Valleyview@aol.com

 I know this is early for a blob problem but I was under the impression that blobs were supposed to be animatable, such as an object melting into a puddle. I built an object, created a state, moved the spheres around changing my objects shape, and made another state. I tried a states animation and it worked perfectly, looked like just what I wanted. I then saved the object, went to Stage, and the object wouldn't load - Bad Chunk Error. It also would'nt load back into the detail editor. I am assuming that the face numbers are changing and that is causing a problem but why does it work fine in states animation. Any ideas? What is a Bad Chunk Error. Blobs probably

deserved more than one page of instructions.

Rick

Thread 645

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1.126 MSG-123 Subject: Animations

Subject: Animations
Date: Sunday, 05 November 1995 03:13:50
From: Perry Lucas <plucas@vt.edu>

Well, 4.0 came in the mail today and played around with the shredder FX using their example under shredder.txt. Here's a problem that I have been having with Imagine for quite some time.

When I render an animation under the imagine format, I get bars of noise in the animation and then an internal error message.

Rendering the same animation with FLC the animation looks and works fine with no errors.

What is causing the Imagine format to fail?

(I also render these under full trace at lowres.)

BTW: The shredder fx works and looks great. When I fine tune it and make it look sharper, I'll upload it.

--Perry

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1.127 MSG-124 Subject: Imagine 4.0

Subject: Imagine 4.0
Date: Sunday, 05 November 1995 04:00:04
From: CMagoulis@aol.com

I just wanted to be one of the first people to say (with youthful exuberance)...

"Imagine 4.0 is f***in' awesome!". There... It's out of my system. :) Seriously though, I've only had a chance to play with it a little bit, but one of the most impressive new features has to be the improved attributes requester. You can see how the textures and stuff will look in a little window real-time! Just think of how much time that will save alone! Look out Toy Story...

Chris (the starving USF art student) Magoulis

Thread 10

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1.128 MSG-125 Subject: Re: Metaballs=Blob?

Subject: Re: Metaballs=Blob?
Date: Sunday, 05 November 1995 07:13:01
From: Fred Aderhold <fredster@netrix.net>

At 05:46 PM 11/4/95 PST, you wrote:

>
>In the 4.0 brochure it talks about "metaballs" but in the actual program,
>nowhere is metaballs mentioned, but "blobs" are. So, my rather
>confused question is this: Are these blobs really metaballs?

>
Yes, blobs are considered Metaballs.

Fred Aderhold
fredster@netrix.net
<http://www.netrix.net/users/fredster>

Daddy, what does formatting drive C mean?

Thread 108

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1.129 MSG-126 Subject: Re: Imagine 4.0, Spline Editor??

Subject: Re: Imagine 4.0, Spline Editor??
Date: Sunday, 05 November 1995 07:13:02
From: Fred Aderhold <fredster@netrix.net>

At , you wrote:

>For those of you with 4.0 already, have there been any
>modifications/additions to the spline editor? I thought

From the readme:

New in Version 4.0

- 52. Soft Shadows added to detail editor shadow casting light sources.
- 53. Motion Blur in Project Images.
- 54. Blob Modelling with both faceted and animatable soft object output.
- 55. Cascade Object Heirarchy Grouping.
- 56. Delete File in the Detail Editor for deleting temporary work files.
- 57. Stage Effects in Detail Editor.
- 58. Smoothing Tool for smoothing objects.
- 59. Auto-Load Backdrop Images in Stage (for rotoscoping).
- 60. Automatic Picking of Pasted Objects in Detail Editor.
- 61. Improved Imagine's Starfield.

Fred Aderhold
fredster@netrix.net
<http://www.netrix.net/users/fredster>

Daddy, what does formatting drive C mean?

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1.130 MSG-127 Subject: What Lites?

Subject: What Lites?
Date: Sunday, 05 November 1995 07:13:04
From: Fred Aderhold <fredster@netrix.net>

Say, 4.0 owners:

Did anyone find the Crestline lite objects that the manual.txt says are there?

Fred Aderhold
fredster@netrix.net
<http://www.netrix.net/users/fredster>

Daddy, what does formatting drive C mean?

Thread 84

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1.131 MSG-128 Subject: Re: Scaling problems, my friends

Subject: Re: Scaling problems, my friends
Date: Sunday, 05 November 1995 09:17:38
From: Bill Boyce <bilboyce@iconz.co.nz>

At 07:12 PM 4/11/95 -0500, you wrote:

>> From: NEWKIRK@delphi.com

>>

>> GUI scaling of an object works fine within stage, Quickrenders even come
>> out right, but regardless of whether I select "save changes" or not, if I
>> leave stage the object reverts to it's original size.

>

>And you're sure you're modifying the object on a keyframe? Because if
>you change an object's size, for example, on a non-key frame, your
>changes will appear to take effect -- even a quickrender will show the
>new size -- but the new value will be lost as soon as you exit Stage, or
>go to any frame (including the current one). "Save changes" will not
>change a thing, since Imagine will try to save, but there wouldn't be an
>Action editor value at that frame to save to.

>

Something I haven't seen mentioned in these scaling discussions is an old bug. Not sure if it's still there or not, but it used to be if you didn't switch to Local mode for scaling, then the stage editor took no notice of your changes. I always use Local in the stage by habit, hence not knowing if they fixed this or not.

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1.132 MSG-129 Subject: Re: PAL resolution; was: Re: PAR settings

Subject: Re: PAL resolution; was: Re: PAR settings
Date: Sunday, 05 November 1995 09:30:54
From: Bill Boyce <bilboyce@iconz.co.nz>

At 12:46 PM 30/10/95 +0100, you wrote:

>Any video signal is analog, of course, not only PAL. (Also SECAM and NTSC
>and...)

>

>I got the resolution values from the specifications of a "Video machine"
><digital> video controller/editor though, where it says
>"blah blah the standard resolution of 768x576 pixels blah blah"

>

>Anyway that's also the resolution the people i make animations for ask me to
>use...

>

>Greetings,

>

>Frank

>

Yeah, I got the same from the Opalvision board. However I just looked up the ad for the Perception card (the succssor to the PAR) and they say "component Betacam input/output at ... 720 x 480 (NTSC) so I may seriously consider a change to 720 x 576. That should save me 6 or 7% on my renderings. Must ask the Engineers where I work to look at my output and see what it looks like on the 'scopes at the different resolutions. My work all goes on to Beta SP, so if it's only recording 720 pixels, I'm wasting some rendering time! Will let you all know what I find out from the guys who get paid to know.

Bill

Thread 794

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1.133 MSG-130 Subject: Re: Animated Grass Quickie

Subject: Re: Animated Grass Quickie

Date: Sunday, 05 November 1995 09:50:46

From: Bill Boyce <bilboyce@iconz.co.nz>

At 09:00 AM 1/11/95 -0800, you wrote:

>

>Here I ran into a slight hitch with your method, which is probably due to a
>gap in my understanding of the software: I Joined the blades and replicated
>the 5-blade object using a plane as the path, as you suggested (this worked
>perfectly). I then Sliced the resulting object, which also worked fine,
>although it was somewhat time-consuming as I had replicated the 5-blade
>object 50 times for my field of grass. The problem came next due to the

>fact that the Slice operation places the axis of each blade right in the
>center of the Z-axis of the object, no matter where I had placed its
>original axis. As the Sway FX uses the center of the axis as its rotation
>point, the bases of the blades of grass slid back and forth over the ground
-Snip-
>Thanks again for your quickie... if you (or anyone) has a suggestion on
>moving the axes of numerous objects simultaneously (or getting the Slice
>operation to place the axes at the base of the resulting objects), that
>would probably make the process even quickie-er!
>
>John.

I left this problem as an exercise for you all, but no one's got it, so
I'll pass on my solution. (Actually I think someone did post a partial
solution, but I'll elaborate)

The problem is Imagine placing of the axis' in the center of the objects, so you
need to make the center of the object the base of the blade. I did this by
making my blades stick down as well as up. Regardless of the complexity of
the 'above ground' part, all that's needed is a polygon 'below ground' to
balance it - create a point as far below as the grass sticks up, and 'face'
it. Now do your duplicate, splice, group etc and the axis will be placed at the
base of the main blade.

Have fun!

Bill Boyce

Thread 32

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1.134 MSG-131 Subject: Re: 4.0 sans manual

Subject: Re: 4.0 sans manual
Date: Sunday, 05 November 1995 09:54:19
From: Bill Boyce <bilboyce@iconz.co.nz>

At 10:27 AM 1/11/95 -0800, you wrote:

>Hi All,
> I'm not sure if anyone else has thought about this but something
>is screwy here isn't it? Just say I march into my local S/W outlet and
>find a keen Ray Tracer on the shelf. Cool! Imagine 4.0. I'll take it.
> Hey wait a second here! I got disks in this box but there's no
>>manual! From what planet is the person who decides how impulse
>markets and packages their software? Their whole scheme is nothing short
>of wacko if you ask me. Including the 'constant (take your
>money NOW and let the features trickle down slowly) program.

I just recieved WinImage/Morph, and was surprised to find no manual, but the on-line help/tutorials are very good. Still nice to have a manual alongside so your screen is devoted to the actual software, but done well it's o.k. and keeps product costs down. Whatever happened to the 'paper-less' office!

Bill Boyce

Thread 16

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1.135 MSG-132 Subject: Re: 3D accelerators

Subject: Re: 3D accelerators
Date: Sunday, 05 November 1995 09:58:36
From: Bill Boyce <bilboyce@iconz.co.nz>

At 07:52 AM 3/11/95 -0400, you wrote:

>Hi all

>

>Is there any word that Win Imagine will support Open GL or apple 3D for
>windows (when it arrives) or microsofts 3D game API.

>

>-snip-

>You can also get several articles on the topic by searching the Byte web
>sight. I have found all most nothing out about the low end boards as
>yet.

>

>Check out Creative Labs site - they have lots of info on their board, which
>sounds very interesting. Can't remember how I got there - from 3D Labs site
>I think (C. Labs card is based on a cut-down 3D Labs Glint chip). A web search
>will find either. The board will be \$500US from memory.

Thread 70

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1.136 MSG-133 Subject: Re: Imagine 4.0

Subject: Re: Imagine 4.0
Date: Sunday, 05 November 1995 10:03:16
From: Bill Boyce <bilboyce@iconz.co.nz>

At 11:00 PM 4/11/95 -0500, you wrote:

> I just wanted to be one of the first people to say (with youthful
>exuberance)...

>"Imagine 4.0 is f***in' awesome!". There... It's out of my system. :)
>Seriously though, I've only had a chance to play with it a little bit, but
>one of the most impressive new features has to be the improved attributes
>requester. You can see how the textures and stuff will look in a little
>window real-time! Just think of how much time that will save alone! Look
>out Toy Story...

>

>

>student) Magoulis

>

The following has nothing to do with you, Chris.

Chris (the starving USF art

Now maybe the Upgrade Program abusers can see why so many of us are happy to pay up and get features as we go. We've had the above (and Shredder, which I saw mentioned elsewhere) for some time now.

If you don't like the idea, don't do it. Leave those who do in peace! We know what we are in for up front, and don't mind. Quit being watchdog/advocate for us!!

Had to get that off my chest. Normal service will now resume :)

Bill Boyce

Thread 816

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1.137 MSG-134 Subject: Re: Cmpeg. How do I work it?

Subject: Re: Cmpeg. How do I work it?

Date: Sunday, 05 November 1995 10:39:44

From: sgiff@airmail.net (Stephen Gifford)

>I recently downloaded Cmpeg after it was mentioned here. How the hell do you
>work it? Every time I try I keep getting unsupported targa variant. I have
>tried copying the files produced by imagine (24bit tga) to the cmpeg
>directory. Doesn't work. I have tried converting them to another targa
>variant. Doesn't work. I have even converted them to raw file and still no
>dice. Which format are you supposed to use? And what happens if you have
>more then 10 files in order? I couldn't get it to do more than 10 using the
>%d template. In the end I wrote a program that generated a list file and
>used that. But it still won't work.

>Can any of you guru's using this program offer me any help please?

>

>Thanks in advance.

>Chris Hall.

>

First Create this batch file.

```
C:\MAKEMPEG>type make.bat
dir %1*.tga /b >%1.txt
cmpeg -v1 ipb.ctl %1.txt %1.mpg
```

Then type Make Anim and it will create your animation. Or you can name it something else. As far as your problem with TGA files not being read properly, your right. CMpeg can not read Imagine TGA files. It also needs to read only 24 bit TGA files. I use Paint Shop Pro to batch convert all of my Imagine 24 bit Tiffs to TGA files. CMpeg reads in these fine.

Stephen G.

Thread 162

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1.138 MSG-135 Subject: Cmpeg. How do I work it?

Subject: Cmpeg. How do I work it?

Date: Sunday, 05 November 1995 11:16:00

From: Chris Hall <Chris.Hall@dial.pipex.com>

I recently downloaded Cmpeg after it was mentioned here. How the hell do you work it? Every time I try I keep getting unsupported targa variant. I have tried copying the files produced by imagine (24bit tga) to the cmpeg directory. Doesn't work. I have tried converting them to another targa variant. Doesn't work. I have even converted them to raw file and still no dice. Which format are you supposed to use? And what happens if you have more then 10 files in order? I couldn't get it to do more than 10 using the %d template. In the end I wrote a program that generated a list file and used that. But it still won't work.

Can any of you guru's using this program offer me any help please?

Thanks in advance.

Chris Hall.

```
|-----|\
| You have been spoken to by Chris Hall ||
| A very tall and generally nice bloke from Great Briton ||
| ||
| E- mail me at : Hmmm. That's a tough one. ||
| WWW home page temporarily pulled down !! ||
| ||
| Today's lucky lottery numbers are :- ||
| 40 05 17 37 35 07 ||
```

|-----||
 \-----\

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1.139 MSG-136 Subject: Re: Blobs

Subject: Re: Blobs
Date: Sunday, 05 November 1995 11:59:17
From: gregory denby <gdenby@twain.helios.nd.edu>

Valleyview@aol.com (Rick) writes concerning a new blob project:
>I then saved the object, went to Stage, and the object wouldn't load
> - Bad Chunk Error.

This just sounds like a file handling problem. I get this sometimes when I have a particularly large object. My guess is that blob objects with multiple stages are quite large. Try again with something smaller?

Greg Denby

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1.140 MSG-137 Subject: Basic Problems (was Re: scaling problems...)

Subject: Basic Problems (was Re: scaling problems...)
Date: Sunday, 05 November 1995 12:09:41
From: gregory denby <gdenby@twain.helios.nd.edu>

On this topic, Bill Boyce wrote:
>Something I haven't seen mentioned in these scaling discussions is an old
>bug. Not sure if it's still there or not, but it used to be if you didn't
>switch to Local mode for scaling, then the stage editor took no notice of
>your changes....

Actually, I don't think this is a bug. Its just how Imagine works. However, I think the mention of needing to be in Local mode is one of those things tucked away in a corner of the manual, or on one of the on-disk docs. So its easy to miss.

I'm putting together a list of things like this for inclusion on my web page (<http://www.nd.edu/~gdenby>). It will be a list of basic tricks, such as Negative Scaling, common oversights, such as not having the A,Z, or P buttons active in New Mode in order to get interactive modelling in the Perspective window, and common goofs, like forgetting to render in trace to get shadows.

I expect to put this list up within the week. If anyone happens to check it out, and thinks there's something that really should be there, let me know.

Greg Denby

Thread 655

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1.141 MSG-138 Subject: Re: Running Im4.0 under Windows 95

Subject: Re: Running Im4.0 under Windows 95
Date: Sunday, 05 November 1995 12:19:08
From: sgiff@airmail.net (Stephen Gifford)

In reply to a message sent by Margaret Copeland, this may benefit others who may be having problems.

Setting up Imagine to run with Windows 95 installed:

>This is what makes computing so much fun ! The Pentium I have came
>with Windows 95 on it - I have to Windows 6.0

Windows 6.0?

not sure what you mean, there never was a Windows 6.0, you may mean dos 6.0.

>whatever and the Dos that is
>on this machine is sort of a vestigial system. It isn't clear to me if this
>particular version of MSDOS was furnished by the people who built my system
>or it is something that Microsoft cooked up for a Windows 95' installation.

By typing VER in DOS it will tel you what version you are running. It should say Ver. 7 since when you install 95 it updates your current version of DOS to the (cooked up) Winders 95 version. =20

>I reboot my system as MSDOS from the Shutdown menu not the MSDos icon. The
>Config file has about three lines in it - no mouse driver is loaded but
>obviously my computer works to some extent. Anyway, while I am running

>Windows 95 I have the virtual mouse driver going, msmouse.vxd. I do have
>available, mouse.driv. There are no mouse.sys etc. as people as used to
>seeing with Windows 6.*.

One thing you need to be looking at is how much memory you have left when booting to DOS from Winders 95. You can find this out by typing mem /p /c This will give you an idea of how much conventional memory you have for running programs in DOS. It will probably be very low if your system has not been optimized. (Run Memmaker under DOS to optimize memory or see following tutorial). Unfortunately the problem is that using the Shut Down (Restart Computer in MSDos mode) will use the same boot up sequence as is running under Winders. This boot sequence (your config.sys) and (autoexec.bat) is probably loading drivers for hardware i.e. CDRom drives that you don't need to run Imagine. This means that these drivers could be taking up precious memory from your (conventional memory) which is memory below 640K. The best way to handle this is create a separate boot sequence. To do this you need to:

From the Start Menu choose Settings and TaskBar.
Choose Start Menu Options
Select Advanced
Click +Programs to open up your directories.
Go to your Main Directory

You should see a MSDOS icon. If you do not have such a directory, you need to find this icon in one of your program directories.

When you have found it click on it with your right mouse button and select=copy.

Go back to the folder at the top of your directory list that says Startup. This folder shows programs that are on your Startup launch menu in Winders=95.
Paste the file into this directory.

You should see it appear at the end of your list of Startup files.
Select the file again by clicking your right mouse button.
Select Properties.
Select Program.
Click on (Close on Exit) box.
Select Advanced button at bottom.
Click on MSDos Mode.
Click on Specify a New MSDos configuration.

These are the configurations I use for my new Config.sys and Autoexec.bat boot files. You may experiment with these, but chances are you need to edit them a little to achieve best setup for your computer. You may want to look in your config.sys and autoexec.bat and see if there are any drivers that absolutely have to be there while you are running Imagine. Remember that you are trying to create this boot sequence to optimize memory for Imagine. This means that you probably could do without your CDRom drivers. Device=3DMsCDEX etc. and also drivers for sound cards etc. since Imagine=does not support them.

If you boot to DOS using the SHUTDOWN (Restart in MsDos mode) from the Startup menu chances are you will have as little as 420K of conventional

memory which could affect performance.

For myself this boot up sequence provides me at least 620K of conventional memory for running Imagine.

Config.Sys:

```
DEVICE=3DC:\windows\HIMEM.SYS
DEVICE=3Dc:\windows\EMM386.EXE RAM HIGHSCAN I=3DB000-B7FF
BUFFERS=3D20,0
FILES=3D30
DOS=3DUMB
LASTDRIVE=3DG
FCBS=3D8,0
DOS=3DHIGH
STACKS=3D18,256
DEVICEhigh=3DC:\windows\command\ANSI.SYS
rem use next line if your mouse driver is mouse.driv
DEVICEhigh=3DC:\your mouse path\mouse.driv
```

(Note make sure that the EMM386.EXE /noems does not appear in your= config.sys.)

AutoExec.bat:

```
SET winbootdir=3DC:\WINDOWS
rem use the next line only if you want the State Flag of Texas as your=
  Prompt.
SET PROMPT=3D$p$G $e[1m$e[44m*$e[41m=DF=DF$e[40m$e[0m $e[1m
rem if not just use: SET PROMPT=3D$p$g=20
LH /L:0;1,16400 /S C:\WIN3\SMARTDRV.EXE 1024 512 /X
SET TEMP=3DC:\TEMP
SET PATH=3DC:\WINDOWS;C:\WINDOWS\COMMAND;C:\DOS;C:\
rem use the next line only if you have Microsoft Mouse.exe driver
LH c:\mouse\mouse.exe=20
rem use the next line if you have After Dark screen blanker
rem and you want it to run under Imagine (use correct path).
C:\WINDOWS\AD-DOS.COM
```

After editing and changing these files in the appropriate boxes click OK and OK again and you should be back to the Start Menu folder or directory in the Explorer.

Click (right mouse) on the MSDos file and select Rename.

Change the name to Imagine and Close Explorer when finished.
From your Startup you should see a new button added that says Imagine.

Select it and this will boot to DOS, but it will load your new optimized boot sequence.

Then to run Imagine type:

```
CD IM40
```

Imagine
or
Imagine /noxms

Attention K-Mart Shoppers: The author of this tutorial makes no claims or warranties as to the validity, veracity, usefulness or workability of this tutorial. Nor do I accept any responsibility in the destruction or damage of any hardware, software, shareware or underware, relating to the use or even attempted use of this tutorial. Furthermore the author makes no claims that the method prescribed is the only method to achieve the desired results. All names have been changed to protect the innocent.

stephen g

>As of right now, I haven't edited the config file
>so I'm not sure that will work. I very much miss the simplicity of my Amiga
>operating system. It seems like I'm getting pitched by Bill Gates to buy
>this and that product. I threw away their Internet product, networking junk
>etc. Does anyone know how to change the Windows banner on startup so I can
>put some art there ? =20

Well I can see how you could miss the simplicity of your Amiga, however once you get imagine running properly and it will, (just have to work at it) the speed will make you forget the joys of your amiga very quickly.

>
>

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1.142 MSG-139 Subject: Caustics.itx

Subject: Caustics.itx
Date: Sunday, 05 November 1995 15:43:20
From: RobSampson@aol.com

It's probably just me, but can anyone tell me where in the documentation the caustics.itx is described? I think I've searched all the docs on the disc but may have missed something.

Bob.....

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1.143 MSG-140 Subject: Particle animation

Subject: Particle animation
 Date: Sunday, 05 November 1995 17:28:00
 From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

 Question. I've been trying to morph a solid object into particles using STATES. Is this possible? Here's what I'm doing. I create a non-particle STATE. Then set the object to Particles, then create a second STATE. When I go back to the First STATE, it's particlized too. What obvious step am I missing. I want an object to morph into a particlized state from a solid one gradually over time. I've tried the MORPH technique in the manual, using two different objects (one solid, one particlized) but there is no slow transition from solid to particles. Is what I am trying to do possible using particles? /-----

____ | Mike van der Sommen / _ / _ / _ /
 /_ \ / | Santa Barbara, Ca. / ___ / / \ / / / / \ / \ /
 | mike.vandersommen@caddy.uu.silcom.com HAUS BBS | "Blackouts make for nice breaks in the day" _____
 ----- =FE InterNet - GraFX Haus BBS - Santa Barbara, Ca - (805) ←
 683-1388

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1.144 MSG-141 Subject: Re: Cmpeg. How do I work it?

Subject: Re: Cmpeg. How do I work it?
 Date: Sunday, 05 November 1995 18:15:07
 From: sgiff@airmail.net (Stephen Gifford)

 >Can you please tell me where to get this program?
 >Thanks! -M. Polak
 >
 file://ftp.germany.eu.net/pub/comp/msdos/mirror.garbo/graphics/
 You can find cmpeg.zip at the above site.

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1.145 MSG-142 Subject: Re: Attributes.

Subject: Re: Attributes.
 Date: Sunday, 05 November 1995 18:24:27
 From: sgiff@airmail.net (Stephen Gifford)

>With all this talk about attributes recently I was wondering if any one has
 >made a decent looking wood texture yet? I spent about an hour playing around
 >today but could not get anything that looked like wood at all. Any help
 >would be much appreciated.

>
 >Chris Hall.

Chris, you should play around with the Hardwood texture. You must remember that the key to using it though is the orientation of the texture axis. If it is set with the grains going the wrong way, it looks awful. Hardwood.itx creates one of the best procedural woods available.

Here is one that I have created:
 UUE

```
begin 644 WOODITX.ZIP
M4$L#!!0'!'('2RS![']J5"$'$.!'('('5V]O9"YA=')]4;M*'T$4
M/1M7V"*%BH7E"DDK*%*_KY'UF\PR,^'B-D*"="H$8'[^B?R+X"=H'*RL_0<O)
MF9TDI@A>YMQ[SCW#S!VF(V0?\&8Z35,1GX?D[VFF$M:W0=3/'REN>H=G9*M
M0G7+$PH?#:'4*B=O_KE'5.6*N@5004N^0:O\TM[21,B\0!R+BNJ'V!B)*"0-
M'Z\D%FGJ#F3EM%R569'*_ZE;;S?Q)K8<SOCY/FJZZ+Z8S!H=6U'Y(LL45N
MT2+X<J#X`)Y?+#?F^P8]MLZ(;2(BVH2-?5>"(*B)U_"YL..Z_?N]61X,1X/
M0SUZFMY/1MS-*7>G3MU=W=)_I%_*^D?<!=RB^9GV_#E02P$",@L4''0''#D
MLLP>QP?:E0@!'`#@'0''''''''''''''''''''''''''''''''''''''''''''''
M$''''''5V]O9"YA=')02P4&
2''''''$''0'V'''''+@$''''''
\
end
```

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1.146 MSG-143 Subject: Imagn for the PC?

Subject: Imagn for the PC?
 Date: Sunday, 05 November 1995 18:35:07

From: Mike McCool <mikemcoo@efn.org>

This is gonna sound like I just wandered in from the wilderness, but could one of your Ibeamers direct me to a PC magazine that has an ad for Imagine?

My brother's interested, and I'm so comfortable as an amigoid, I've done very little exploring on the other platforms,--but I told him Imagine had been out for the PC now for ages, and I was sure there must be ads in the mags, for newer versions.

Well, he can't seem to find it listed. (Mommy mommy, come wipe me).

I don't buy magazines, either, is why I'm asking for advice. My brother lives in Atlanta, but he acts like HE's the one out here on the rim in Oregon. A city of nearly three million, and he can't find Imagine . . .

Any help or a steer in the right direction would be gratefully abbreviated.

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1.147 MSG-144 Subject: Booting imagin

Subject: Booting imagin
Date: Sunday, 05 November 1995 19:43:29
From: augioh4b@ibmmail.com

--- Received from GITD.PSG024 2164526 06NOV95 11.42
-> IBMMAIL.INTERNET IBMMAIL

Booting Imagine from Win95...

I create a bat file called im.bat in c:\ directory, and it has the following commands:

```
\mouse\mouse.com  
cd \imagine2  
imagine
```

When you boot up the PC press shift F5 (or is it just F5...) and dos will not load the config.sys and autoexec.bat *and* the win95, and will come up with the dos prompt. Then it's just as simple as typing IM on the prompt to get you started.

Just note that you can also modify your config.sys and autoexec.bat to have the multiple boot menu screen on startup,

and with this you can modify a startup for imagine (without win95) and have extra peripherals added, like the cd drive.

If anyone wants to know further pls do not hessitate to email me ok]

Vic Sarmiento
No tag ... Just Me]

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1.148 MSG-145 Subject: Re: Running Im4.0 under Windows 95

Subject: Re: Running Im4.0 under Windows 95
Date: Sunday, 05 November 1995 20:21:47
From: Chris Hall <Chris.Hall@dial.pipex.com>

>Margaret,
>
>how nice to see you on the list! Hi! I believe you'll find a C:\MOUSE
>directory, which should contain a file called MOUSE.EXE or MOUSE.COM.
>This is the mouse driver which must be loaded before you run Imagine.
>Being the efficient (a.k.a. lazy B^) person I am, I created a batch file
>called IMAGINE.BAT, stored in C:\, which reads like this:
>
>C:
>CD \MOUSE
>mouse
>CD \IM33
>imagine
>CD \
>
>This will load the mouse driver, run Imagine, and leave you at the root
>directory (C:\) when you exit Imagine.
>
It even easier if you just add the line
LH c:\mouse\mouse
to your autoexec.bat file.
Type edit autoexec.bat at the c:\ prompt. At the end of the file add LH
c:\mouse\mouse
Save and reboot. Your mouse will now be available for everthing.

Chris Hall.

```
|-----|\  
| You have been spoken to by Chris Hall    ||  
| A very tall and generally nice bloke from Great Briton ||  
|                                           ||  
| E- mail me at : Hmmm. That's a tough one. ||
```

```
| WWW home page temporarily pulled down !!      ||
|                                                ||
| Today's lucky lottery numbers are :-         ||
|                40 05 17 37 35 07           ||
|-----||
|\-----\
```

Thread 138

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1.149 MSG-146 Subject: Waiting for someone to write a good blob tutorial...

Subject: Waiting for someone to write a good blob tutorial...
 Date: Sunday, 05 November 1995 21:02:07
 From: jacob@altair.csustan.edu (Dave Jacob)

 Now thats exactly what we need, for someone who 'knows what they're
 doing' to come out with a blob tutorial all the rest of us can
 understand.... :)

D.

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1.150 MSG-147 Subject: Re: Blobs

Subject: Re: Blobs
 Date: Sunday, 05 November 1995 21:23:20
 From: Valleyview@aol.com

 In a message dated 95-11-05 08:04:54 EST, you write:

>This just sounds like a file handling problem.

I tried it with just two spheres, one +, one -. One state with the spheres
 apart so no effect negative effect. This object loaded fine. Then I moved the
 spheres close together so I got a dent in the one sphere. Made this another
 state. Now it wouldn't load - bad chunk size.

Rick

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1.151 MSG-148 Subject: Space Thrusters

Subject: Space Thrusters
Date: Sunday, 05 November 1995 22:09:34
From: Damon LaCaille <nomad@aloha.net>

I just read an article in Video Toaster User on how they created the space thrusters for the "Hammerhead" ships on Space: Above and Beyond. Has anybody got any good texture combos or tutorials they'd like to share?

I figure maybe a ghost and colornoize texture? Also, what are the optimal settings and how to animate them properly?

Thanks a bunch! I've been trying a for a few days now and have "decent" things, but none of them animate (so they look really stupid) and don't have a good enough "fuel burning" look to them, ya know?

```
*=====*
```

Damon L. LaCaille	Email - nomad@aloha.net
=====	
"That's a pretty stupid idea John,	A3000/25
I'm afraid I'll have to kill you."	10/540
=====	

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1.152 MSG-149 Subject: Re: Running Im4.0 under Windows 95

Subject: Re: Running Im4.0 under Windows 95
Date: Sunday, 05 November 1995 22:31:36
From: Chris Hall <Chris.Hall@dial.pipex.com>

>By typing VER in DOS it will tel you what version you are running. It
>should say Ver. 7 since when you install 95 it updates your current version

>of DOS to the (cooked up) Winders 95 version. =20

Running a windows dos box and typing ver tells you windows 4.001 or= something.

>>From the Start Menu choose Settings and TaskBar.
>Choose Start Menu Options
>Select Advanced
>Click +Programs to open up your directories.
>Go to your Main Directory
>
>You should see a MSDOS icon. If you do not have such a directory, you need
>to find this icon in one of your program directories.

It appears under accessories-> system tools

>Config.Sys:
>
>DEVICE=3DC:\windows\HIMEM.SYS
>DEVICE=3DC:\windows\EMM386.EXE RAM HIGHSCAN I=3DB000-B7FF

Remove this line ^^^^^^^^^^^^^^^^^^^

>BUFFERS=3D20,0
>FILES=3D30
>DOS=3DUMB
>LASTDRIVE=3DG
>FCBS=3D8,0
>DOS=3DHIGH
>STACKS=3D18,256
>DEVICEhigh=3DC:\windows\command\ANSI.SYS

and this one^^^^^^^^^^^^^^^^^^

>rem use next line if your mouse driver is mouse.drv
>DEVICEhigh=3DC:\your mouse path\mouse.drv

and this one^^^^^^^^^^^^^^^^^^

>
>
>(Note make sure that the EMM386.EXE /noems does not appear in your=
config.sys.)
>
>
>AutoExec.bat:
>
>@ECHO OFF
>SET winbootdir=3DC:\WINDOWS
>rem use the next line only if you want the State Flag of Texas as your=
Prompt.
>SET PROMPT=3D\$p\$G \$e[1m\$e[44m*\$e[41m=DF=DF\$e[40m\$e[0m \$e[1m
>rem if not just use: SET PROMPT=3D\$p\$g=20

```
>LH /L:0;1,16400 /S C:\WIN3\SMARTDRV.EXE 1024 512 /X
>SET TEMP=3DC:\TEMP
>SET PATH=3DC:\WINDOWS;C:\WINDOWS\COMMAND;C:\DOS;C:\
>rem use the next line only if you have Microsoft Mouse.exe driver
>LH c:\mouse\mouse.exe=20
>rem use the next line if you have After Dark screen blanker
>rem and you want it to run under Imagine (use correct path).
>C:\WINDOWS\AD-DOS.COM
>
>After editing and changing these files in the appropriate boxes click OK
>and OK again and you should be back to the Start Menu folder or directory
>in the Explorer.
>
>Click (right mouse) on the MSDos file and select Rename.
>
>Change the name to Imagine and Close Explorer when finished.
>>From your Startup you should see a new button added that says Imagine.
>
>Select it and this will boot to DOS, but it will load your new optimized
>boot sequence.
>
>Then to run Imagine type:
>
>CD IM40
>
>Imagine
>or
```

not this one.

```
>Imagine /noxms
>
>
```

I do it by pressing F4 when starting windows 95 comes up. This way it does not re-boot the machine every time I enter or exit imagine. It loads up ms-dos ver 6.2 with not a sniff of win95.

But then again, you may be more confused than ever!!

Chris Hall.

```
|-----|\
| You have been spoken to by Chris Hall      ||
| A very tall and generally nice bloke from Great Briton ||
|                                             ||
| E- mail me at : Hmmm. That's a tough one.  ||
| WWW home page temporarily pulled down !!   ||
|                                             ||
| Today's lucky lottery numbers are :-      ||
|           40 05 17 37 35 07              ||
|-----||
|\-----\
```

Thread 151

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1.153 MSG-150 Subject: Attributes.

Subject: Attributes.

Date: Sunday, 05 November 1995 22:31:44
From: Chris Hall <Chris.Hall@dial.pipex.com>

With all this talk about attributes recently I was wondering if any one has made a decent looking wood texture yet? I spent about an hour playing around today but could not get anything that looked like wood at all. Any help would be much appreciated.

Chris Hall.

```
|-----|\n| You have been spoken to by Chris Hall      ||\n| A very tall and generally nice bloke from Great Briton ||\n|                                           ||\n| E- mail me at : Hmmm. That's a tough one. ||\n| WWW home page temporarily pulled down !!  ||\n|                                           ||\n| Today's lucky lottery numbers are :-      ||\n|           40 05 17 37 35 07                ||\n|-----|\n|-----\n\-----\n
```

Thread 163

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1.154 MSG-151 Subject: Re: Running Im4.0 under Windows 95

Subject: Re: Running Im4.0 under Windows 95

Date: Sunday, 05 November 1995 23:01:04
From: Valleyview@aol.com

I set up Imagine a little different, a little simpler to use, simpler to set up, and it gained me about 1.5 meg of memory over the other ways suggested. If you check VER in a windows 95 Dos window, you should get "Windows 95 ver 4.00".

In Explorer find Imagine.exe (I use imagine.bat which loads and unloads univesa). Drag it to your desktop, where you will get a shortcut to Imagine. Right click the shortcut, Properties, Program. Click close on Exit. Click Advanced. Click MS-Dos Mode and Specify a new configuration. In the config.sys box enter:

```
DOS=HIGH,UMB
Device=F:\WINDOWS\Himem.Sys
```

that' all, no need for the emm386 problems.

In autoexec.bat box enter:

```
SET CONFIG=Windows
SET winbootdir=F:\WINDOWS
PATH=D:;D:\IMAGINE;D:\IMAGINE\OBJECTS;F:\WINDOWS;F:\WINDOWS\COMMAND;C:\DOS;C:\
DOS\UTIL;C:\DOS\SHELL;C:\BATS;C:\UTIL\PAK
SET TEMP=J:\temp
C:\DOS\UTIL\MOUSE.COM
```

No need for any set prompts because you'll never see them. Make sure the directories are right and try to use a shorter PATH.

Click Ok. And now, most important, is change the icon to something that gives the dignity to Imagine that it deserves. OK.

You now have an icon that takes you straight to Imagine, and when you quit straight back to Windows. You can leave it on your desktop or right-click "Start" and drag it to a "program manager group".

This will load a configuration especially for Imagine and will have no affect on other dos programs, dos windows, or when you exit to dos.

Rick

Thread 5

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1.155 MSG-152 Subject: Pentium

Subject: Pentium
Date: Sunday, 05 November 1995 23:38:56
From: augioh4b@ibmmail.com

--- Received from GITD.PSG024 2164526 06NOV95 15.38
-> IBMAIL.INTERNET IBMAIL

Hi all,

Just another question here. I am about to purchase a Pentium (120Mhz) and was wondering what are the advantages of having a board with two processors? Will rendering time decrease significantly? Is it worth it?

Please Help]
thanks
Vic Sarmiento

Thread 464

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1.156 MSG-153 Subject: Re: Imagine 4.0, Spline Editor??

Subject: Re: Imagine 4.0, Spline Editor??
Date: Monday, 06 November 1995 01:10:49
From: Dave Hardenbrook <DAVEH47@delphi.com>

Jaeson Koszarsky writes:
>For those of you with 4.0 already, have there been any
>modifications/additions to the spline editor? I thought
>it was going to be extended into a full 3D Spline editor.

For full 3D spline modelling for export to Imagine, try "FreeForm" (available on Aminet).

>I would like a bitmap tracing feature such as the one in
>detail editor.

Yes! Yes! Yes! And in the Forms editor too!!!

-- Dave

Thread 126

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1.157 MSG-154 Subject: Re: Blobs

Subject: Re: Blobs
Date: Monday, 06 November 1995 02:43:21
From: Valleyview@aol.com

I figured out the "Bad Chunk Size" problem when animating blobs. HINT: When working with blobs and states do NOT use the Shape Data Type at all. Apparently blobs like bones control the shape of the object without "shape" picked. But while bones will still work with "shape" selected, blobs creates a bad file when "shape" is selected.

Now that I figured it out all I can say is WOW WOW WOW. Blobs can model some pretty neat stuff, but blobs animation creates unbelievable stuff. The blobs features alone are worth the cost of the program. You can now create all of the wildest special effects you've seen on TV. Have a figure melt into a puddle, ooze across the screen, then transform into a different figure or figures.

Sorry about the hype. Just exciting to see a feature that's better then it build-up.

Rick

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1.158 MSG-155 Subject: Toy Story

Subject: Toy Story
Date: Monday, 06 November 1995 02:51:06
From: Perry Lucas <plucas@vt.edu>

I do not know if this has been mentioned on the list yet, but check out <http://www.toystory.com/> Toy Story is a new motion picture about to be released that is entirely 3D rendered. From what it looks like, Walt Disney Studios and Pixar Animation Studio's created this film.

I saw the commerical for it this evening, and the grafix look incredible...

--Perry

Thread 741

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1.159 MSG-156 Subject: Re: Animated Grass Quickie

Subject: Re: Animated Grass Quickie
Date: Monday, 06 November 1995 03:23:33
From: jprusins@cybergrafix.com (John Prusinski)

>I found a simple solution to the axis position problem, if you can live
>with one little flaw. Let's say your single blade of grass has its base
>at Z=0, and stretches 100 units tall. Just move the bottom points to
>Z=-100 before replicating, slicing, and ungrouping; the resulting
>objects should have their individual axes around Z=0, perfect for swaying.
>

Thanks, Charles... not exactly an elegant solution :^), but useful and
efficient!

John.

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1.160 MSG-157 Subject: Re: Pentium

Subject: Re: Pentium
Date: Monday, 06 November 1995 06:44:28
From: Perry Lucas <plucas@vt.edu>

At 11:38 PM 11/5/95 EST, augioh4b@ibmmail.com wrote:
>--- Received from GITD.PSG024 2164526 06NOV95 15.38
> -> IBMMAIL.INTERNET IBMMAIL
>
>
>
>Hi all,
>
>Just another question here. I am about to purchase a Pentium
>(120Mhz) and was wondering what are the advantages of having a
>board with two processors? Will rendering time decrease
>significantly? Is it worth it?
>
>Please Help]
>thanks
>Vic Sarmiento

If you run windows nt you will see a tremendous advantage. However,
operating systems like dos and windows 95 do not utilize the second
processor as they do not know how to. When win-imagine becomes

available and if it is 32 bit multi-threaded, rendering projects should fly under NT.

--Perry

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1.161 MSG-158 Subject: Shuttered Glasses and other stuff.

Subject: Shuttered Glasses and other stuff.

Date: Monday, 06 November 1995 07:20:30
From: sgiff@airmail.net (Stephen Gifford)

If anyone is interested in shuttered glasses on the PC side. There are some called Cybershades. The number of the company that sells them is 1-800-335-5000. Would like to know if anyone has seen a review or has the program called Polyform. It is a windows program that converts between about 20 different 3D formats and does some limited modeling. It also has Polygon reduction.

s.g.

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1.162 MSG-159 Subject: Re: Cmpeg How do I work it? <spoiler>

Subject: Re: Cmpeg How do I work it? <spoiler>

Date: Monday, 06 November 1995 08:20:44
From: "Dan.Maclean" <MACLEDJ@pmitao.usa.com>

Cmpeg is great, once you get it working. My solution is a little gem of a program called Dave's Targa Animator (dta22b.zip on Compuserve). Run this with the "/nc" option along with the save as targa file option. "/nc" means no compression and I found that this will convert Imagine's targa files into a format readable by cmpeg.

A note about Mpeg players, I like VMPEG. Xing's dos player is incredibly fast (too fast on my DX4/100) but is limited to 160x120 (ugh!). We have Dells

here at work and one just came in (a Pentium 90) with a Number Nine Vision 777 graphics card. It came with a Windows version of Xing's player. It will play other resolutions and has the added benefit of unencoding the full MPEG standard (I think) rather than just the DOS's limitations. It was faster than VMPEG but It didn't look as good for some reason. So I opened two windows with both players and found out why. It seems Xing's player only displays 256 colors! This is horrible for computer generated images. I mean MPEG takes enough of a toll on image quality as it is. 256 colors just makes it worse. I'll stick to VMPEG!

Now, if I can only convince my wife to let my buy one of those hardware MPEG decoders with hardware zoom! Just what IS color space conversion?

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1.163 MSG-160 Subject: COMPLEMENT for Iron Mike and IM4.0

Subject: COMPLEMENT for Iron Mike and IM4.0

Date: Monday, 06 November 1995 08:47:37

From: aciolino@rrddts.donnelley.com

I must say that after getting my 4.0 copy, that the Blobs function (you call them metaballs!) way past way cool.

It's been a awhile since I've seen something so awesome in Imagine (the last awesome feature was Attibutes, before that was particles) that I just had to mention it.

Also, did I miss this, or was this always there:

In the Detail and the Stage editors, you can now pull up attibutes of an object and re-save an object out with the newly modified attibs! I was working on a hack project, didn't like the floor, and re-designed it WHILE IN THE STAGE EDITOR without having to go to Detail! Now, I had to reload my new ground object, but that's still a lot better than bouncing back and forth in the PC Imagine program!

Keep up the good work, Impulse. Even though the sheet that came with the disks was all in UPPER CASE, I'm happy to get this awesome program. And I'll be signing up for WinImagine (Winagine?!?) real soon now. I hope the December information is accurate, I'd love to see the program under Windows NT!

-AC

Thread 710

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1.164 MSG-161 Subject: Re: Pentium

Subject: Re: Pentium

Date: Monday, 06 November 1995 08:58:45

From: Ayalon Hermony <ila2024@zeus.datasrv.co.il>

No, rendering time will not be decreased.

What you have in mind, is to get double the speed for rendering a frame. In order to get this, the app (Imagine, or any other app) need to be written differently, it needs to take advantage of the double cpu. There aren't many apps that have that ability, mainly for the Win NT.

You'll get some benefits, by letting one cpu do the rendering, while running Imagine again, and modelling or doing other things.

I don't have a double cpu Pentium (just plain two Pentiums) but I made the same research myself, and got the above answers from PC hardware newsgroups.

Try and get better answers from an expert, better still, take your Imagine to the dealer, and try doing some double-running Imagine there.

How do you come back from 3D ?

Ayalon M. Hermony, Internet: ila2024@datasrv.co.il

On Sun, 5 Nov 1995 augioh4b@ibmmail.com wrote:

> --- Received from GITD.PSG0242164526 06NOV95 15.38
> -> IBMMAIL.INTERNET IBMMAIL
>
>
>
> Hi all,
>
> Just another question here.I am about to purchase a Pentium
> (120Mhz) and was wondering what are the advantages of having a
> board with two processors?Will rendering time decrease
> significantly?Is it worth it?
>
> Please Help]
> thanks
> Vic Sarmiento
>

Thread

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1.165 MSG-162 Subject: Re: Cmpeg. How do I work it?

Subject: Re: Cmpeg. How do I work it?
Date: Monday, 06 November 1995 09:18:40
From: "Dan.Maclean" <MACLEDJ@pmitao.usa.com>

Dan MacLean here again.

I noticed after reading your message again that you asked about creating mpeg files with more than 10 frames. As it states in the documentation you have to specify a text file (something.lst) that contains a list of the .tga files you wish to use. An easy way to do this is make the file's directory current and type "dir /b *.tga >frames.lst". Minus the quotes of course. The "/b" removes the drive information you usually see when you type dir (like drive size and volume name) *.tga only displays the targa files in the current directory, and ">frames.lst" redirects the screen output to a file called frames.lst. Use this file along with ipb.ctl on your command line running cmpeg (after running dta.exe with the /nc option of course, to get rid of the "illegal targa variant" message) and viola! After a few minutes, you have an MPEG animation that will probably play back at 4 frames per second on a DX4/100! I can't complain though. The file size is MUCH smaller and of much higher quality than compressed AVI files.

I use batch files to accomplish the above and run them in a dos session in windows. You'll hardly know they're running (unless you have a noisy hard drive) and it will usually be done in a half hour or so (320x240). It would be Sooooo nice to be able to do this sort of thing with Imagine. Unfortunately, I don't have \$800 to run out and get Pharlap's dos extender to do that hack. Heck, I doubt I can afford the \$200 upgrade to WinImagine. (I would have to clear it with my wife! I was lucky last night to just convince her that it is a good idea to spend \$79 to get a double speed CDROM. Hardware is a MUCH easier sell than software). Frankly, I don't see the problem with Mike distributing a simple rendering engine usable from the command line only that can run as a DOS session under windows. Hmmm, I wonder if there is a way to convert Imagine projects to POVray???

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1.166 MSG-163 Subject: Re: Attributes.

Subject: Re: Attributes.
Date: Monday, 06 November 1995 10:42:27
From: Steven M Powell <afn27231@freenet.ufl.edu>

What type of wood are you looking for? I worked on doing a good hardwood about a year ago. I can give you a couple of objects I did, I used the 'easywood and hardwood' textures together. I have a simple bowl in my homepage pic, check it out.

Render On.....

Phoenix

e-mail: afn27231@afn.org

Steven M Powell
Gainesville FL

Homepage: <http://www.afn.org/~afn27231>

On Sun, 5 Nov 1995, Chris Hall wrote:

> With all this talk about attributes recently I was wondering if any one has
> made a decent looking wood texture yet? I spent about an hour playing around
> today but could not get anything that looked like wood at all. Any help
> would be much appreciated.

>
> Chris Hall.

```
> |-----|\
> | You have been spoken to by Chris Hall      ||
> | A very tall and generally nice bloke from Great Briton ||
> |                                             ||
> | E- mail me at : Hmmm. That's a tough one.  ||
> | WWW home page temporarily pulled down !!   ||
> |                                             ||
> | Today's lucky lottery numbers are :-      ||
> |               40 05 17 37 35 07          ||
> |-----|\
```

>
>
>
>

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1.167 MSG-164 Subject: Re: 4.0

Subject: Re: 4.0
Date: Monday, 06 November 1995 12:15:00
From: Michael North <IBTLMAN@MVS.OAC.UCLA.EDU>

> could someone try the Soft Shadows in 4.0 and tell us if it looks REALLY
> good or not? also are there any new FX in 4.0? new textures? Fill us in
> guys!
>

I've just tried one quick blob object with the default light array (45 lights) and I'd say it looks good. I didn't use any fill lights or anything to get the effect straight, and I'd say I was pleased but not especially astounded. At the default setting, soft shadows slowed a 2-3 minute 640x480 trace on my P90 to a half an hour (old anti-aliasing).

Michael

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1.168 MSG-165 Subject: RE:Cmpeg and Wife (and Winimagine upgrade cost)

Subject: RE:Cmpeg and Wife (and Winimagine upgrade cost)
Date: Monday, 06 November 1995 12:47:27
From: "Dan.Maclean" <MACLEDJ@pmitao.usa.com>

My wife used computers extensively in her last job (she's a stay at home mom for our 16 month old daughter MaryKate) and knows the standard office type programs like 123, Word Perfect, etc. She loves Freecell and solitaire and simple puzzle games like tetris. The problem is with one of us working, our daughter gets the priority (hence the CDROM agreement!). \$200 is high even for a Christmas present. And, when you compare it to things you can do as a family, it seems pretty trival. Trivial until I'm sitting at the computer wishing for glowing lights and multitasking.

On the bright side, WinImagine might be the encouragement I need to further my education and get an MBA. Yea, five years from now I'll get my MBA and be able to afford WinImagine for my 486DX4/100 Vesa Local Bus system w/ 20MB RAM, 15 inch monitor (that flickers weird colors about 25% of the time), double speed CDROM, and SoundBlaster Pro card. Welcome to the edge!

I REALLY doubt that my much requested glowing lights feature will be included with WinImagine, so I won't feel that I'm missing out on much. Someone will have to tell my how good that 3D program is that is coming with Corel Draw 6. It seems it's animation features are severely limited, but you get a full graphics suite also. Sounds like a deal.

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1.169 MSG-166 Subject: Some news...

Subject: Some news...
Date: Monday, 06 November 1995 14:17:18
From: milan@Gent.hku.nl (Milan Polle)

Hi all,

I've just been reading some magazines and came across some interesting news.

Not only will there be a 420mips Alpha board for the DraCo, but also a zorroIII version for the Amiga (3/4000) !!! Way cool! I hope there will be a way to use it with Imagine.

Also there is a new tower case for the Amiga that can use PCI boards, in this way you can plug a whole pentium (upto 150mhz) into your Amiga (a whole pentium computer that is, it is a PC). The pentium board costs about \$700 without the processor. Would be neat if you could use cheap SVGA cards from the Amiga side.

I also read about the big brother of the Zip drive, the Jazz drive, features: 1Gig of space per medium, +/- \$125 for a medium, 5MB/s speed, +/- \$625 for the drive (external SCSI). +/- 12ms access time.

The new slogan for the Amiga is: Amiga: Back for the future. The add show a field of eggs, with a blue sky background. From between the eggs flies a red cube straight up to the sky. (I think it has something to do with a piece of art, but I cannot remember exactly what it was).

That's all I can remember right now, I am looking forward to the blobs falling on the doormat.

Greetings, Milan (milan@bmt.hku.nl)

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1.170 MSG-167 Subject: Imagine under Win '9

Subject: Imagine under Win '9
Date: Monday, 06 November 1995 15:08:00
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

=46rom: Valleyview@aol.comTo: email.eag.unisysgsg.com!imagineDate: Sun, 5 Nov 1995 18:01:04 -0500Subject: Re: Running Im4.0 under Windows 95->I set up Imagine a little different, a little simpler to use, simpl=er->to set up, and it gained me about 1.5 meg of memory over the other->ways suggested.Yes, this is the way to go! I gained nearly 400k using this method.Good show.... /-----

| Mike van der Sommen
/ ___ / ___ / ___ / _ \ / | Santa Barbara, Ca. /___/
/ \ / / / / \ | mike.vandersommen@caddy.uu.silcom.com HAUS BBS
| "Blackouts make for nice breaks in the day" _____
----- =FE InterNet - GrafX Haus BBS - Santa Barbara, Ca - (805) 683-1388

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1.171 MSG-168 Subject: 4.0 and autoload backdrop images!

Subject: 4.0 and autoload backdrop images!
Date: Monday, 06 November 1995 15:13:20
From: "Dan.Maclean" <MACLEDJ@pmitao.usa.com>

From the desk of Dan MacLean (Mild mannered Manufacturing/Industrial Engineer):

Wow! I can't wait to get this! In my opinion autoloading of backdrop images alone is worth the \$100 extra this is setting me back! However, as far as "rotoscoping" goes, we aren't quite there. A nasty fact remains that sometimes your imagine object will have to move behind an object in your video. As far as I know, this is still not possible. Until we have a hold-out mask available it won't be completely useful. Correct me if I'm wrong, but it seems the only way to accomplish this is to have two sets of frames. One set with the imagine object added and another without (massive hard drive space required!) and go in manually with a paint program and (frame by frame) paint the foreground image back in over the imagine image.

I have one word for this process: UGH! But the autoload function saves a lot of mouse clicks early on in the process. Thank you!

Have I mentioned that I want visible glowing lights of various sizes?

Insert clever saying here

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1.172 MSG-169 Subject: Imagine 4.0, Spline Editor??

Subject: Imagine 4.0, Spline Editor??

Date: Monday, 06 November 1995 15:34:12

From: lund@hoa.ping.dk (Anders Lundholm)

Letter from Anders Lundholm to Fred Aderhold Written 05 Nov 95 At 00:13:02
O'clock

Hi Fred ...

FA> 52. Soft Shadows added to detail editor shadow casting light sources.

Have you had a glance at it's renderspeed compared to regular shadowcasting
lightsources yet ?!

FA> 53. Motion Blur in Project Images.

Can't wait to see this one! I guess renderingtime will increase heavily!

FA> 55. Cascade Object Heirarchy Grouping.

What's all this about ?!

FA> 56. Delete File in the Detail Editor for deleting temporary work files.

Yes, all them small files filling up the object directories. However, the
1000\$ question must be; still old requesters ?! If no, I'd expect ASL
requesters in the next version as a top-priority feature. I also found out,
that the requester has trouble sorting more than 150 files in it. For
instance, I have a large amount of attributes for both Imagine and Essence
materials and since the 151. attribute, the requester won't sort properly.

FA> 57. Stage Effects in Detail Editor.

Could you give a brief describtion about this feature ?! -:)

FA> 58. Smoothing Tool for smoothing objects.

Some sort of Metaform function or still curve-related smoothing ?

FA> 59. Auto-Load Backdrop Images in Stage (for rotoscoping).

Does it support frame advancing ?!

FA> 61. Improved Imagine's Starfield.

FA> Daddy, what does formatting drive C mean?

--:D <grin>

o
/#\ Anders Lundholm . Alien Workshop (Tm) . Lund@Hoa.Ping.Dk
ZZ Computer Graphics Design . 3D Modeling & Animation

-- Via Xenolink 1.97, XenolinkUUCP 1.1

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1.173 MSG-170 Subject: Re: Imagine 4.0, Spline Editor??

Subject: Re: Imagine 4.0, Spline Editor??
Date: Monday, 06 November 1995 16:50:00
From: Fred Aderhold <fredster@netrix.net>

At 04:34 PM 11/6/95 +0100, you wrote:

>Hi Fred ...

Hi!

>Have you had a glance at it's renderspeed compared to regular shadowcasting
>lightsources yet ?!

Just like any shadow, you have to trace to get it and yes it slows down a bit. You can set the number of lights your light object is simulating, up to 200.

>Can't wait to see this one! I guess renderingtime will increase heavily!
>
Haven't done the motion blur yet, but probably yes...

> FA> 55. Cascade Object Heirarchy Grouping.

>
>What's all this about ?!

"Under the "States" menu in the detail editor, a new grouping function has been added. Whereas the "Group" function that you are familiar with groups all the picked objects to the first object picked, "Cascade Group" groups them, one to the next, in the order that they were picked. For example, if you group several objects, A to D, using the old group function, the objects are grouped A to B, A to C, and A to D. If you use the cascade grouping, they are grouped A to B, B to C, and C to D."

Real handy for grouping axes for bones...

>Yes, all them small files filling up the object directories. However, the
>1000\$ question must be; still old requesters ?! If no, I'd expect ASL

Yup, same requestors...

> FA> 57. Stage Effects in Detail Editor.

>

>Could you give a brief description about this feature ?! -:)

>

"You can now use Imagine's stage FX in the Detail editor. This function lets you load an FX module and apply it to an object in the detail editor. The idea behind this is to begin to open up Imagine's interface to procedural modelling. Now you can use FX like Spike as a tool in the detail editor and you don't have to create a project, load the object, apply an FX in the Action editor and then do a snapshot from the stage. This feature may also make it easier to set up and experiment with some of the more complex FX modules."

> FA> 58. Smoothing Tool for smoothing objects.

>

>Some sort of Metaform function or still curve-related smoothing ?

>

I'm still not sure what this does!

> FA> 59. Auto-Load Backdrop Images in Stage (for rotoscoping).

>

>Does it support frame advancing ?!

>

"This function, in the Stage Editor's Display menu, will automatically load backdrop images (as set in the Action Editor's globals bar) into the perspective view as you change frames."

Hope that helps - I copied parts of the manual.txt to explain things better than I could.

Fred Aderhold
fredster@netrix.net
<http://www.netrix.net/users/fredster>

Daddy, what does formatting drive C mean?

Thread 25

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1.174 MSG-171 Subject: Re: 4.0 and autoload backdrop images!

Subject: Re: 4.0 and autoload backdrop images!
Date: Monday, 06 November 1995 17:23:34
From: aciolino@rrddts.donnelley.com

"A nasty fact remains that sometimes your imagine object will have to move behind an object in your video. As far as I know, this is still not possible. Until we have a hold-out mask available it won't be completely useful."

Hmm.

Why don't you make a render with the object moving in front/behind objects that are bright, with RGB of 0,0,255? That way, you can have "blue screened" objects in your scene, and the imagine object can move behind the blue-screen objects.

Then, when you go to make your copy, use something to chroma-key in your video over the imagine animation you made. Since all of your objects are bright, there will be no color derivation, and I do believe this method should allow the "actor" object in imagine to cast shadows on the brighted blue objects.

Just a thought, never tried it before, but the theory is sound. If you use Adobe Premiere, you can do software keying, or if you're lucky (and I'm *not*!) you can use a hardware device.

Maybe Renderbrandt can shed some light on this technique; he works at a production studio and can render some cool stuff!

-AC

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1.175 MSG-172 Subject: Re: Particle animation

Subject: Re: Particle animation
Date: Monday, 06 November 1995 18:07:16
From: Jim Shinosky <tracker@en.com>

Looks like I'm gonna have to bail you out again! :)
Actually, there will be no bailing because it can't be done. To morph from one object or state to another the objects have to have the same face

count. A non-particlized object and it's particlized version do not have=
 =20
 and equal number of faces. So whenever you click on particles for an objec=
 t
 it forces all states to be particlized.=20

Thanks for the simple question.
 Jim Shinosky

On Sun, 5 Nov 1995, Mike Vandersommen wrote:

>=20
 > Question. I've been trying to morph a solid object into particles
 > using STATES. Is this possible?
 >=20
 > Here's what I'm doing. I create a non-particle STATE. Then set
 > the object to Particles, then create a second STATE. When I
 > go back to the First STATE, it's particlized too. What obvious
 > step am I missing. I want an object to morph into a particlized
 > state from a solid one gradually over time.
 >=20
 > I've tried the MORPH technique in the manual, using two different
 > objects (one solid, one particlized) but there is no slow transition
 > from solid to particles.
 >=20
 > Is what I am trying to do possible using particles?
 >=20
 > /-----
 > | Mike van der Sommen / _ / _ / _ / _ \ /
 > | Santa Barbara, Ca. / _ / \ / / / / \ /
 > | mike.vandersommen@caddy.uu.silcom.com HAUS BBS
 > | "Blackouts make for nice breaks in the day"
 > \-----
 > ---
 > =FE InterNet - GraFX Haus BBS - Santa Barbara, Ca - (805) 683-1388
 >=20

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1.176 MSG-173 Subject: Imagine 4.0 amiga

Subject: Imagine 4.0 amiga
 Date: Monday, 06 November 1995 20:52:54
 From: Steven M Powell <afn27231@freenet.ufl.edu>

 Has any Amiga versions of 4.0 shipped yet, anyone got it yet?
 Would like to know, thanks.

Render On.....

Phoenix

e-mail: afn27231@afn.org

Steven M Powell
Gainesville FL

Homepage: <http://www.afn.org/~afn27231>

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1.177 MSG-174 Subject: Dual CPUs

Subject: Dual CPUs

Date: Monday, 06 November 1995 20:59:49
From: augioh4b@ibmmail.com

--- Received from GITD.PSG024 2164526 07NOV95 11.59
-> IBMMAIL.INTERNET IBMMAIL
Just like to thank everyone that kindly answered my question on
dual pentium chips. Would Lightwave, having network option (as I
have heard), use this dual cpu setup?

Thanks Again.

Ps. apologies for a non imagine related question but I just like
to hear it straight form the people in 3d land.:)

Vic Sarmiento

Thread 352

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1.178 MSG-175 Subject: Win95 & Imagine3

Subject: Win95 & Imagine3

Date: Monday, 06 November 1995 21:14:38
From: rvdnoord@ivg.com (Remco vd Noord)

Hi

Can I run Imagine v3 on Win95, and use the multitasking capabilities?
With this, I do not mee exiting Win95, start dos, and then Imagine 3

Thanks

Remco

Thread 178

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1.179 MSG-176 Subject: Re: Imagine 4.0, Spline Editor??

Subject: Re: Imagine 4.0, Spline Editor??
Date: Monday, 06 November 1995 21:20:17
From: dunc <dunc@eraser.demon.co.uk>

FA> Daddy, what does formatting drive C mean?

You're doing a fine job son

Thread 153

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1.180 MSG-177 Subject: Imagine objects

Subject: Imagine objects
Date: Monday, 06 November 1995 21:22:55
From: rvdnoord@ivg.com (Remco vd Noord)

Hi all,

Where can I find an archive of Imagine objects and (bitmap) textures?

Thanks

Remco

Thread 680

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1.181 MSG-178 Subject: RE: Win95 & Imagine3

Subject: RE: Win95 & Imagine3
Date: Monday, 06 November 1995 21:36:24
From: Claude GIROLET <Claude_Girolet@msn.com>

De : Remco vd Noord
Date d'envoi : lundi 6 novembre 1995 22:14
A : imagine@email.eag.unisysgsg.com
Objet : Win95 & Imagine3

Hi

Can I run Imagine v3 on Win95, and use the multitasking capabilities?
With this, I do not mee exiting Win95, start dos, and then Imagine 3

Thanks

Remco

Yes, you can make a PIF file to launch Imagine from Windows95 but, (I did it) but, i don't think you can use it in Multitasking Environment because of EMM386. Personaly, I set Imagine's Propeties in Win95 to run Imagine only in MS-DOS environment, prevent imagine to detect Win95 and force him to use special config and autoexec files. This means that each time I'm launching Imagine (3.3 actually) After a message, My maching reboot and then launch Imagine. I don't know if there is another way to proceed maybe. best Regard
Claude

Claude_Girolet@MSN.COM

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1.182 MSG-179 Subject: You mean you already have your copy of Imagine 4.0 ? You lucky

Subject: You mean you already have your copy of Imagine 4.0 ? You lucky ←→

Date: Monday, 06 November 1995 21:42:42
From: Claude GIROLET <Claude_Girolet@msn.com>

SUBJECT too long. Original SUBJECT is 'You mean you already have your copy of Imagine 4.0 ? You lucky guy'

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

De : Stephen Gifford
Date d'envoi : dimanche 5 novembre 1995 01:48
A : imagine@email.eag.unisysgsg.com
Objet : Installing Imagine 4.0

Has anyone been having any floppy drive problems while or after installing Imagine 4.0. If so please let me know.

stephen

Hi Stephen,

As probably many others users I sent my order for Imagine 4.0 the same day I received the "famous" brochure. But, I still have nothing yet (pitty)... Perhaps it's due to the fact i'm an overseas customer ? Anyway I hope that Imagine 4.0 is really great and I'm impatiently waiting for may copies (amiga and Pc).

Claude

Claude_Girolet@MSN.COM

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1.183 MSG-180 Subject: Re: Caustics.itx

Subject: Re: Caustics.itx
Date: Monday, 06 November 1995 21:44:33
From: dunc <dunc@eraser.demon.co.uk>

R> It's probably just me, but can anyone tell me where in the documentation

R> the caustics.itx is described? I think I've searched all the docs on the
R> disc but may have missed something.

Are we going to get Caustics.itx for V4 amiga ? Alot of people talk about
it so it must be worth having
paranoia ? Who said that

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1.184 MSG-181 Subject: Re: Pentium

Subject: Re: Pentium

Date: Tuesday, 07 November 1995 01:26:54
From: Falko@aol.com

In a message dated 95-11-06 00:04:49 EST, you write:
augioh4b@ibmmail.com

>Just another question here. I am about to purchase a Pentium
>(120Mhz) and was wondering what are the advantages of having a
>board with two processors? Will rendering time decrease
>significantly? Is it worth it?
>
>

With the current version of DOS Imagine - NADA. In order to take advantage of
two or more pentiums you need an operating system capable of SMP (Symetrical
Multi-Processing). This means Windows NT, OS/2 SMP (don't know if this is a
"WARPED" version - may be 2.11/SMP), or Solaris (or some other UNIX variant
with SMP). Now, if you do have this, the current version of Imagine will not
run under it. WinImagine is said to be Win32 compliant but not make use of an
Win95 specific functions. Don't know if this will rule out multi-threaded
operation. This is when an application breaks up an operation into multiple
threads or processes. Windows NT will dynamically allocate threads to idle
processor time, on one or more processors. Don't know how much this would
speed up rendering unless you were rendering an animation. Then each render
could be a seperate thread. Thus with two processors you could maybe render
frame 1 and frame 2 simultaneously at "almost" full speed. SMP does take some
overhead to manage threads/processes/cpus. You would render perhaps 1.5 to
1.8 times faster.

Falko

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1.185 MSG-182 Subject: Re: Cmpeg How do I work it? <spoiler>

Subject: Re: Cmpeg How do I work it? <spoiler>
Date: Tuesday, 07 November 1995 01:48:31
From: Falko@aol.com

In a message dated 95-11-06 20:06:59 EST, you write:
MACLEDJ@pmitao.usa.com

>Just what IS color space conversion?
>
>

Color space is defined by the medium used to create it. On paper it is CMY or CMYK. C=cyan M=magenta Y=yellow K=black. In video it is usually YUV. Sorry don't remember the exact meaning of the acronym but I believe it represents chroma luminence and maybe brightness or saturation. On computers it is RGB. R=red G=green B=blue with digital samples to given colordepth representing the saturation of each color. Anyways colorspace conversion must be done to accurately represent a given color in the appropriate medium. This is "one part" of what causes printed output to look substantially from that on your monitor - different colorspace - among other things. Some of the newer video cards and MPEG decoders have hardware based color space conversion which accellerates decoding the color information in video streams. Some also have color correction controls so you can calibrate displayed color to match another medium or a reference standard. Color correction hardware has been available on the MAC for years - for publishing.

Just to keep this on topic. The more you know/understand about how colors are represented the better your choices for colors in your projects will be for your desired output. Be it paper, film, analog video, or digital video, your renderings will look their best.

Falko

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1.186 MSG-183 Subject: Re: Cmpeg How do I work it? <spoiler>

Subject: Re: Cmpeg How do I work it? <spoiler>
Date: Tuesday, 07 November 1995 03:04:20
From: Falko@aol.com

In a message dated 95-11-06 20:06:59 EST, you write:

MACLEDJ@pmitao.usa.com

>Now, if I can only convince my wife to let my buy one of those hardware MPEG
>decoders with hardware zoom!

You may want to wait for just a little bit. My video card, the ATI Graphics
Xpression or any Mach64 based video card, now has updated Win31/311/95
drivers with software MPEG support. This is said to work well with full
screen mpeg (CD-I movies for instance) with a VLB or PCI card and pentium 75
as a minimum configuration. Seems to work quite well on my 486DX4/120 too.
And this player displays up to full 24bit color.

Also ATI has just anounced a Mach 64 video card with hardware mpeg support. I
believe it is called the Multimedia Xpression. I has an improved mach 64 chip
and an mpeg chip on board as well as support for video overlay modules and TV
tuner modules (optional). Check ATI's web site at <http://www.atitech.ca> .

Falko

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1.187 MSG-184 Subject: Re: Win95 & Imagine3

Subject: Re: Win95 & Imagine3
Date: Tuesday, 07 November 1995 04:24:53
From: Sharky <sharky@websharx.com>

On Mon, 6 Nov 1995, Remco vd Noord wrote:

> Hi
>
> Can I run Imagine v3 on Win95, and use the multitasking capabilities?
> With this, I do not mee exitting Win95, start dos, and then Imagine 3
>
> Thanks
>
> Remco
>
No...

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1.188 MSG-185 Subject: Re: Particle animation

Subject: Re: Particle animation
Date: Tuesday, 07 November 1995 06:19:11
From: Fred Aderhold <fredster@netrix.net>

At 06:07 PM 11/6/95 -0500, you wrote:

>
>Looks like I'm gonna have to bail you out again! :)
>Actually, there will be no bailing because it can't be done. To morph
>from one object or state to another the objects have to have the same face
>count. A non-particlized object and it's particlized version do not have
>and equal number of faces. So whenever you click on particles for an object
>it forces all states to be particlized.
>

You can however, morph between different particles. Cubes to pyramids, for example. :)

Fred Aderhold
fredster@netrix.net
<http://www.netrix.net/users/fredster>

Daddy, what does formatting drive C mean?

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1.189 MSG-186 Subject: Re: Glows again...

Subject: Re: Glows again...
Date: Tuesday, 07 November 1995 07:49:03
From: "Dan.Maclean" <MACLEDJ@pmitao.usa.com>

From Dan MacLean:

>I wonder how many times it was mentioned that glowing lights is >simple,
simple, simple to create with fog and ghost.itx. Do you >even read the posts
that are on this board? I know there was a >large amount of them after you
posted your request for glowing >lights the first time. Not only that I and
several other people >posted Stephen Blackmon's home page which has a tutorial
on glowin >lights for those that don't want to spend the time to learn.

Yes, I've received some very helpful information. Unfortunately every method to fake a visible light results in a less than realistic animation. The following are the two major methods I've heard to force Imagine to create a neon sign effect:

1. As you mentioned, fog and ghost.itx. It looks great as long as it is on a black background. Putting this "light" in front of something already bright (say, a hazy sky) means the glow is darker than the background. Not much of a glow. Also, when this type of light passes behind another object, the halo is also obscured. This does not happen in reality. The horizon does not block the glow produced by the part of a setting sun that can be seen. This is exactly what happens when using your method.

2. Using Halo in the global effects menu. This solves the problem of the glowbeing obstructed by foreground objects and the problem with brighter backgroundobjects. But, due to the inflexibility of this effect, the glow blinks in and out instantaneously when the light passes behind objects. I think this is a result of the fact that Imagine sees round lights as points with no real dimensions. Once again, this is not true in reality. Also, to get a glow of any size, the lightsource must be awfully bright (400+).

In conclusion, yes I do read the posts. I'm very grateful for the tricks I've learned, but to get the physics right it is hardly a simple, simple, simple process. The only way to accomplish this is as to include it as a feature in Imagine. As long as we remain satisfied with tricks to accomplish what we wantwe can't hope to influence what features will be added in the future.

Sorry about the formatting at the beginning, my email package isn't very useful.

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1.190 MSG-187 Subject: Re: Cmpeg and playback speed

Subject: Re: Cmpeg and playback speed

Date: Tuesday, 07 November 1995 09:00:42

From: "Dan.Maclean" <MACLEDJ@pmitao.usa.com>

From Dan MacLean:

I run Mpeg animations at what seems to be 4 frames per second at 320x240 on a DX4/100 w/ 20MB RAM. That may be a bit pessimistic, and to be fair I probably scaled it at least 2x. I run windows at 16mil and 1024x768 with my 4MB VRAM S3928 VLB based video card. 320x240 looks mighty small at that resolution. Don't get me started on 160x120!!!! Useless!

At work, a Pentium 60 was a bit faster, probably 10 - 15 frames per second. But nothing larger than 160x120 plays close to 30fps on any machine I have tried. Sounds like you have some hardware assist! I've used Xing's Windows

Mpeg player, Mpegplay, and Vmpeg.

Even with these limitations I like the format. The compression rates are astounding (usually half the size of a comparable AVI or FLC) and the quality isn't bad at 24 bit color. But Mpeg sure doesn't like drastic and fast changes in color and contrast!

Here's a question for everyone: What is the highest resolution you have used Cmpeg to create? The manual suggests 512x320. I wouldn't mind 640x480! Are there any other Mpeg encoders out there? I've looked and Cmpeg seems to be the only game in town. Higher resolutions would be nice. According to my calculations the highest resolution Cmpeg would be capable of (keeping the 320x240 aspect ratio {remember cross multiplication!!!}) would be 427x320. Better, but not 640x480. Thanks!

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1.191 MSG-188 Subject: Re: Particle animation

Subject: Re: Particle animation

Date: Tuesday, 07 November 1995 10:26:48
From: H.Kueck@AIGM.westfalen.de (Hendrik Kueck)

> Looks like I'm gonna have to bail you out again! :)
> Actually, there will be no bailing because it can't be done. To morph
> from one object or state to another the objects have to have the same face
> count. A non-particled object and its particled version do not have=
> =20
> and equal number of faces. So whenever you click on particles for an objec=
> t
> it forces all states to be particled.=20
>
> Thanks for the simple question.
> Jim Shinosky

I think it should be possible with the "Dust" program for Amiga.
It can be found on Aminet in gfx/3d I think.

Bye,
Hendrik

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1.192 MSG-189 Subject: Re: Blobs

Subject: Re: Blobs
Date: Tuesday, 07 November 1995 10:37:57
From: Jim Rix <jim@yakko.cs.wmich.edu>

On Sun, 5 Nov 1995 Valleyview@aol.com wrote:

> In a message dated 95-11-05 08:04:54 EST, you write:
>
> >This just sounds like a file handling problem.
>
> I tried it with just two spheres, one +, one -. One state with the spheres
> apart so no effect negative effect. This object loaded fine. Then I moved the
> spheres close together so I got a dent in the one sphere. Made this another
> state. Now it wouldn't load - bad chunk size.
>
> Rick

It may be possible to do this the old fashioned way. Save the states in
different files and them morph between them in the stage.

Jim Rix
<http://yakko.cs.wmich.edu/~jim>

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1.193 MSG-190 Subject: Informations

Subject: Informations
Date: Tuesday, 07 November 1995 11:18:37
From: prionace@protec.it (Marco Yais)

Dear Sirs,

I am Your customer N.4545 and I wish to inform You that I have already
payed for the upgrades of Imagine (PC version) since version 4.0.
For the moment I have just recived since 3.3 and You sended me an offer to
upgrade to version 4.0

Please sen a mail at "prionace@protec.it "for informations about it.

Another question is:

My autoexec.bat and config.sys seems to be not correct to work with Imagine, so please send me an example. (Pentium 90 Mhz with 64 MB RAM, motherboard Intel Plato, NCR scsi, graphic board Stealth 64 VRAM)

Thanks for Your attention.

Best regards

Marco Yais

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1.194 MSG-191 Subject: Pal Res. for Beta Sp

Subject: Pal Res. for Beta Sp
Date: Tuesday, 07 November 1995 12:43:21
From: Granberg Tom <tom.granberg@TV2.no>

Hi Bill Boyce

I saw your mail about resolution, and your guessing is right. And it's also true that analog PAL is 768x576, but digital(601) PAL is 720x576. And since most boxes here uses that format such as:Paintbox,Abekas-A66,DigiBeta, still stores etc. Why use a higher resolution than necessary. And yes it's slightly faster too.

Tom Granberg "Renderbrandt" (TV2)

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1.195 MSG-192 Subject: Attrib's for all of group?

Subject: Attrib's for all of group?
Date: Tuesday, 07 November 1995 13:18:15
From: Mike McCool <mikemcoo@efn.org>

Lamer question of the week,--but I still haven't figured out how to do this the easy way.

I've got my wavy grass thingy going nicely, with a grand total of seven blades of grass!--but how do I get my attribute for grass to work on all seven blades without having to apply it separately to each blade of grass?

Join works nice,--but then the grass blades don't sway anymore, which is sort of the whole point.

Oh, and thanks to Chuck Blackears, for that moving-the-bottom-points-down below-the-earth tip.

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1.196 MSG-193 Subject: Cool Texture maps

Subject: Cool Texture maps
Date: Tuesday, 07 November 1995 13:32:00
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

Here's a little gem in the rough. Looking for some really great texture maps? Go down to your local Egghead or CompUSA, look for a 3D program called Simply 3D for Windows. It's only about \$30 or \$40. Now, take the manual and box and throw it away (crappy program). On the CD you will find a directory called Textures. In it you will find some of the coolest texture maps for: Brick, Granite, Marble, Natural (clouds, flowers, ivy, metal, water, grass, bark etc.), Roof (some great shingles), Stone, and Wood! Most are 640x480 ... and all are 24-bit Targa format. The kind Imagine can read directly without conversion. /-----
-- | Mike van der Sommen / _
_ /_/ /_/ /_ \ / | Santa Barbara, Ca. /___/ / \ / /
/ / \ | mike.vandersommen@caddy.uu.silcom.com HAUS BBS |
"Blackouts make for nice breaks in the day" _____
----- =FE InterNet - GraFX Haus BBS - Santa Barbara ↔
, Ca - (805) 683-1388

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1.197 MSG-194 Subject: ListAtts and 4.0 README!

Subject: ListAtts and 4.0 README!
Date: Tuesday, 07 November 1995 13:52:01
From: milan@iriskmt.hku.nl (Milan Polle)

Hi all,

I just tried ListAtts on the uuencoded wood attribute sent out here on the list and discovered it didn't list the texture settings. Looking at a hex dump of the attribute I noticed the attribute format has changed for 4.0, so listatts will not show texture (and probably brush) settings for 4.0 attributes (this includes object files). I will try to fix this as soon a 4.0 hits my mailbox (not too hard I hope :)

Greetings, Milan (milan@bmt.hku.nl)

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1.198 MSG-195 Subject: RotoScoping

Subject: RotoScoping

Date: Tuesday, 07 November 1995 14:26:00

From: KEN_ROBERTSON@robelle.com

RotoScoping is, I believe, the process of taking individual frames of an animation (could be live film footage, too) and using them as template for your own.

For example, it is much easier to create believable movement of a person walking if you have some live footage to "draw over". Your person walking could be a caricature, stick-figurines, or lumps of jello stuck together.

Sticking frames of video onto a plane and rendering it is not rotoscoping at all.

\KenR

Imagine if water was ultra-magnetic! Coins would stick to you, since you're 97% water.

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1.199 MSG-196 Subject: Re: Caustics.itx

Subject: Re: Caustics.itx
Date: Tuesday, 07 November 1995 14:34:35
From: RobSampson@aol.com

In a message dated 95-11-06 15:27:16 EST, you write:

>As far as I can tell, the new docs are just the old docs with a few
>more paragraphs tacked onto the end. Caustics.itx has never been
>documented before, and so it still is undocumented now.

>

>Michael

Yeah that's what I thought. Of course we don't need no steenking manual,
everything is on the dox on disc:) Right.

Bob.....

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1.200 MSG-197 Subject: Re: Caustics.itx

Subject: Re: Caustics.itx
Date: Tuesday, 07 November 1995 14:34:36
From: RobSampson@aol.com

In a message dated 95-11-07 03:04:54 EST, you write:

> Are we going to get Caustics.itx for V4 amiga ? Alot of people talk about
>it so it must be worth having

I suspect the reason there is no documentation is because it does not exist
on the Amiga side. So I would not hold my breath.

Bob.....

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1.201 MSG-198 Subject: Re: Blobs

Subject: Re: Blobs
Date: Tuesday, 07 November 1995 14:53:59
From: Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>

In case you didn't know, and have a PC, the metaballs modeler that is available in Imagine 4.0 is available in its original freeware form, WinBlob, at ftp.povray.org under the utilities directory with the filename winblobs.zip.

It is a really amazing modeler, and once you can get past the initial unfamiliarity, gives you a taste for the power of blob modeling. It is really useful for all those organic shapes. I made an elephant's head in about 20 minutes with my first use. It is great for making those hard-to-make basic shapes which you can pull into the Detail Editor for finishing.

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1.202 MSG-199 Subject: Re: Backdrop images.

Subject: Re: Backdrop images.
Date: Tuesday, 07 November 1995 15:43:48
From: "Dan.Maclean" <MACLEDJ@pmitao.usa.com>

From Dan MacLean

>I believe you can accomplish what you want by mapping the images onto a
>plane in your scene. Since the plane is a "physical" object, you can
>move other objects behind it.

This would work if the object was either in front of everything all the time or behind everything all the time. This method would work if you mapped the house that your ship is landing behind onto a separate plane shaped like the house and put the plane between the camera and spaceship. The problem is that this would be VERY difficult. Not only would it be very difficult to get the shape of the object exactly like the house, mapping the house image onto it perfectly with the perfect scale would be very hard. Then, positioning it so it matches the background perfectly along with the included scaling adds to the difficulty. But not impossible! I think right now it would be easier to go in frame by frame in a paint program and paint the foreground in by hand. Too bad Photostyler doesn't have animation capabilities. I sure wish a Deluxe Paint 4 type program existed for the PC world! That program was very useful.

Why do we have to rely on the British press to report information on the Vince Foster suicide? Looks like our beltway journalists aren't doing their jobs.

Thread 731

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1.203 MSG-200 Subject: Re: 4.0 and autoload backdrop images!

Subject: Re: 4.0 and autoload backdrop images!

Date: Tuesday, 07 November 1995 16:52:32

From: beeton@SEDSsystems.ca (Gary Beeton - SED Systems)

>Wow! I can't wait to get this! In my opinion autoloading of backdrop images
>alone is worth the \$100 extra this is setting me back! However, as far as
>"rotoscoping" goes, we aren't quite there. A nasty fact remains that
>sometimes your imagine object will have to move behind an object in your
>video. As far as I know, this is still not possible. Until we have a hold-out
>mask available it won't be completely useful. Correct me if I'm wrong, but it
>seems the only way to accomplish this is to have two sets of frames. One set
>with the imagine object added and another without (massive hard drive space
>required!) and go in manually with a paint program and (frame by frame) paint
>the foreground image back in over the imagine image.

Strickly speaking, what you are describing (if I understand correctly) is not rotoscoping. Rotoscoping uses backdrop images/video as a tool to help you place and position objects, but the backdrop does not show up in the final product. I don't have 4.0 yet :(so I am not sure what autoloading is supposed to do.

I believe you can accomplish what you want by mapping the images onto a plane in your scene. Since the plane is a "physical" object, you can move other objects behind it.

Gary
beeton@SEDSsystems.ca

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1.204 MSG-201 Subject: The Amiga's future is set!!

Subject: The Amiga's future is set!!
Date: Tuesday, 07 November 1995 17:37:23
From: Granberg Tom <tom.granberg@TV2.no>

Ok, it is maybe a slight possibility that this will start yet another platform war, but let's not. The information I have is on this URL:
<http://www.portal.com:80/~amg/speech.html>

So the ones that are interested can go there and have a peek.

Later

Tom "R" Granberg

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1.205 MSG-202 Subject: Re: Attrib's for all of group?

Subject: Re: Attrib's for all of group?
Date: Tuesday, 07 November 1995 19:20:51
From: Roger Straub <straub@csn.net>

On Tue, 7 Nov 1995, Mike McCool wrote:

> Lamer question of the week,--but I still haven't figured out how to do
> this the easy way.
>
> I've got my wavey grass thingy going nicely, with a grand total of seven
> blades of grass!--but how do I get my attribute for grass to work on all
> seven blades without having to apply it separately to each blade of
> grass?
>
> Join works nice,--but then the grass blades don't sway anymore, which is
> sort of the whole point.

Try using Apply. Set the Attrib's on one of the grass blades, then pick that one first (very important) and then pick the rest of the blades. Choose "Apply" from the Functions menu. Viola! You have a bunch (7) of blades of grass with the same attributes!

See ya,

Roger

* Windows'95 = Macintosh'89 = Amiga'85 *

Thread 208

--> RETURN TO CONTENTS!<==

1.206 MSG-203 Subject: Re: 4.0 and autoload backdrop images!

Subject: Re: 4.0 and autoload backdrop images!

Date: Tuesday, 07 November 1995 19:47:04

From: CoryJ44@aol.com

In a message dated 95-11-07 12:59:23 EST, you write:

>Rotoscoping uses backdrop images/video as a
>_tool_ to help you place and position objects, but the backdrop does
>not show up in the final product.

I was under the impression that rotoscoping was basically brushmapping with video or animations--to be able to actually tack a video clip onto the screen of a TV object for example, or something to that effect . . . can anyone clarify?

Cory

Thread 207

--> RETURN TO CONTENTS!<==

1.207 MSG-204 Subject: Re: You mean you already have your copy of Imagine 4.0 ? You I

Subject: Re: You mean you already have your copy of Imagine 4.0 ? ←
You I

Date: Tuesday, 07 November 1995 19:52:43

From: Chris Hall <Chris.Hall@dial.pipex.com>

SUBJECT too long. Original SUBJECT is 'Re: You mean you already have your copy of Imagine 4.0 ? You lucky guy'

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

>Hi Stephen,

>

>As probably many others users I sent my order for Imagine 4.0 the same day I
>received the "famous" brochure. But, I still have nothing yet (pitty)...

>Perhaps it's due to the fact i'm an overseas customer ? Anyway I hope that
>Imagine 4.0 is really great and I'm impatiently waiting for may copies (amiga
>and Pc).

>

>Claude

>

>Claude_Girolet@MSN.COM

>

I got my copy today (Tuesday) and I live in th U.K. The Blobs look quite interesting as well as quite a few new global FX textures added. Cepia tone, Fade to black, Negative & Solarize as well as more I can't remember now.

Looks cool.

Chris Hall.

```
|-----|\
| You have been spoken to by Chris Hall      ||
| A very tall and generally nice bloke from Great Briton ||
|                                             ||
| E- mail me at : Hmmm. That's a tough one.  ||
| WWW home page temporarily pulled down !!   ||
|                                             ||
| Today's lucky lottery numbers are :-      ||
|           40 05 17 37 35 07                ||
|-----||
|\-----\
```

Thread 400

--> RETURN TO CONTENTS!<--

1.208 MSG-205 Subject: Soft shadows

Subject: Soft shadows

Date: Tuesday, 07 November 1995 20:42:24

From: Valleyview@aol.com

Just some times for soft shadows in case you're interested. A few objects with a few textures, 640 x 480, 24 bit color, a "sun" lightsource with low ambient light, and a pentium 60:

scanline	2 min 34 sec
trace no/ soft	4 min 16 sec
trace w/ soft (20 lights)	22 min 55 sec
trace w/ soft (100 lights)	1 hr 38 min 58 sec

Might make you think of how bad you really want to use soft shadows.

Also motion blur lets you pick how many images make up your blur. For

example, if you pick a low number like 3, imagine renders 3 additional images or quadruples your rendering time. Hate to use it in a long animation.

Rick

If you really want to see the difference, I have the above pics.

Thread 166

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1.209 MSG-206 Subject: Re: 4.0 and autoload backdrop images! -Reply

Subject: Re: 4.0 and autoload backdrop images! -Reply

Date: Tuesday, 07 November 1995 22:40:20

From: Peter Kovach <peter.joseph.kovach@medtronic.com>

>>> <CoryJ44@aol.com> 11/07/95 01:47pm >>>

In a message dated 95-11-07 12:59:23 EST, you write:

>Rotoscoping uses backdrop images/video as a
>_tool_ to help you place and position objects, but the backdrop does
>not show up in the final product.

>I was under the impression that rotoscoping was basically
> brushmapping with video or animations--to be able to actually tack a
> video clip onto the screen of a TV object for example, or something to
> that effect . . . can anyone clarify?

>
>

Cory

Actually, rotoscoping is the taking of a live video sequence and generating an animation by 'tracing' the image, modifying it, coloring it, etc. and producing a new 'animated' movie from it. Take a look at the movie 'Wizards' or 'The Hobbit' and you will see that a LOT of the background data is minimally modified live video.

The BEST example of rotoscoping is Heavy Metal. Taarna is drawn from a real woman, filmed for the sequences, in the costume (or out of it), traced, modified, and simply colored for the movie.

Thread 200

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1.210 MSG-207 Subject: Re: 4.0 and autoload backdrop images!

Subject: Re: 4.0 and autoload backdrop images!
Date: Wednesday, 08 November 1995 00:14:05
From: Valleyview@aol.com

>>I was under the impression that rotoscoping was basically brushmapping

You could brush map .flc files onto objects since 3.1 or 3.2. That's brush mapping. I believe rotoscoping is background images which can be used for modeling. You could load background animations in the action editor or individual pics in the other editors. With Imagine background .flcs do show up in the final product. I haven't tried this yet, but I believe the new feature is that when you load a background .flc in the action editor and go to the stage editor, the individual pics from the .flc will be automatically be loaded in the appropriate frames in the stage editor. So if you have a ..flc of a race in the background, you can go through your animation frames to make sure your race car object is where you want it in relation to the background. At least that is what I think it does, I'll have to try it out.

Rick

Thread 171

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1.211 MSG-208 Subject: Re: Attrib's for all of group?

Subject: Re: Attrib's for all of group?
Date: Wednesday, 08 November 1995 00:14:11
From: Valleyview@aol.com

In a message dated 95-11-07 17:14:28 EST, you write:

>how do I get my attribute for grass to work on all
>seven blades without having to apply it separately to each blade of
>grass?

Pick the blade with the attributes on it. Then multi-pick all the other blades. Then use the "APPLY" command. All done.

Rick

Thread 241

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1.212 MSG-209 Subject: Blobs

Subject: Blobs
Date: Wednesday, 08 November 1995 00:27:12
From: Kevin Alvarado <kra@Rocky.aesthetic.com>

I have a question regarding those blobie thingies.

What does a blob object consists of in the file format?
Does it save as a normal point-edge-face object or is it in a different format
like an object saved from the forms editor?

I'm curious as to how these new objects will convert to other object formats.

-KV-

--

Life is hard and nothing is easily given...
If you want anything out of life you have to fight for it...
Prepare for Kombat!

kra@aesthetic.com

- - - - -

Kevin Alvarado
(714) 597-4995
Aesthetic Solutions
92 Argonaut, Suite #220
Aliso Viejo, CA 92656

Thread 122

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1.213 MSG-210 Subject: Re: Backdrop images.

Subject: Re: Backdrop images.
Date: Wednesday, 08 November 1995 05:03:00
From: m.rubin9@genie.com

Reply: Item #6204037 from MACLEDJ@PMITAO.USA.COM@INET02#

Dan

Animator Pro could be just the ticket. If you can purchase it through
a school it can be had for \$195.

Jon Rubin

I sure wish a Deluxe

>Paint 4 type program existed for the PC world! That program was very useful.

Thread 199

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1.214 MSG-211 Subject: Re: Glows again

Subject: Re: Glows again

Date: Wednesday, 08 November 1995 07:28:04

From: "Dan.Maclean" <MACLEDJ@pmitao.usa.com>

From Dan MacLean

>Have you turned on Brightness on your fog object? This is very necessary
>when making glowing lights regardless of whether its a black background or
>something.

As far as I know, brightness just means that the object is independent of the
lightsource. You could make a dark bright object. Bright just means light
will not shine on it. It doesn't mean it will always be brighter than the
background. If I'm wrong, I'm sure someone will tell me.

Thread 29

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1.215 MSG-212 Subject: Re:Particle animation

Subject: Re:Particle animation

Date: Wednesday, 08 November 1995 09:16:06

From: Vanisrael@fytr.ucl.ac.be (Stephane Van Israel)

So, you can't morph between two objects with different face count
but what you can do is to make a quick fade between your two objects using
an image-processor or by animating the filter of both your objects or, if
you're on an Amiga, use Dust (by Andreas Maschke) a shareware that's able to
simulate (I think) a morph between two objects with different face count.

I hope it helps,

Stephane

Thread 433

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1.216 MSG-213 Subject: Re: Imagine 4.0, Spline Editor??

Subject: Re: Imagine 4.0, Spline Editor??
Date: Wednesday, 08 November 1995 10:27:22
From: Ayalon Hermony <ila2024@zeus.datasrv.co.il>

On Mon, 6 Nov 1995, dunc wrote:

>
>
> FA> Daddy, what does formatting drive C mean?
>
> You're doing a fine job son
>
>
>

It's the ultimate parenthood test of them all...

How do you come back from 3D ?
Ayalon M. Hermony, Internet: ila2024@datasrv.co.il

Thread 170

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1.217 MSG-214 Subject: Re: Backdrop images.

Subject: Re: Backdrop images.
Date: Wednesday, 08 November 1995 10:38:02
From: "Dan.Maclean" <MACLEDJ@pmitao.usa.com>

That is a very good idea! I hadn't thought of doing it that way. Thanks for the info!

Thread 210

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1.218 MSG-215 Subject: 4.0 raises WinImagine questions!

Subject: 4.0 raises WinImagine questions!
Date: Wednesday, 08 November 1995 10:51:58
From: "Dan.Maclean" <MACLEDJ@pmitao.usa.com>

From Dan MacLean:

I just got 4.0 yesterday, haven't had a chance to try it out yet. I'm really looking forward to checking out motion blur. What I have seen is the flyer that came with the disks. It mentions you can send in your \$200 now for WinImagine.

I haven't gotten a mailer from Impulse in years so I know next to nothing about the upcoming WinImagine other than it will be a Win32 application runnable from Windows 3.1, to Windows95 and that it will come on CDROM. Since they are taking money, there must be more information available than this.

If anyone knows, what are the main features of WinImagine? Is it the same as 4.0? Are there added features like support for graphic files other than just Tiff and Tga? Support for more than just FLC animations? (AVI, MPEG, FLH, FLT) I've said here in the past that I can't afford the \$200. Even so, I hope to eventually scrounge up that much, say, \$10 a month or so.

I'd appreciate any info you could give or just point me in the right direction. Thanks!

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1.219 MSG-216 Subject: Finally fixing it ...

Subject: Finally fixing it ...
Date: Wednesday, 08 November 1995 10:56:02
From: sherman@netcad.ENET.dec.com

FROM too long. Original FROM is 'Steve NACAD::Sherman LKG2-A/R5 pole AA2 DTN 226 -6992 <sherman@netcad.ENET.dec.com>'

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

Thought this might be of interest:

Digital Equipment Corp.'s new FX!32 software allows Windows 95 applications written for Intel-based computers to run on Digital's high-speed Alpha chips. The 32-bit Windows applications reportedly run up to 40% faster on the Alpha than on computers equipped with Intel microprocessors. Beginning in 1996, FX!32 will be bundled with Windows NT on new Alpha systems. Current Alpha users will receive the software with their next NT upgrade. (Wall Street Journal 6 Nov 95 B7)

Thread 530

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1.220 MSG-217 Subject: Morphing (was Re: Particle animation)

Subject: Morphing (was Re: Particle animation)

Date: Wednesday, 08 November 1995 11:58:47

From: Douglas.D.E.F.Smith@Woodford.avro.bae.eurokom.ie

FROM too long. Original FROM is 'Douglas Smith 0161-439-5050x4084 <Douglas.D.E.F.Smith@Woodford.avro.bae.eurokom.ie>'

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

One interesting (although a little crude) way of morphing between two objects with a different face count is to use an intermediate object.

I've found the best way to do this is to use the forms editor to create stunt objects that have the general shape of the each real object. If you keep the same number of sections and points per section for each of the forms objects you'll have no problems.

you don't need to be too careful, just get the correct general shape, it even helps if your object is a little "lumpy" and rough.

In the detail editor make sure that each of your stunt objects is of about the same size as the real object. If you want the really cliched look, ensure your stunt object has a chrome attribute, otherwise try to duplicate similar textures

to your real objects and lockstate them to the forms objects.

In the stage editor, when you want the morph to begin insert your stunt object

inside the real object, scale it down slightly so none of it is visible. over the next few frames, gradually increase the size of the stunt object while decreasing the size of the real object.

If you've got a lumpy chrome stunt object, when this is rendered, the real object will appear to gradually melt into the stunt object, together with patches of silver showing through, very Terminator 2 ish.

You can now morph the stunt version of your first object into the stunt version of your second object.

I've found that because of the regularity of the structure of forms objects, they morph really well.

when this morph is complete, you need to place a scaled down version of your second object inside it's stunt double. Then increase the size of your second object while decreasing the size of it's stunt double.

If there is interest in a fuller tutorial for this, drop me an email at home and I'll create a sample project for uploading to Aminet (I have to do something while I'm waiting for Real3D to arrive).

It did occur to me that using blobs might be a nice substitute for the stunt morphing state objects, perhaps someone might like to give that a go.

Cheers,

Doug

--

Home: doug@defocus.demon.co.uk

Work: douglas.d.e.f.smith@woodford.avro.bae.eurokom.ie (no binaries please)

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1.221 MSG-218 Subject: Re: Glows again

Subject: Re: Glows again

Date: Wednesday, 08 November 1995 12:10:43

From: Tick@confusa.catt.ncsu.edu (Tyler Lund)

Hi Dan.Maclean, on Nov 08 you wrote:

>

> As far as I know, brightness just means that the object is independent of the

> lightsource. You could make a dark bright object. Bright just means light
> will not shine on it. It doesn't mean it will always be brighter than the
> background. If I'm wrong, I'm sure someone will tell me.
>

Yes, the brightness simply makes the object immune to any shading at all whatsoever. The color of the object is taken from what is set in the attributes requester, and no attempt is made to shade the object. It is effectively 'immune' to lightsources.

```
-----,
      /// Tyler Lund                               / Check out my web page
      /// Tick@confusa.catt.ncsu.edu                / for keen Tick and
\\/// http://www.catt.ncsu.edu/~tick/index.html    / Babylon 5 Stuff!!
  \\/ Amiga 3000/25                                /
-----'
```

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1.222 MSG-219 Subject: Re: 4.0

Subject: Re: 4.0

Date: Wednesday, 08 November 1995 12:50:00
From: Michael North <IBTLMAN@MVS.OAC.UCLA.EDU>

```
-----
> Jeez, we're talking seriously rendering-times now! I can't Imagine how long
> an Image with 10 SoftShadows will slow down then! -:/
> I believe this method will be 100 Times faster than using multiply
> lightsources grouped together for each softshadow, and quality must be well
> worth a scream?! .. 'Or am I fishing in the dark here?'
>
```

I don't know if it's faster than the light arrays that people had used in the past for soft shadows, but it does produce better results. There's less visible banding. In my example there wasn't a heck of a lot of penumbra, but I haven't experimented enough with angles, intensity, or multiple light sources (fill lights) to tell if this is an inherent aspect of the feature. The other post on this subject was giving render times about the same as what I experienced, and offered some examples for comparison sake.

Michael

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1.223 MSG-220 Subject: 4.0 Shipping

Subject: 4.0 Shipping
 Date: Wednesday, 08 November 1995 13:36:00
 From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

 I've tried to be patient..... but when I read someone in Europe got their copy of 4.0 I'm starting to panic a bit. Is Impulse finished mailing out 4.0 yet? I'm in California, and I'm a lot closer to Minnesota than Europe is!!! Maybe they are sending them out in alphabetical order? :) --- =FE InterNet - GraFX Haus BBS - Santa Barbara, Ca - (805) 683-1388

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1.224 MSG-221 Subject: Re: 4.0 Shipping

Subject: Re: 4.0 Shipping
 Date: Wednesday, 08 November 1995 14:00:47
 From: John Grieggs <grieggs@primenet.com>

 >=20>=20> I've tried to be patient..... but when I read someone in Europe go=t> their copy of 4.0 I'm starting to panic a bit. Is Impulse finished> mailing out 4.0 yet? I'm in California, and I'm a lot closer to> Minnesota than Europe is!! !=20I'm in California also, and also haven't recieved 4.0. :-(I've bee=n are gistered user since 0.9b, and am pretty bummed about this.> Maybe they are sending them out in alphabetical order? :) Or geographical, East to West? :-)> ---> =FE InterNet - GraFX Haus BBS - Santa Barbara, Ca - (805) 683-1388>=20_john

Thread 244

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1.225 MSG-222 Subject: 4.0 motion blur and paths

Subject: 4.0 motion blur and paths
 Date: Wednesday, 08 November 1995 14:13:17
 From: "Dan.Maclean" <MACLEDJ@pmitao.usa.com>

 From Dan MacLean

I just tried motion blur and am very impressed! Only had time for a few stills, but the blur really adds to the realism. To bad it exacts such a toll on rendering times.

Back to this rotoscoping thing. I'm wondering if motion blur would work when timing camera moves to a series of hand-held video backdrop images. I think the way you would match camera movements with Imagine would be to move the camera target (an axis) frame by frame. Can you do this? Or are you forced to use a path for the camera to align to a moving target?

Here is why I ask: If you reposition the target axis frame by frame the only way for the current motion blur technique to work would be for Imagine to guess the intervening camera alignments between the frames. If it does this, great!

I'm asuming the way to do this with a path that the camera aligns to is to divide the path into knots equal to the number of frames in the animation. Then, frame by frame, you move the knots to their correct postion. Then it would be easy for imagine to figure out the inbetween frames.

Am I correct in these assumptions? I haven't really used Imagine in this way before and would like to but have VERY little time. If any of you have experience in this, I'd appreciate any pointers. Thanks again.

Oh, one last thing. Is it possible to increase the size of the stars in the starfield? The motion blur seems to blur the current ones out so that you can't see them. I thought there used to be a preferences setting for this but I can't find it.

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1.226 MSG-223 Subject: Re: Glows again

Subject: Re: Glows again

Date: Wednesday, 08 November 1995 16:58:38

From: Roger Straub <straub@csn.net>

Brighness sets an objects surface so that no shading is applied. If you have a normal, blue sphere, the blue will fade to black where no light is hitting the sphere's surface. If you set it to bright, it will remain the same shade no matter where you look on the surface, lit or otherwise.

Fog is similar, but not quite the same. If you set the fog length of an object to a very short fog length, it will not be shaded either. This is because Imagine doesn't create volumetric fog. (5.0? Please?) If it did, the object would be treated like a volume of fog, the parts of it that are closer to the light blocking some of the light that would

normally reach the nether regions; thusly, a fog object would be shaded. This is also why fog is useless for atmospheres; if even one ray hits a fog object, the whole object is lit, and the night side of your planet is as bright as day.

See ya,

Roger

* Windows'95 = Macintosh'89 = Amiga'85 *

On Wed, 8 Nov 1995, Dan.Maclean wrote:

>

> As far as I know, brightness just means that the object is independent of the
> lightsource. You could make a dark bright object. Bright just means light
> will not shine on it. It doesn't mean it will always be brighter than the
> background. If I'm wrong, I'm sure someone will tell me.

>

>

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1.227 MSG-224 Subject: Re: Backdrop images.

Subject: Re: Backdrop images.

Date: Wednesday, 08 November 1995 17:52:55

From: sgiff@airmail.net (Stephen Gifford)

>Reply: Item #6204037 from MACLEDJ@PMITAO.USA.COM@INET02#

>

>

> Dan

>

>Animator Pro could be just the ticket. If you can purchase it through
>a school it can be had for \$195.

>

>Jon Rubin

>

>I sure wish a Deluxe

> >Paint 4 type program existed for the PC world! That program was very useful.

>

>

Try Painter for Windows or PhotoShop or Xres or Ron Scott's QFX. All of these can no doubt match any features of Deluxe Paint and more.

s.g.

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1.228 MSG-225 Subject: Re: 4.0 raises WinImagine questions!

Subject: Re: 4.0 raises WinImagine questions!

Date: Wednesday, 08 November 1995 18:05:26

From: sgiff@airmail.net (Stephen Gifford)

>>From Dan MacLean:

>

>If anyone knows, what are the main features of WinImagine? Is it the same as
>4.0? Are there added features like support for graphic files other than just
>Tiff and Tga? Support for more than just FLC animations? (AVI, MPEG, FLH,
>FLT) I've said here in the past that I can't afford the \$200. Even so, I
>hope to eventually scrounge up that much, say, \$10 a month or so.

>

>I'd appreciate any info you could give or just point me in the right
>direction. Thanks!

Mike has stated (this is not a quote) that the features that are going to be available in Win Imagine are the same as in 4.0. There will be few if any new additions. Of course that would be fine with me as long as they get that altitude map seam out o' there. Hope they write their program to include network rendering. I would think it wouldn't be that much of a problem since Win 95 has networking built in. I know nothing about programming so maybe this is an incorrect assumption.

s.g.

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1.229 MSG-226 Subject: Re: You mean you already have your copy of Imagine 4.0 ? You I

Subject: Re: You mean you already have your copy of Imagine 4.0 ? ↩
You I

Date: Wednesday, 08 November 1995 18:07:57

From: Kent Marshall Worley <mumu@america.net>

SUBJECT too long. Original SUBJECT is 'Re: You mean you already have your copy o

f Imagine 4.0 ? You lucky guy'

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

> >Claude_Girolet@MSN.COM

> >

> I got my copy today (Tuesday) and I live in th U.K. The Blobs look quite
> interesting as well as quite a few new global FX textures added. Cepia tone,
> Fade to black, Negative & Solarize as well as more I can't remember now.

>

> Looks cool.

> Chris Hall.

>

has anyone been able to do a states animation of blobs? If I save the
blobs as mesh objects they differ in in point size so They will not
morph. If I save them as a state object in the original CSG format I get
a bad chunk size error when I try and reload the object.

mumu@america.net

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1.230 MSG-227 Subject: 4.0 raises WinImagine questions! -Reply

Subject: 4.0 raises WinImagine questions! -Reply

Date: Wednesday, 08 November 1995 19:05:20

From: Craig Andera <CANDERA@rfc.com>

Impulse and others that have talked to them have more or less said that
WinImagine will mostly be a port of 4.0 to Windows/NT/95. My read is that
there will be one or two new features at most, and they will be nothing
as big as the 3.0->4.0 difference.

Of course, when I say there will be no new features, this is completely
ignoring the fact that Imagine will finally, finally be able to run under
Windows. Our lucky Amigan companions have had this from the get-go,
and now PC users will also enjoy multitasking and a standard interface.

I'm so excited about WinImagine, I've gone out and bought a dual P133
running Windows NT. The ability to run one instance on one processor
rendering, while modeling with the other processor will easily increase
my productivity by a factor of two, not to mention the speed increase a
single P133 provides over my 486/66.

OK, OK. Time to calm down and return to the subject at hand.

For my part, I will definitely not be sending Impulse the money for a while.
Given that software release dates are a moving target, and given that
even Impulse acknowledges that it isn't comfortable setting a WinImagine
release date, I'd rather hang on to the \$200 for now.

Just my two drachma.

-Craig

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1.231 MSG-228 Subject: Re: 4.0 Shipping

Subject: Re: 4.0 Shipping
Date: Wednesday, 08 November 1995 20:15:21
From: Kevin Alvarado <kra@Rocky.aesthetic.com>

On Nov 8, 1:36pm, Mike Vandersommen wrote:
> Subject: 4.0 Shipping
>
> Maybe they are sending them out in alphabetical order? :)
>-- End of excerpt from Mike Vandersommen

Not true, I haven't gotten mine yet.
They might be sending them in order they received the orders.

I think I'll call and find out what's the scoop.
In the mean time... I've got my head stuck in the mail box :)

-KV-

--
Life is hard and nothing is easily given...
If you want anything out of life you have to fight for it...
Prepare for Kombat!

kra@aesthetic.com

Kevin Alvarado
(714) 597-4995
Aesthetic Solutions
92 Argonaut, Suite #220
Aliso Viejo, CA 92656

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1.232 MSG-229 Subject: Shipping 4.0

Subject: Shipping 4.0
Date: Wednesday, 08 November 1995 20:52:11
From: Kevin Alvarado <kra@Rocky.aesthetic.com>

I spoke with Impulse.
According to the person I spoke with, only PC versions are shipping
Amiga version are just now starting to ship.

According to Impulse.

-KV-

--
Life is hard and nothing is easily given...
If you want anything out of life you have to fight for it...
Prepare for Kombat!

kra@aesthetic.com

Kevin Alvarado
(714) 597-4995
Aesthetic Solutions
92 Argonaut, Suite #220
Aliso Viejo, CA 92656

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1.233 MSG-230 Subject: 3D Design

Subject: 3D Design
Date: Wednesday, 08 November 1995 21:05:24
From: RobSampson@aol.com

Well just got the second issue of 3D Design today. Lots of good information,
quality tips generic to many software packages ect. Good magazine. Of
course I went pouring through it to find any mention of Imagine. Sorry to
say we got an "Oh by the way" type mention along with the usual whack about
the poor manual. Truespace and Lightwave get allot of press, probably
because of bang for the buck and the fact that they are windoze programs. I
hope winimagine gets rolling soon. I don't think anyone is going to take
Imagine seriously until a windows version is released. In anycase, there is
a good article which describes using a procedural texture in Truespace to
create a lightning effect. If I get a chance I will experiment with the

technique in Imagine to see if there is something we might be able to do in order to duplicate this. The example in the magazine was fairly nice. Has anyone tried something similar with Imagine before? If so has anyone been successful.

Bob.....

Thread 257

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1.234 MSG-231 Subject: Source for Imagine to/from everything else convertors

Subject: Source for Imagine to/from everything else convertors
Date: Wednesday, 08 November 1995 22:36:53
From: Peter Kovach <peter.joseph.kovach@medtronic.com>

Is there source out there for Imagine to everything and everything to Imagine data file conversion.

Any pointers to code for such formats as .3ds, .dxf, etc. would be greatly appreciated. I do not want to reinvent the wheel just for something as standard as reading and writing files.

Any help would be GREATLY appreciated.

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1.235 MSG-232 Subject: Re: Cmpeg and Wife (and Winimagine upgrade cost)

Subject: Re: Cmpeg and Wife (and Winimagine upgrade cost)
Date: Thursday, 09 November 1995 01:11:57
From: Falko@aol.com

In a message dated 95-11-06 21:45:37 EST, you write:
MACLEDJ@pmitao.usa.com

>I REALLY doubt that my much requested glowing lights feature will be included
>with WinImagine, so I won't feel that I'm missing out on much. Someone will
>have to tell my how good that 3D program is that is coming with Corel Draw

6.
 >It seems it's animation features are severely limited, but you get a full
 >graphics suite also. Sounds like a deal.
 >
 >
 That 3d program included with Corel Draw 6 is a 32bit version of RayDream
 Designer.

Falko

Thread 182

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1.236 MSG-233 Subject: A blobs challenge!

Subject: A blobs challenge!
 Date: Thursday, 09 November 1995 01:46:41
 From: David Alan Steiger <das@ceti.csustan.edu>

 Hey!

I haven't got 4.0 yet, but I've got a challenge for those who do!
 You aching for a topic for your blob experiments?

A lava lamp!

My grandparents still have one of these from God knows when.

I'd love to see this!

-----/-----/-----
 David Steiger / CSU Stanislaus / Computer Artist, / If you can read this,
 das@csustan.edu / CS/Art major / Slipshod Software / I'm procrastinating!
 -----/-----/-----

Thread 334

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1.237 MSG-234 Subject: Re: You mean you already have your copy of Imagine 4.0 ? You I

Subject: Re: You mean you already have your copy of Imagine 4.0 ? ↔
 You I

Date: Thursday, 09 November 1995 04:30:20
From: Valleyview@aol.com

SUBJECT too long. Original SUBJECT is 'Re: You mean you already have your copy of Imagine 4.0 ? You lucky guy'

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

You haven't been paying attention to the posts lately. I posted almost the exact same question 2 or 3 days ago (the day I got 4). Later that day I posted the answer myself after I figured out what I was doing wrong. Even Mike H. sent me that it just saved the file wrong. That wasn't it. Keep the blobs in blob format and create state. Do NOT pick the shape data type, group only. Do this for any state you create. Works great. Made a drop move down a tube till it got to another drop, they swelled into one until so big that one drop stretched away from the other until they broke contact and it fell. Any more problems, hollar, I've been playing with blobs alot.

Rick

Thread 256

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1.238 MSG-235 Subject: Re: 4.0

Subject: Re: 4.0
Date: Thursday, 09 November 1995 05:29:00
From: RobSampson@aol.com

In a message dated 95-11-08 17:50:02 EST, you write:

>>

>

>I don't know if it's faster than the light arrays that people had used
>in the past for soft shadows, but it does produce better results. There's
>less visible banding. In my example there wasn't a heck of a lot of
>penumbra, but I haven't experimented enough with angles, intensity,

Well I have a couple of Tim (Crestline) Wilsons light arrays, one is 33 lights the other is 66. Since I am doing a scene in which I am experimenting with the soft shadow feature in Imagine I will run the same scene with Tim's light array (the 33 for times sake:) and see what the differences are including effects. I will post the results when complete.

Bob.....

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1.239 MSG-236 Subject: DPaint Replacement For PC's...

Subject: DPaint Replacement For PC's...
 Date: Thursday, 09 November 1995 10:41:22
 From: "Alex..." <A.Craig@dcs.warwick.ac.uk>

 > >I sure wish a Deluxe Paint 4 type program existed for the PC world! That
 > >program was very useful.
 > >
 > > [Painter, Animator Pro, Photoshop, Xres & QFX suggested]

Can I just add Fractal Painter to this list. I have a friend at home who uses it, and it really is hot. Photoshop is excellent, but it does lack in basic painting tools (eg. things like creating rectangles, ellipses, and other simple shapes) - its great if you want to modify an existing image, but a bit more tricky to use if you are starting with a blank canvas. Fractal Painter fills this gap nicely - I guess I'd compare it to TVPaint. It also have a really good interface =Bo)

Hope this helps,

Alex...

--

\|/ Alexander Craig Parallel Systems Group
 (o o) A.Craig@dcs.warwick.ac.uk University of Warwick, UK
 -oOO-(_)-OOo- Home ---

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1.240 MSG-237 Subject: Waving grass field

Subject: Waving grass field
 Date: Thursday, 09 November 1995 12:17:07
 From: Mike McCool <mikemcoo@efn.org>

 The discussion on this thread got me very excited to try and implement

waving grass/hair. But the method someone suggested, about replicating and slicing, though it sounded quite tempting and straightforward, did not yield nearly as good a result as I got from following a fellow's advice I got on this subject last year.

This fellow's method didn't require any axis shifting, or bottom-row-of-points lowering, and it yielded a far more realistic bed of grass than the replication suggestion, which ends up looking far too symmetrical.

And I'm afraid I'm still a bit vague on why we ever needed to invoke the SLICE function. Why was this necessary? (If my query's too dumb, consider the source).

I'm enclosing that other fellow's tip below. As ever, I edited out the guy's header and footer, so I don't know who posted this great advice. Please, if you're still with us, pipe up and take credit.

I made a one polygon object in the detail editor, stretched it so that it was shaped like a piece of grass, and made the Z axis come through parallel to the middle of the object. Picked the edges, and made them quick edges. Added grassy attributes, and turned Quick Edges on in the attributes requester. Quick edges because 3 edges is a lot quicker than 8 in a bounding box, when you get to stage.

I then made about four hundred copies of this object, spread out in a 20x20 grid. Use multi select to speed things up. Could really use Macros Soon, impulse. I then multi selected objects using the lasso tool randomly, and sized, rotated, and moved the objects slightly, just to get an irregular look. Repeated this several times.

When the objects looked like a messy patch of grass, or something like that, I added an axis, and picked it. Picked all the other objects with a drag box and grouped them to the axis. Saved object.

In the action editor, I added the object for 50 frames to do a test anim. In the FX bar I added the Sway.ifx for all 50 frames:

Start Frame 1 End Frame 50

All buttons off except X-axis

Minimum # of gyrations: 1

Maximum # of gyrations: 3

Minimum gyration angle: 10

Maximum gyration angle: 30

Random number seed: whatever

When I render this I get a patch of grass, swaying back and forth. Some

leaves of grass sway fast, and others slow, but they all have almost the same direction of sway. There are no abrupt changes from frame to frame.

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1.241 MSG-238 Subject: Problems...

Subject: Problems...

Date: Thursday, 09 November 1995 12:40:12

From: cv773@cleveland.Freenet.Edu (Matthew C. Polak)

I got IM4.0 (PC Version) earlier this week, and LOVE the new features... Just a few quick questions for anyone who would be willing to try to give me some answers! :-)

First of all, I like the fact that you can run Imagine in 256 colors now and have the texture preview, however, the program occasionally crashes after viewing a quickrender. Just stops at the image, and locks up. :(I'm NOT using imagine's "True Color" option, and I don't believe it's a memory-manager type problem...I cleanbooted the system and bypassed all system files. I'm also using UNIVESA. I have had Imagine 3.0 for close to a year, and this has never happened once! I'm open to ANY suggestions!

Also, BTW, what are the options in the Preferences editor that say something like "15-bit VESA graphics byte storage format" There are about 8 of them, I believe... Is this where I would enter in the information I find in the "SHOW VESA MODES" option at the top of the screen when I start Imagine? If so, how and why?

Last but not least, (and maybe this is in the manual, but I didn't see it when breezing through) how do you set the metaballs/blobs so they will attract (stretch the skin) over a farther distance? (Kind of like putting two tennisballs in a long sock and pulling really hard) I would like to make the skin just keep stretching, and not break away (As would happen with the surface tension on blob in a liquid) Can this be done? Just wondering...

Also, so I can contribute to some of the questions that were asked...

Rotoscope - "A technique in which individual frames of a movie are blown up and traced, one at a time, onto animation cels. Thus live action can be turned into animation (when the cells are rephotographed), ghostly effects can be added to live action (the ghoulies in Poltergeist), technical marvels can be put into real people's hands (the lightsabers in Star Wars) and so on..." (Excerpt from a book I have)

Thanks for any replies!

-M. Polak

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1.242 MSG-239 Subject: Re: Source for Imagine to/from everything else convertors

Subject: Re: Source for Imagine to/from everything else convertors
 Date: Thursday, 09 November 1995 13:07:33
 From: Vance Schowalter <viking@freenet.edmonton.ab.ca>

 Um, Interchange was first made for the Amiga, and as far as I know, it's still available for it.

```
*****
* Vance Schowalter >>Image Master<< *
* *
* Internet: viking@freenet.edmonton.ab.ca *
* *
* "Affable little snow creature." *
*****
```

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1.243 MSG-240 Subject: Lightning

Subject: Lightning
 Date: Thursday, 09 November 1995 13:35:00
 From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

 -> a good article which describes using a procedural texture in Truespac-> create a lightning effect. If I get a chance I will experiment with-> technique in Imagine to see if there is something we might be able to-> order to duplicate this. The example in the magazine was fairly nice-> anyone tried something similar with Imagine before? If so has anyone-> successfull.Fredster (Aderhold) at fredster@netrix.net did a nice lightning effect using Imagine's textures. (see <http://www.netrix.net/users/fredster/images/gallery/strat.jpg>) Maybe he can comment on how he did it. Take it Fred..... /-----
 _____ | Mike van der Sommen / _ / _

/ // /_ \ / | Santa Barbara, Ca. /_/ / \ / / /
 / \ | mike.vandersommen@caddy.uu.silcom.com HAUS BBS |
 "Blackouts make for nice breaks in the day" _____
 ----- =FE InterNet - GraFX Haus BBS - Santa Barbara, Ca ↔
 - (805) 683-1388

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1.244 MSG-241 Subject: Attribs on Image Maps

Subject: Attribs on Image Maps
 Date: Thursday, 09 November 1995 13:37:50
 From: Greg Stritmater <senip@j51.com>

I'm sorry if this is in the manual, but how can I set the attribs for a image map to be different than the object it's applied to. In clearer terms, I have an object (a bottle) that is transparent, and I want to apply a label to it, which is opaque. When I apply it, it automatically assumes the transparency of the parent object. Is there a setting I'm missing? btw, I'm using 4.0 pc.

Also, I don't think my last post got through, but if anyone is having problems with a Matrox Millenium and Imagine 4.0, I found out that it's a bug in the Millenium VESA support which will (acording to Matrox) be fixed via a bios upgrade next week. This will let you be able to use the real-time previewing in 4.0 (3.3 too i think)

Ps. Does anyone know when/if Steve Worley's Imagine 3.0 book is coming out?

Greg Stritmater
senip@j51.com

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1.245 MSG-242 Subject: A blobs challenge!

Subject: A blobs challenge!
 Date: Thursday, 09 November 1995 13:52:00

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

-> From: David Alan Steiger <das@ceti.csustan.edu>->-> A lava lamp!->-> My grand parents still have one of these from God knows when.Hey, sonny! What's THAT supposed to mean? My wife got me oneof those for my birthday.....last year!I thought it was groooovy!--- =FE InterNet - GraFX Haus BBS - Santa Barbara, Ca - (805) 683-1388

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1.246 MSG-243 Subject: 4.0 Shipping -Reply

Subject: 4.0 Shipping -Reply
Date: Thursday, 09 November 1995 14:14:00
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

-> The vagiaries of the US Postal Service are more complex than any-> raytracing . When I lived in Boston, letters would commonly take 8 =day-> reach me from Min nesota, despite the fact that my letters TO Minne=sot-> took the usual 3 days.-> -> I'd worry if you didn't have it in a week.Well, I called Impulse to get the s tatus on my order. HORROR! Theysaid they never received my check!!! I sent it at the end of August. =Icalled my bank and they said it was cashed Sept. 4th. Terr ific. Eithe=rsome disgruntled postman cashed my \$200 check or Impulse cashed it amonth ago but forgot to register it. Now I have to hassle getting acopy of the cancelled check, fax it to Impulse to prove to THEM theycashed my check.This kin d of thing is the very reason I am goosy about paying forsomething that ISN'T sh ipping! Lots of things can happen in a monthor two.I have a couple other choice observations but I'll bite mylip until I get the copy of the cashed check. I'm gonna bepretty upset if it was endorsed by Crowbar Mike with a "pay to ← theorder of Che' Le Minnesota Restaurant" on the back.Moral! DO NOT DO NOT UPGRADE/ORDER BY CHECK. USE CREDIT CARD ONLY!!! /-----

/ _ / _ / _ / _ \ / | Mike van der Sommen
/ \ / / / \ | Santa Barbara, Ca. /___/
/ \ / / / \ | mike.vandersommen@caddy.uu.silcom.com HAUS BBS
"It's always somethin' -R.R.D." _____
--- =FE InterNet - GraFX Haus BBS - Santa Barb
ara, Ca - (805) 683-1388

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1.247 MSG-244 Subject: Re: 4.0 Shipping

Subject: Re: 4.0 Shipping
 Date: Thursday, 09 November 1995 14:52:13
 From: beeton@SEDSsystems.ca (Gary Beeton - SED Systems)

 >I'm in California also, and also haven't recieved 4.0. :-(I've been a
 >registered user since 0.9b ...

That would make you an Amiga user!? If so then be patient - 4.0 Amiga
 is shipping after the PCs (Hopefully soon! Hopefully now! Maybe
 today?! Maybe its in the mail! Maybe its in my mailbox! Maybe my
 girlfriend has already installed it!!...WHOA... ...<reality
 check>... ...I'm okay now).

Gary
 beeton@SEDSsystems.ca

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**1.248 MSG-245 Subject: Re: Source for Imagine to/from everything else conver-
tors**

Subject: Re: Source for Imagine to/from everything else convertors
 Date: Thursday, 09 November 1995 14:53:45
 From: Vance Schowalter <vikings@freenet.edmonton.ab.ca>

 On Thu, 9 Nov 1995, Kevin Alvarado wrote:

> I wasn't aware of this, thanks.
 > The address and phone number in the previous post as far as I know is still
 > correct.
 >
 > -KV-

You're very welcome. *8^)

 * Vance Schowalter >>Image Master<< *
 * * *
 * Internet: vikings@freenet.edmonton.ab.ca *
 * * *
 * "Affable little snow creature." *
 * * *

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1.249 MSG-246 Subject: Eye Fry TV in Boston

Subject: Eye Fry TV in Boston
Date: Thursday, 09 November 1995 15:17:39
From: BOCONNELL@mecn.mass.edu

Hi All-

A while back I posted information about a TV show that was sent to Europe. The show, called "Eye Fry TV" is a videophonic digital media show including animations created with Imagine. We have heard that there is a possibility of being distributed in Europe. Watch for it on a network near you. (hopefully, please)

We have also had the opportunity to book the show for two nights at the Coolidge Corner Theatre in Brighton MA. This is a large screen projection event (30 foot wide letterboxed Imagine animations!) If you are in the Boston metropolitan area, you might like to check it out.

The evenings are scheduled for the evening of the first full moon of 1996 and the evening of the Spring Solstice.

More information will be available in the near future.

Bob O'Connell
Animation Director
Eye Fry Television

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1.250 MSG-247 Subject: I got my Imagine4.0 manual!

Subject: I got my Imagine4.0 manual!
Date: Thursday, 09 November 1995 15:33:36

From: Ed Totman <etotman@gort.ucsd.edu>

Didn't you get yours? It's in the object directory - manual.iob.
Can't really read it but it's there, in 3d even!

Cute Impulse! Gave me a good chuckle.

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1.251 MSG-248 Subject: Re: Source for Imagine to/from everything else convertors

Subject: Re: Source for Imagine to/from everything else convertors
Date: Thursday, 09 November 1995 16:04:35
From: Kevin Alvarado <kra@Rocky.aesthetic.com>

On Nov 8, 4:36pm, Peter Kovach wrote:

> Subject: Source for Imagine to/from everything else convertors
> Is there source out there for Imagine to everything and everything to
> Imagine data file conversion.
>
> Any pointers to code for such formats as .3ds, .dxf, etc. would be greatly
> appreciated. I do not want to reinvent the wheel just for something as
> standard as reading and writing files.
>
> Any help would be GREATLY appreciated.
>-- End of excerpt from Peter Kovach

There is a program on the PC side (unfortunately, I use Amiga and can't use it) that will convert most everything to most everything, including object formats that are native to SGI workstations as well as Imagine objects. The name of the program is "InterChange". It works real good, I've seen it in action.

Contact:

Syndesis Corporation
235 South Main Street
Jefferson, WI 53549
(414) 674-5200
(414) 674-6363 FAX

There is an archive floating around called im3texdoc.lha by S. Kirvan. I downloaded it from GENie but have come across it at Aminet under "gfx/3d"
This document explains the Imagine 3.0 Object format (tddd) and also the

textures for 3.0. I used this to create a conversion program to another format and it was a big help. I would like to thank S. Kirvan for his efforts. The only thing about coding your own conversion program is you need to find an explanation of the format(s) your trying to convert to.

There are also a number of conversion programs out there, you'll just have to keep an eye out for them.

Kevin -KV- Alvarado

--

Life is hard and nothing is easily given...
If you want anything out of life you have to fight for it...
Prepare for Kombat!

kra@aesthetic.com

- - - - -

Kevin Alvarado
(714) 597-4995
Aesthetic Solutions
92 Argonaut, Suite #220
Aliso Viejo, CA 92656

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1.252 MSG-249 Subject: Re: 4.0 Shipping

Subject: Re: 4.0 Shipping

Date: Thursday, 09 November 1995 17:33:35
From: John Grieggs <grieggs@primenet.com>

>
> >I'm in California also, and also haven't recieved 4.0. :-(I've been a
> >registered user since 0.9b ...
>
> That would make you an Amiga user!? If so then be patient - 4.0 Amiga
> is shipping after the PCs (Hopefully soon! Hopefully now! Maybe
> today?! Maybe its in the mail! Maybe its in my mailbox! Maybe my
> girlfriend has already installed it!!...WHOA... ...<reality
> check>... ...I'm okay now).
>
> Amiga and PC both. :-) Yes, I get to pay twice for version upgrades...

>
> Gary
> beeton@SEDSsystems.ca
>
>_john

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1.253 MSG-250 Subject: Sorry Could Not Find Subject!

Date: Thursday, 09 November 1995 19:21:48
From: Jaggy San <jaggy@voltaire.voyager.com>

Here are two files (supposed to be sent from helmy@voyager.com but had some problems so I'm sending them for him...)
Lemme know if there are any problems
....Brandon

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1.254 MSG-251 Subject: Re: 3D Design & other magazines

Subject: Re: 3D Design & other magazines
Date: Thursday, 09 November 1995 19:44:56
From: Damon LaCaille <nomad@aloha.net>

Cory,
got a number or address for the publisher?

Thanks!

```
*=====*
```

```
| Damon L. LaCaille | Email - nomad@aloha.net |
```

```
*=====*
```

```
| "That's a pretty stupid idea John, | A3000/25 |
```

```
| I'm afraid I'll have to kill you." | 10/540 |
```

```
*=====*
```

On Thu, 9 Nov 1995 CoryJ44@aol.com wrote:

> >Well just got the second issue of 3D Design today. Lots of good
> information,

> >quality tips generic to many software packages ect. Good magazine.
 >
 > As long as we're recommending 3D-related magazines, I find DV magazine to be
 > packed with good reviews, industry updates, etc. Many of us who "do 3D"
 > integrate our work into other areas, such as video or multimedia, and DV
 > covers all of the bases . . . highly
 > recommended.
 >
 >
 > Cory
 >

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1.255 MSG-252 Subject: Thrusters

Subject: Thrusters

Date: Thursday, 09 November 1995 19:49:05

From: Damon LaCaille <nomad@aloha.net>

 Well, it seems either nobody received my message, or nobody responded, I
 tend to hope it was the former..

Here it is again, and if nobody responds this time, I'll get the hint ;)

Last month's Video Toaster User had a good tutorial on how to create
 realistic thrusters on the "Hammerhead" space ships from Space: Above and
 Beyond. Unfortunately, like most 3D tutorials, it was based on another
 3D package, Lightwave.

If anybody has read this issue, and has tried similar techniques with
 Imagine, would you mind posting the textures you used, the settings, and
 any other hints or tips that might make a good animation?

I've tried so far and have come up with some "ok" thrusters, but they
 don't animate (so they look pretty stupid) and aren't very realistic looking.

Thanks for the help! By the way, just ordered my version of Amiga
 Imagine 4.0 today, has ANYBODY received their copy of it yet, anywhere?

```
*=====*
```

Damon L. LaCaille	Email - nomad@aloha.net
=====	
"That's a pretty stupid idea John,	A3000/25
I'm afraid I'll have to kill you."	10/540
=====	

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1.256 MSG-253 Subject: Re: Source for Imagine to/from everything else convertors

Subject: Re: Source for Imagine to/from everything else convertors
Date: Thursday, 09 November 1995 20:14:59
From: Kevin Alvarado <kra@Rocky.aesthetic.com>

On Nov 9, 1:07pm, Vance Schowalter wrote:
> Subject: Re: Source for Imagine to/from everything else convertors
> Um, Interchange was first made for the Amiga, and as far as I know, it's
> still available for it.
>
>-- End of excerpt from Vance Schowalter

I wasn't aware of this, thanks.
The address and phone number in the previous post as far as I know is still correct.

-KV-

--
Life is hard and nothing is easily given...
If you want anything out of life you have to fight for it...
Prepare for Kombat!

kra@aesthetic.com
- - - - -
Kevin Alvarado
(714) 597-4995
Aesthetic Solutions
92 Argonaut, Suite #220
Aliso Viejo, CA 92656

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1.257 MSG-254 Subject: Re: Attribs on Image Maps

Subject: Re: Attribs on Image Maps
Date: Thursday, 09 November 1995 20:49:39
From: Kevin Alvarado <kra@Rocky.aesthetic.com>

In-Reply-To: Greg Stritmater <senip@j51.com>
"Attribs on Image Maps" (Nov 9, 1:37pm)
X-Mailer: Z-Mail (3.2.2 10apr95 MediaMail)

On Nov 9, 1:37pm, Greg Stritmater wrote:

> Subject: Attribs on Image Maps
>

> I'm sorry if this is in the manual, but how can I set the attribs
> for a image map to be different than the object it's applied to. In
> clearer terms, I have an object (a bottle) that is transparent, and I
> want to apply a label to it, which is opaque. When I apply it, it
> automatically assumes the transparency of the parent object. Is there a
> setting I'm missing? btw, I'm using 4.0 pc.

>
>-- End of excerpt from Greg Stritmater

Pick the faces that you don't want transparent and make them a subgroup. You can then give the subgroup it's own attributes and your map should come out fine. Even if you don't make the faces a subgroup, you can select the faces and use the attribute requester to adjust the transparency for just those selected faces.

You're lucky, I haven't gotten my copy of v4.0 yet. Still waiting.

-KV-

--
Life is hard and nothing is easily given...
If you want anything out of life you have to fight for it...
Prepare for Kombat!

kra@aesthetic.com

- - - - -

Kevin Alvarado
(714) 597-4995
Aesthetic Solutions
92 Argonaut, Suite #220
Aliso Viejo, CA 92656

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1.258 MSG-255 Subject: Re: I got my Imagine4.0 manual!

Subject: Re: I got my Imagine4.0 manual!
Date: Thursday, 09 November 1995 21:21:14
From: Vance Schowalter <vikings@freenet.edmonton.ab.ca>

On Thu, 9 Nov 1995, Ed Totman wrote:

> Didn't you get yours? It's in the object directory - manual.iob.
 > Can't really read it but it's there, in 3d even!
 >
 > Cute Impulse! Gave me a good chuckle.
 >

Perhaps you can read it if you render it (scanline, of course). *8^)

```
*****
* Vance Schowalter >>Image Master<< *
* *
* Internet: viking@freenet.edmonton.ab.ca *
* *
* "Affable little snow creature." *
*****
```

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1.259 MSG-256 Subject: Re: You mean you already have your copy of Imagine 4.0 ? You I

Subject: Re: You mean you already have your copy of Imagine 4.0 ? ←
 You I

Date: Thursday, 09 November 1995 22:01:13
 From: Kent Marshall Worley <mumu@america.net>

 SUBJECT too long. Original SUBJECT is 'Re: You mean you already have your copy of Imagine 4.0 ? You lucky guy'

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

On Wed, 8 Nov 1995 Valleyview@aol.com wrote:

> You haven't been paying attention to the posts lately. I posted almost the
 > exact same question 2 or 3 days ago (the day I got 4). Later that day I
 > posted the answer myself after I figured out what I was doing wrong. Even
 > Mike H. sent me that it just saved the file wrong. That wasn't it. Keep the
 > blobs in blob format and create state. Do NOT pick the shape data type, group
 > only. Do this for any state you create. Works great. Made a drop move down a
 > tube till it got to another drop, they swelled into one until so big that one
 > drop stretched away from the other until they broke contact and it fell.
 > Any more problems, hollar, I've been playing with blobs alot.

>

> Rick

>

I got it! thanks for the pointer. I suspect one of the other data types might cause the error. I had them all on but group. I am rendering a blob anim now. The blob state has the grouping and texture/brush data types picked and is working fine.

mumu

Thread 226

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1.260 MSG-257 Subject: Re: 3D Design & other magazines

Subject: Re: 3D Design & other magazines

Date: Thursday, 09 November 1995 23:06:42

From: CoryJ44@aol.com

>Well just got the second issue of 3D Design today. Lots of good information,
>quality tips generic to many software packages ect. Good magazine.

As long as we're recommending 3D-related magazines, I find DV magazine to be packed with good reviews, industry updates, etc. Many of us who "do 3D" integrate our work into other areas, such as video or multimedia, and DV covers all of the bases . . . highly recommended.

Cory

Thread 251

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1.261 MSG-258 Subject: Re: Lightning

Subject: Re: Lightning

Date: Friday, 10 November 1995 02:17:12

From: Fred Aderhold <fredster@netrix.net>

At 01:35 PM 11/9/95 GMT, you wrote:

>Fredster (Aderhold) at fredster@netrix.net did a nice lightning effect

>using Imagine's textures.
>Maybe he can comment on how he did it.

Ok:

I was trying to simulate white bolts with a bluish haze on the outside.

Make a plane (defaults will do)

Color:

R 0
G 108
B 255

(this becomes the bluish haze)

Filter: all 255

Brightness: 255

Add the DanceSpark texture(Z axis perpendicular to the plane):

Branches: 2

Width: .1

Color:

R 168
G 173
B 195

(this becomes the bolt's whiteness)

Travel Mag: 3

Noise1 Mag: 1

Noise1 Vel: 1

Noise2 Mag: .2

Noise2 Vel: 5

Transform the size of the axis to all 144, or whatever looks good.

Cool!

This will give you a transparent plane you can put thru another object to make it look electrified. How 'bout some blob clouds, complete with lightning strike!

Check out <http://www.netrix.net/users/fredster/anim/sparks.zip> for a small animation (.fli) using a similar technique. (Shameless self-promotion I know, but what the heck!)

Fred Aderhold
fredster@netrix.net
<http://www.netrix.net/users/fredster>

Daddy, what does formatting drive C mean?

Thread 194

--> RETURN TO CONTENTS!<==

1.262 MSG-259 Subject: Pictures

Subject: Pictures
Date: Friday, 10 November 1995 04:42:52
From: helmy@voyager.com

The files which you guys received were two pictures I rendered, one of the Beach and the other of a Devil creature. I got an overwhelming response for my renders and since i was having trouble sending them to individuals I had my sysop send them to the IML. Feel free to discuss them on the IML, and feel free to criticize (if needed) =) heheh
Thanks for the responses again!

Ali Helmy

H"E"L"M"Y PRODUCTIONS

<3D & 2D AnImAtIoN>

Los Angeles-California-US

E-Mail: Helmy@Voyager.Com

Thread 321

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1.263 MSG-260 Subject: Sorry Could Not Find Subject!

Date: Friday, 10 November 1995 08:05:23
From: Pelella Dario <minix5@disi.unige.it>

Yaba daba doo Imagineers,

IML-FAQ#09 is now available via anon-FTP, I upped it to Aminet sites, it should be available in the next days as gfx/3d/iml-faq9.lzh (as usual). I'm

going to put a copy to Avalon site also (/pub/FAQs/iml-faq9.zip I think); happy rendering fellows!

Just a short note for Italian bad guys: You can download IML stuffs (FAQs and more) via Fidonet BBSes Miditel 2:332/211 (GENOA, FAQ: IML-FAQ9.RAR), Mimir IV Next Generation 3D House 2:335/364 (ROME, IML-FAQ9.FAQ) and from 3D On Line 2:335/206 or via anon-FTP to violet.disi.unige.it /pub/linux/JapoTek/...

```

=====
Last Update   : October 31, 1995 Tuesday
Issue Number  : 9
What's New    : Section 1, No 1.   Updated HTML home pages list,
                                     updated BBSes list, general
                                     re-editing
                Section 2, No 19.  Added a more accurated step-by-step
                                     "glowing point light source" example
                Section 2, No 33.  Soft and sharp edges
                Section 2, No 34.  Sparkle off the edge of a wine glass
                Section 6, No 9.   Revolving light
                Section 8, No 22.  Glowing fireball Attribute
                                     (Imagine 2.9 or higher)
                Section 8, No 23.  Nebulae Attribute (Imagine 2.9)
                Section 8, No 24.  "Fire & ice" Attribute (Imagine 2.9)
                Section 8, No 25.  Trees (Imagine 2.9 or higher)
                Section 8, No 26.  Ship textures (Imagine 2.9 or higher)
                Section 9, No 10.  Blobs

```

```

"minix5@disi.unige.it"
"G.Scibilia@agora.stm.it"
"2:332/211.24@FidoNet.org"
"Imagine Mailing List, IML FAQer"

```

--- Wizard signing off....

Thread 397

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1.264 MSG-261 Subject: Re: Re: 4.0

```

Subject: Re: Re: 4.0
Date:    Friday, 10 November 1995 08:28:00
From:    Michael North <IBTLMAN@MVS.OAC.UCLA.EDU>

```

```

-----
> >I don't know if it's faster than the light arrays that people had used
> >in the past for soft shadows, but it does produce better results. There's
> >less visible banding. In my example there wasn't a heck of a lot of
> >penumbra, but I haven't experimented enough with angles, intensity,

```

>
> Well I have a couple of Tim (Crestline) Wilsons light arrays, one is 33
> lights the other is 66. Since I am doing a scene in which I am experimenting
> with the soft shadow feature in Imagine I will run the same scene with Tim's
> light array (the 33 for times sake:) and see what the differences are
> including effects. I will post the results when complete.
>

Great. But Tim's arrays, as nice as they were, did tend to produce some banding. I'm assuming that Imagine is doing some jitter in there to reduce that, but I don't know, of course. Some kind of adjustable jitter, as in POVray 2.0, would be nice.

Michael

Thread 641

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1.265 MSG-262 Subject: Re: DPaint Replacement For PC's...

Subject: Re: DPaint Replacement For PC's...

Date: Friday, 10 November 1995 08:31:00
From: Michael North <IBTLMAN@MVS.OAC.UCLA.EDU>

> Can I just add Fractal Painter to this list. I have a friend at
> home who uses it, and it really is _hot_. Photoshop is excellent,
> but it does lack in basic painting tools (eg. things like creating
> rectangles, ellipses, and other simple shapes) - its great if you
> want to modify an existing image, but a bit more tricky to use if
> you are starting with a blank canvas. Fractal Painter fills this
> gap nicely - I guess I'd compare it to TVPaint. It also have a
> _really_ good interface =Bo)
>

It's probably pointless to defend Photoshop, but it does have rectangle and ellipse tools (as in Painter, you stroke a selection). And its bezier drawing tool is vastly superior to that in Painter: you can add and subtract points instead of just moving them, and you can stroke a sub-path (sometimes called an open path). Painter 4.0 may address some of these deficiencies: it is promising better vector drawing tools.

Michael

Thread 11

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1.266 MSG-263 Subject: Helmy's Pic

Subject: Helmy's Pic
Date: Friday, 10 November 1995 10:00:00
From: KEN_ROBERTSON@robelle.com

I udecoded Helmy's picture of water, a beach, a rock, and the sky.
The water was really good! The beach was quite nice, too! But...where
the water met the beach...ummm...nope. After water there was suddenly
beach...no foam, etc.
(I think that there was supposed to be two files in the uencode? There
was only one, Brandon.
\KenR

Prepare ahead to fall back!

Thread 282

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1.267 MSG-264 Subject: Re: Waving grass field

Subject: Re: Waving grass field
Date: Friday, 10 November 1995 10:24:58
From: Bill Boyce <bilboyce@iconz.co.nz>

At 12:17 PM 9/11/95 -0800, you wrote:

>*****
>
>I made a one polygon object in the detail editor, stretched it so that
>it was shaped like a piece of grass, and made the Z axis come through
>paralell to the middle of the object. Picked the edges, and made them
>-snip-
>I then made about four hundred copies of this object, spread out in a
>20x20 grid. Use multi select to speed things up. Could really use Macros
>Soon, impulse. I then multi selected objects using the lasso tool
>randomly, and sized, rotated, and moved the objects slightly, just to
>get an irregular look. Repeated this several times.
>
>When the objects looked like a messy patch of grass, or something like
>that, I added an axis, and picked it. Picked all the other objects with
>a drag box and grouped them to the axis. Saved object.
>
The way we have been discussing is actually very similar but in replicating
using an object as a path we don't need to do all the copying and pasting
above, and the slice stage automaticalyl turns the resulting object into a

group of individual objects, which could then be individually rotated to give a random look as above.

Depends how fast you want to skin the cat, I guess. Result is the same.

Thread 273

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1.268 MSG-265 Subject: Imagine 4 in Oz

Subject: Imagine 4 in Oz
Date: Friday, 10 November 1995 10:26:35
From: williamp@triode.apana.org.au

To those waiting for Imagine 4.0 to arrive in Australia I just recieved my brown envelope with orange sticker today in Sydney...The PC version.

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

Thread 468

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1.269 MSG-266 Subject: Re: Attribs on Image Maps

Subject: Re: Attribs on Image Maps
Date: Friday, 10 November 1995 10:30:05
From: Bill Boyce <bilboyce@iconz.co.nz>

At 12:49 PM 9/11/95 -0800, you wrote:
>On Nov 9, 1:37pm, Greg Stritmater wrote:
>> Subject: Attribs on Image Maps
>>
>> I'm sorry if this is in the manual, but how can I set the attribs
>> for a image map to be different than the object it's applied to. In
>> clearer terms, I have an object (a bottle) that is transparent, and I
>> want to apply a label to it, which is opaque. When I apply it, it
>> automatically assumes the transparency of the parent object. Is there a

>> setting I'm missing? btw, I'm using 4.0 pc.
>>
>>-- End of excerpt from Greg Stritmater
>
>

>Pick the faces that you don't want transparent and make them a subgroup. You
>can then give the subgroup it's own attributes and your map should come out
>fine. Even if you don't make the faces a subgroup, you can select the faces
>and use the attribute requester to adjust the transparency for just those
>selected faces.

I can't believe we have this only a couple of weeks after we first explained it
(and dealt with obtuse and inadequate solutions). The answer is in fact filter
mapping. Read pages 175-176 of the manual. Sheesh. One area where the manual is
quite clear.

Thread 270

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1.270 MSG-267 Subject: HmMMM

Subject: HmMMM
Date: Friday, 10 November 1995 10:33:34
From: helmy@voyager.com

somebody wrote about my renderings, both pictures were included, dont
know why you only got the beach picture, I had another person comment on
both pictures, so he must have gotten it somehow.

E-Mail: Helmy@Voyager.Com

Thread 12

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1.271 MSG-268 Subject: Re: Thrusters

Subject: Re: Thrusters
Date: Friday, 10 November 1995 13:28:52
From: Steven M Powell <afn27231@freenet.ufl.edu>

I have done some thrusters and shields for animations. I used a radial texture with three states, each with different colors. The object is set to full filter and is set to a fog length of the size of your object. Each state should have the texture axis rotated to a different position and make sure you vary or change the texture colors for each state. you can add other textures such as fire (slow) if you want, but you might have to play with the textures priority. The radial texture is really fast compared to most other textures.

Now just morph the states fast, I use about 5-7 frames each, and alternate between the states. It looks pretty good. If you want to do it right, then use a second object for the fire (thrusters) and electric (for shields).

I did this from memory because I'm at the office, so I can give you the texture settings, but it should get you started. Let us see your results

Render On.....

Phoenix

e-mail: afn27231@afn.org

Steven M Powell
Gainesville FL

Homepage: <http://www.afn.org/~afn27231>

On Thu, 9 Nov 1995, Damon LaCaille wrote:

>
> I've tried so far and have come up with some "ok" thrusters, but they
> don't animate (so they look pretty stupid) and aren't very realistic looking.
>
> Thanks for the help! By the way, just ordered my version of Amiga
> Imagine 4.0 today, has ANYBODY received their copy of it yet, anywhere?

Thread 281

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1.272 MSG-269 Subject: Rotoscoping

Subject: Rotoscoping

Date: Friday, 10 November 1995 14:32:31

From: "Dan.Maclean" <MACLEDJ@pmitao.usa.com>

Dan MacLean here.

I may have answered my own question about postioning an axis (a camera target) frame by frame. You can, but you have to go into the action editor and copy and paste all the single frame position boxes onto the rest of the frames.

This results in a bunch of little boxes instead of one long colored line. It is time consuming, but this lets you specify the position for every frame. To my delight, I found out that Imagine DOES guess the camera movement between frames when doing motion blur. Thanks Impulse! This method should work great for timing Imagine's camera movements with that of a background video!

I still have that question about creating a flickering light, like there is a fire off in the distance. It seems to me I could either use a light shining on a plane or an animbrush that has a flickering light animation in flc format. Any ideas??

I'm sure glad I didn't try matting shadows manually to background video. I read a thread (here or compuserve) about how to do it, but it only works with a flat ground. It involves making everything white and bright, except the ground which is just completely white. Your objects cast a shadow on the white ground and you subtract this image using a paint program from the original. The problem arises when Imagine shades objects. This will happen if you try to cast shadows on non-flat surfaces. So forget trying to have your spaceship cast a shadow on your house. Reading that thread saved me a lot of time! Objects not perpendicular to the light will be shaded and this will darken areas of the original image that you don't want darkened. Looks like Impulse needs to create shadow objects just for this purpose.

Thread 288

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1.273 MSG-270 Subject: Re: Attribs on Image Maps

Subject: Re: Attribs on Image Maps
Date: Friday, 10 November 1995 14:51:22
From: Kevin Alvarado <kra@Rocky.aesthetic.com>

On Nov 10, 11:30pm, Bill Boyce wrote:

> Subject: Re: Attribs on Image Maps
>
> I can't believe we have this only a couple of weeks after we first
> explained it (and dealt with obtuse and inadequate solutions). The answer
> is in fact filter mapping. Read pages 175-176 of the manual. Sheesh.
> One area where the manual is quite clear.
>
>-- End of excerpt from Bill Boyce

Oh, we have to read the manual? I thought it was used to make a couch leg. Well, for those of us new to the mailing list, it's important kiddies to read the book and pay attention to previous posts.

--

Life is hard and nothing is easily given...
If you want anything out of life you have to fight for it...

Prepare for Kombat!

kra@aesthetic.com

- - - - -

Kevin Alvarado
(714) 597-4995
Aesthetic Solutions
92 Argonaut, Suite #220
Aliso Viejo, CA 92656

Thread 289

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1.274 MSG-271 Subject: A message from Mike

Subject: A message from Mike
Date: Friday, 10 November 1995 15:04:31
From: Craig Andera <CANDERA@rfc.com>

Hello all. A couple corrections that include some news from Impulse.

First of all, Mike wrote me in response to my recommendation that everyone hold onto their money before ordering WinImagine. He just wanted to be clear that Impulse would prefer that everyone wait with their orders until a solid release date is set, but they are offering the ability to order now "so that they would be first on the list", which may answer previous questions about what order Impulse ships in.

He also corrected me on my speculation that the Windows version would be a simple port of 4.0. Mike stated that "there will MAJOR DIFFERENCES IN WINDOWS IMAGINE MAJOR. It is a port of the basic code as in the rendering engine and so forth but fasten your seat belt, its gonna be real coooooool". Emphasis is his.

I stand (sit?) corrected, and encouraged. Now I really can't wait...

-Craig

Thread 591

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1.275 MSG-272 Subject: Re: Thrusters

Subject: Re: Thrusters
Date: Friday, 10 November 1995 15:08:19
From: Kevin Alvarado <kra@Rocky.aesthetic.com>

On Nov 9, 7:49pm, Damon LaCaille wrote:

> Subject: Thrusters

>

> If anybody has read this issue, and has tried similar techniques with
> Imagine, would you mind posting the textures you used, the settings, and
> any other hints or tips that might make a good animation?

>

>-- End of excerpt from Damon LaCaille

I've saw some animations done by Carmen Rizzolo at a graphicis seminar held at one of my local Amgia dealers, the Computer Guild (Mission Viejo, CA). He had made a few space ships zipping around with Imagine 2.0 (at the time 3.0 wasn't around) that looked very impressive. What he did for a burning thruster effect was use a tube prmitive with a linear texture applied to it.

Carmen, colored the tube blueis-purple (you could use what ever color you feal will work best). The linear texture had a filter value to it and a darker color then the tube. He extended the axis of the texture to extend almost the lenght of the tube but not covering it completly. This would cause the tube to be bright purple near the engines of the ship and then fade as they extended away from the ship. Carmen also for a "less powerful" exhaust did the same technique with a sphere object and the radial texture applied to it. He used this for the thrust of a shuttle craft.

I hope this helps.
-KV-

--

Life is hard and nothing is easily given...
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Prepare for Kombat!

kra@aesthetic.com

- - - - -

Kevin Alvarado
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Thread 632

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1.276 MSG-273 Subject: Re: Waving grass field

Subject: Re: Waving grass field
Date: Friday, 10 November 1995 15:22:48
From: Roger Straub <straub@csn.net>

I find it surprising that nobody has mentioned the easiest way of randomizing the directions of the blades: click on the Align Y to Path option in the replicate requester. Not too random, as it follows the edges of the path object, resulting in all 45-degree angles, but if looked at from any vantage but straight above, it looks REALLY nice.

See ya,

Roger

* Windows'95 = Macintosh'89 = Amiga'85 *

On Fri, 10 Nov 1995, Bill Boyce wrote:

> The way we have been discussing is actually very similar but in replicating
> using an object as a path we don't need to do all the copying and pasting
> above, and the slice stage automatically turns the resulting object into a
> group of individual objects, which could then be individually rotated to
> give a random look as above.

>

> Depends how fast you want to skin the cat, I guess. Result is the same.

>

>

Thread 519

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1.277 MSG-274 Subject: Re: 3D Design & other magazines

Subject: Re: 3D Design & other magazines
Date: Friday, 10 November 1995 16:49:20
From: CoryJ44@aol.com

>got a number or address for the publisher?

To subscribe to DV (Digital Video Mag.), call 1-800-998-0806, or write them at "subs@dv.com".

Thread 622

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1.278 MSG-275 Subject: Re: Particle animation

Subject: Re: Particle animation
Date: Friday, 10 November 1995 17:04:08
From: epjbc@cluster6.urz.uni-halle.de

>I think it should be possible with the "Dust" program for Amiga.
>It can be found on Aminet in gfx/3d I think.
>
>Bye,
> Hendrik

I'm sure that it is possible with my program...

Andreas Maschke
epjbc@cluster1.urz.Uni-Halle.DE

Make it as simple as possible, but no simpler... A. Einstein

Thread 469

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1.279 MSG-276 Subject: Re: 4.0

Subject: Re: 4.0
Date: Friday, 10 November 1995 17:42:17
From: RobSampson@aol.com

In a message dated 95-11-10 11:45:41 EST, you write:

>Great. But Tim's arrays, as nice as they were, did tend to produce some
>banding. I'm assuming that Imagine is doing some jitter in there to
>reduce that, but I don't know, of course. Some kind of adjustable
>jitter, as in POVray 2.0, would be nice.
>
>Michael

Hehe the only problem with experimenting with light arrays and soft shadowing
is that results don't exactly pop off the cpu all that quickly. If I was
still using a 486 I don't think I'd even bother:))

Bob.....

Thread 509

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1.280 MSG-277 Subject: Re: Attribs on Image Maps

Subject: Re: Attribs on Image Maps
Date: Friday, 10 November 1995 19:06:57
From: Kevin Alvarado <kra@Rocky.aesthetic.com>

On Nov 10, 12:00pm, Phil Grossblatt wrote:
> Subject: Re: Attribs on Image Maps
>
> >Oh, we have to read the manual? I thought it was used to make a couch leg.
> >Well, for those of us new to the mailing list, it's important kiddies to
> read
> >the book and pay attention to previous posts.
>
> If one is new to the list, how can one have read any previous posts?!
>
>-- End of excerpt from Phil Grossblatt

That was my point, I'm new to the mailing list myself (about two weeks now). I was being sarcastic in a good humored way. Sorry if I ruffled anyone's feathers.

-KV-

--
Life is hard and nothing is easily given...
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Thread 254

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1.281 MSG-278 Subject: Brushmapping Children

Subject: Brushmapping Children
Date: Friday, 10 November 1995 19:23:02
From: Jynx <premiergfx@liberty.liberty.com>

I am running version 3.3 on the Amiga. I am creating wings for a "Flying Logo" animation. I made the object in the spline editor for smooth curves. I then copied about 25 of the feathers to form one wing. I then grouped 24 of the feathers to 1 feather (parent). I then applied a color & filter map to give the feathers the desired appearance. Yes, and I did select "Apply to Children" in both of the map requesters. I then rendered and the parent object is colored & clipped correctly, but the children are all white (default color). What the hell is going on? Does anyone have any insight? I would appreciate some help. I would also figure that something this simple would work correctly the first time. But, then again this is Imagine. Hopefully I just put my foot in my mouth...

Thanks...

Brent Warp
Premier Productions
premiergfx@liberty.liberty.com

Thread 416

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1.282 MSG-279 Subject: Re: Cool Texture maps

Subject: Re: Cool Texture maps
Date: Friday, 10 November 1995 19:53:00
From: dunc <dunc@eraser.demon.co.uk>

MV> Now, take the manual and box and throw it away (crappy program).
MV> On the CD you will find a directory called Textures. In it you will
MV> find some of the coolest texture maps for:

MV> Brick, Granite, Marble, Natural (clouds, flowers, ivy, metal, water,
MV> grass, bark etc.), Roof (some great shingles), Stone, and Wood!

I saw something similar to this -Well some samples on a coverdisk (Amiga Format) They are called snap maps flora and other stuff (in jpeg format) But the come with an alpha map as well which could be pretty handy Theres only a few on the coverdisk but they are good quality

Duncan

Thread 624

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1.283 MSG-280 Subject: Re: A blobs challenge!

Subject: Re: A blobs challenge!
Date: Friday, 10 November 1995 20:53:18
From: dunc <dunc@eraser.demon.co.uk>

DAS> A lava lamp!

DAS> My grandparents still have one of these from God knows when.

Ive got one of these ! How about I just 'grab' some video footage (?)
and someone rotoscopes it ;-)

Duncan

Thread 286

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1.284 MSG-281 Subject: Re: Thrusters

Subject: Re: Thrusters
Date: Friday, 10 November 1995 21:30:04
From: Kevin Alvarado <kra@Rocky.aesthetic.com>

On Nov 10, 4:17pm, Kevin Alvarado wrote:

> Subject: Re: Thrusters

>

> I've saw some animations done by Carmen Rizzolo at a graphicis seminar held
> at one of my local Amgia dealers, the Computer Guild (Mission Viejo, CA).

>

>-- End of excerpt from Kevin Alvarado

Speeking of Carmen, has anyone heard from him? Carmen if you read this, I'd
like to say hello.

Carmen wrote an Amiga.guide document about Imainge and some tips that he's

comeup with. It's in an archive on Aminet in "gfx/3dobj/" called 1702D-IM.lha. It's a very well detailed model of the Enterprise-D. Carmen doesn't like to use image maps very much, if at all. He made each individual window and made the call letters on the Hull actual objects in the surface of the ship! It's a big, no huge object! Be sure you have lot's of memory to render this one.

-KV-

--

Life is hard and nothing is easily given...
If you want anything out of life you have to fight for it...
Prepat for Kombat!

kra@aesthetic.com

- - - - -

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1.285 MSG-282 Subject: Helmy's Pic

Subject: Helmy's Pic

Date: Friday, 10 November 1995 21:41:29
From: Kevin Alvarado <kra@Rocky.aesthetic.com>

> (I think that there was supposed to be two files in the uuencode?
> There was only one, Brandon.

I got both pictures. I thought they were both interesting. I thought that the rock in the background looked a little washed out, not very defined. The water, sky and sand were done well, but the rock didn't feel like it belonged. The lens flair was a nice touch.

The second picture was done well too. I myself, have not tried to do a charcter as of yet. I know they are not easy to do, especialy getting the right facial expression.

-KV-

--

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kra@aesthetic.com

- - - - -

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Aesthetic Solutions
92 Argonaut, Suite #220
Aliso Viejo, CA 92656

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1.286 MSG-283 Subject: Re: Waving grass field

Subject: Re: Waving grass field
Date: Friday, 10 November 1995 21:59:03
From: torgeirh@powertech.no (Torgeir Holm)

On 10-Nov-95 23:24:58, Bill Boyce wrote:

[...snip...]

>>When the objects looked like a messy patch of grass, or something like
>>that, I added an axis, and picked it. Picked all the other objects with
>>a drag box and grouped them to the axis. Saved object.

>>

>The way we have been discussing is actually very similar but in replicating
>using an object as a path we don't need to do all the copying and pasting
>above, and the slice stage automatically turns the resulting object into a
>group of individual objects, which could then be individually rotated to
>give a random look as above.

>Depends how fast you want to skin the cat, I guess. Result is the same.

You are absolutely right, and if I had known the slice object trick back then,
I would have done it that way, instead of the way I wrote it in the original
post :)

It did work though, and even made it int Dare to Imagine :)

--

Torge!r

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1.287 MSG-284 Subject: Wacom 12x12

Subject: Wacom 12x12
 Date: Friday, 10 November 1995 22:13:33
 From: ddarland@qualcomm.com (Doug Darland)

 My Wacom 12x12 does not like Imagine4.0.
 Anybody know what to do? I have a PC.
 The pad works better than i expected in
 everything else.
 Thanks
 Doug

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1.288 MSG-285 Subject: Re: A blobs challenge!

Subject: Re: A blobs challenge!
 Date: Friday, 10 November 1995 22:22:49
 From: Chris Hall <Chris.Hall@dial.pipex.com>

 At 01:46 AM 11/9/95 -0800, you wrote:

>Hey!
 >
 >I haven't got 4.0 yet, but I've got a challenge for those who do!
 >You aching for a topic for your blob experiments?
 >
 >A lava lamp!
 >
 >My grandparents still have one of these from God knows when.
 >
 >I'd love to see this!

My brother just bought one of these. It has almost a hypnotic quality when
 you watch it. Could be an interesting project.
 Chris Hall.

```
|-----|\
| You have been spoken to by Chris Hall      ||
| A very tall and generally nice bloke from Great Briton ||
|                                             ||
| E- mail me at : Chris.Hall@dial.pipex.com  ||
| WWW page being constructed at :          ||
|      http://dSPACE.dial.pipex.com/town/square/fy24  ||
```

```

|                                                     ||
| Today's lucky lottery numbers are :-             ||
|           26 27 12 19 42 45                     ||
|-----||
| \-----\

```

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1.289 MSG-286 Subject: Re: A blobs challenge!

Subject: Re: A blobs challenge!
Date: Friday, 10 November 1995 22:29:50
From: Kent Marshall Worley <mumu@america.net>

On Fri, 10 Nov 1995, Chris Hall wrote:

```

> At 01:46 AM 11/9/95 -0800, you wrote:
> >Hey!
> >
> >I haven't got 4.0 yet, but I've got a challenge for those who do!
> >You aching for a topic for your blob experiments?
> >
> >A lava lamp!
> >
> >My grandparents still have one of these from God knows when.
> >
> >I'd love to see this!
>
> My brother just bought one of these. It has almost a hypnotic quality when
> you watch it. Could be an interesting project.
> Chris Hall.

```

I have been thinking about this. My mental block is how to keep the lava in the glass fixture. At some points it needs to flatten out against the glass. Yes I know, I look at lava lamps too much.
mumu

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1.290 MSG-287 Subject: 4.0 motion blur and paths

Subject: 4.0 motion blur and paths
Date: Friday, 10 November 1995 22:49:57
From: Charles Blaquiere <blaq@io.org>

> From: Dan.Maclean <MACLEDJ@pmitao.usa.com>
>
> I'm asuming the way to do this with a path that the camera aligns to is
> to divide the path into knots equal to the number of frames in the
> animation. Then, frame by frame, you move the knots to their correct
> postion. Then it would be easy for imagine to figure out the inbetween
> frames.
>
> Am I correct in these assumptions?

Sounds perfect to me. If you simply used a one-frame Align bar (e.g. set a keyframe) on every frame, the model Imagine would have of your camera motion would be a polygon-type figure. I envision the motion blur on frame X to appear as two straight-line blurs, one in the direction of the target at frame X-1, the other in the direction of the target at frame X+1.

If you created a spline path instead, as you describe, then Imagine could interpolate intra-frame camera alignment with smooth curves instead, giving a smoother effect.

Of course, this would only be visible to a crazed fan, viewing your animation frame by frame on their VCR. Few people ever do that, unless you're animating for a TV science fiction show. B^)

> Can you increase the size of Imagine's stars?

The best way to create a starfield, unless recent Imagine starfield developments have left me in the dust, is to apply the Confetti texture to a giant black sphere encompassing your scene and lights. Size the texture to create the proper size for your stars; as a bonus, you can set Confetti to use an entire range of colors, for example randomly create stars ranging from (0,0,0) to (192,192,192).

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1.291 MSG-288 Subject: Re: Rotoscoping

Subject: Re: Rotoscoping
Date: Friday, 10 November 1995 22:54:00

From: craigh@fa.disney.com

 On Nov 10, 2:32pm, imagine-relay@email.eag.unisysgsg.com wrote:

>

> I'm sure glad I didn't try matting shadows manually to background video. I
 > read a thread (here or compuserve) about how to do it, but it only works with
 > a flat ground. It involves making everything white and bright, except the
 > ground which is just completely white. Your objects cast a shadow on the
 > white ground and you subtract this image using a paint program from the
 > original. The problem arises when Imagine shades objects. This will happen
 if

> you try to cast shadows on non-flat surfaces. So forget trying to have your
 > spaceship cast a shadow on your house. Reading that thread saved me a lot of
 > time! Objects not perpendicular to the light will be shaded and this will
 > darken areas of the original image that you don't want darkened. Looks like
 > Impulse needs to create shadow objects just for this purpose.

>

>-- End of excerpt from imagine-relay@email.eag.unisysgsg.com

Make the objects that the shadows are cast from white and bright. Problem solved.

Craig

--

```

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

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1.292 MSG-289 Subject: Re: Attribs on Image Maps

Subject: Re: Attribs on Image Maps
 Date: Friday, 10 November 1995 23:05:03
 From: Charles Blaquiére <blaq@io.org>

> From: Kevin Alvarado <kra@Rocky.aesthetic.com>
>
> On Nov 9, 1:37pm, Greg Stritmater wrote:
> > Subject: Attribs on Image Maps
> >
> > I'm sorry if this is in the manual, but how can I set the attribs
> > for a image map to be different than the object it's applied to. In
> > clearer terms, I have an object (a bottle) that is transparent, and I
> > want to apply a label to it, which is opaque.
>
> Pick the faces that you don't want transparent and make them a subgroup.
> You can then give the subgroup it's own attributes and your map should
> come out fine. Even if you don't make the faces a subgroup, you can
> select the faces and use the attribute requester to adjust the
> transparency for just those selected faces.

As a side note, giving a subgroup different attributes than the base object is great... but not permanent. If you ever change the object's base color/reflect/filter later on, the change will be propagated to all faces, including those that had individual settings. Just a warning to all you newcomers out there.

I prefer using a filter map, because:

- 1) the edges of the opaque label don't have to match any edges in your object; (aligning brushmaps with object geometry is one of the trickier parts of modelling, IMHO)
- 2) you can use anti-aliasing to get smooth edges, and/or use different greyscale values to apply various amounts of transparency to various parts of your brushmap;
- 3) it's so easy to make, since you can easily work with a duplicate of your brushmap, and create a corresponding filter greyscale in two seconds flat in your paint program.

And to those newcomers, another tip: when you're applying several brushmaps (e.g. color and filter) which must match precisely, don't jot down every setting for the first brushmap on paper and arduously retype them in; just use the "Duplicate Tx/brush" button to make a copy of the color brushmap, then change the mode and filename of the copy. This ensures all other settings will be exact duplicates of the first brush's.

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1.293 MSG-290 Subject: VMPEG

Subject: VMPEG
Date: Friday, 10 November 1995 23:16:25
From: dunc <dunc@eraser.demon.co.uk>

I had it now I dont -Due to copying stuff from a floppy to c:\vmpeg
its gone now :(

So does anyone know where it is -Or a better MPEG player for DOS

I still cant work out why being in a: and COPY *.mpg C:\vmpeg\
would delete vmeg.exe or whatever it is

Hey it would happen in DOpus ;-) (very often)

TIA

Duncan

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1.294 MSG-291 Subject: Dos Helper needed

Subject: Dos Helper needed
Date: Friday, 10 November 1995 23:18:44
From: Charles Blaquiere <blaq@io.org>

> From: m.rubin9@genie.com
>
> Also, for those of you, like me, but who have already been using the
> Amiga and PC versions side-by-side: do you find that objects and
> other files move cross-platform flawlessly (except those \ vs / probs)?

Wha...? I thought Imagine transparently substituted slashes for
backslashes (and vice-versa) when needed? Can anybody confirm this from
experience?

P.S. Speaking of those, I can't resist -- I must share the best O.J.
Simpson joke I've heard so far.

"What's O.J.'s computer password?"

"Slash. Slash. Backslash. Escape."

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1.295 MSG-292 Subject: Informations

Subject: Informations
Date: Friday, 10 November 1995 23:29:30
From: Charles Blaquiere <blaq@io.org>

This Mailing List is not officially run by Impulse, so you can't be 100% certain that Mike Halvorson will see your message. I have forwarded it to Mike at 76004.1767@compuserve.com, his regular address.

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1.296 MSG-293 Subject: Particle animation

Subject: Particle animation
Date: Friday, 10 November 1995 23:33:49
From: Charles Blaquiere <blaq@io.org>

> From: Mike Vandersommen <mike.vandersommen@caddy.uu.silcom.com>
>
> Question. I've been trying to morph a solid object into particles
> using STATES. Is this possible?

I don't think so. The state of particlization <wince> seems to be a flag, that applies to the object as a whole, and across all states.

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1.297 MSG-294 Subject: Re: Pentium

Subject: Re: Pentium
Date: Friday, 10 November 1995 23:39:08
From: Charles Blaquiere <blaq@io.org>

Falko, your replies always have that ring of precision and knowledge to them. You don't always speak up, but when you do, you sure know what you're talking about!

Regarding multiprocessor machines... I assume that if a program isn't multi-threaded, it will run on one processor for that entire work session, right? So with something like WinImagine, the only advantage to having a dual-processor machine would be that you could run some other software on the other processor with little slowdown to Imagine, as opposed to any advantage benefiting Imagine itself?

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1.298 MSG-295 Subject: Soft shadows

Subject: Soft shadows
Date: Friday, 10 November 1995 23:44:14
From: Charles Blaquiere <blaq@io.org>

> From: Valleyview@aol.com
>
> trace no/ soft 4 min 16 sec
> trace w/ soft (20 lights) 22 min 55 sec
> trace w/ soft (100 lights) 1 hr 38 min 58 sec

So it seems approximately linear: a 20-light array takes about 20 minutes more than a regular trace, and a 100-light array about 100 minutes more.

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1.299 MSG-296 Subject: Dos Helper needed

Subject: Dos Helper needed
Date: Saturday, 11 November 1995 01:12:00
From: m.rubin9@genie.com

OK, I just started running Imagine on a Pentium and it is fast as heck. But navigating this DOS world is kinda awkward.

Could someone suggest a freeware or shareware file manager utility, sort of like DiskMaster of Dopus on the Amiga to help me out?

I'm sure this discussion went by many times in the early days of the PC version, so maybe you should Email me directly. Thanks.

By the way, Impulse said that the Amiga version is shipping today.

Also, for those of you, like me, but who have already been using the Amiga and PC versions side-by-side: do you find that objects and other files move cross-platform flawlessly (except those \ vs / probs)?

Floater
m.rubin9@genie.com

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1.300 MSG-297 Subject: Thanks

Subject: Thanks
Date: Saturday, 11 November 1995 04:41:54
From: helmy@voyager.com

I would like to thank everybody who took a look at my pictures, I really appreciated your compliments on my work.

H"E"L"M"Y PRODUCTIONS

Ali Helmy

<3D & 2D AnImAtIoN>

Los Angeles-California-US

E-Mail: Helmy@Voyager.Com

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1.301 MSG-298 Subject: Textures

Subject: Textures

Date: Saturday, 11 November 1995 05:00:00

From: eduardo.gomez@canrem.com (Eduardo Gomez)

Hi. Does any of the textures of Imagine 3.0 do something with the default settings, when applied to a primitive sphere? I tried many of them with no results at all (except, of course, with camo). I don't know what the general rule for scaling the axis for different primitives is. The manual gives good explanation about image maps and their axis positions, but when it comes to textures, it's not at all clear. I tried to scale the axis many times, but I couldn't get even the slightest vision of a texture in all the spheres I tried. I know this is pretty basic, but I'm really stuck only with memory hungry image maps (and don't get the camera too close to those ugly square pixels!) I hope someone writes a good tutorial about axis placement and texture parameter for different (at least the basic) objects and textures. Maybe it's already been done and I just don't know where to get it (are you there Mr. Steven Worley?). I got very old articles with those tips applied to the old wood and brick textures, but they don't help me much :(Ok, enough wasting of bandwidth... Any help will be much appreciated.

ED.

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1.302 MSG-299 Subject: Re: Dos Helper needed

Subject: Re: Dos Helper needed

Date: Saturday, 11 November 1995 08:44:41

From: Bob Arnold <barnold@linknet.kitsap.lib.wa.us>

Re: the "/" to "\" autoconvert in Imagine, Amiga to PeeCee ... no way!

I've got some really great objs from Aminet and can't use them cuz they have wraps associated and the path to the wraps is tweaked with the slashes pointing the wrong way! Bummer! I've tried ISL to untweak and retweak but no luck.....

-Bob

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1.303 MSG-300 Subject: Re: 4.0 motion blur and paths

Subject: Re: 4.0 motion blur and paths

Date: Saturday, 11 November 1995 09:18:48

From: Vance Schowalter <vikings@freenet.edmonton.ab.ca>

There is also a utility called "Stars" in an Imagine utility pack that will let you make 2D or 3D starfields with your choice of star sizes and colours, using particles as an option, if you want your stars to remain round no matter how close you get to them. I used Confetti, which reminded me of Disney's The Black Hole movie. This other utility produces exactly what I've been wanting all along. I just wish it was built-into Imagine. I think 4.0 might have a new multiple colours option, if not size control.

```
*****
* Vance Schowalter >>Image Master<< *
* * *
* Internet: vikings@freenet.edmonton.ab.ca *
* * *
* "Affable little snow creature." *
*****
```

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1.304 MSG-301 Subject: Re: Waving grass field

Subject: Re: Waving grass field

Date: Saturday, 11 November 1995 10:44:43

From: Mike McCool <mikemcoo@efn.org>

> >
> The way we have been discussing is actually very similar but in replicating
> using an object as a path we don't need to do all the copying and pasting
> above, and the slice stage automatically turns the resulting object into a
> group of individual objects, which could then be individually rotated to
> give a random look as above.
>

Hey Bill,

Turns out you're dead right. Your suggestion really is the easier one. My problem was not replicating ENOUGH of my original object, and forgetting to lay down the plane onto which all the objects were to be replicated. Dumb.

Just as an aside, I DID like Torgier's original suggestion of making the original object all quick edges,--and this does NOT work on the replication method. I even tried ungrouping the sliced object, and doing a pick-all and apply function, to copy the original's attributes to every one in the crowd--but the quick edges attribute doesn't get copied.

(Not a problem, really, just a slow down).

Again Bill, thanks for your response. It made me go back and try it again, this time with success.

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1.305 MSG-302 Subject: Milan's CleanUpSlice Prg

Subject: Milan's CleanUpSlice Prg
Date: Saturday, 11 November 1995 10:53:12
From: jbk4@email.psu.edu (The Prophet)

I tried using cleanupslice but without success. It appeared to be working, giving me feedback on the point reduction, but then I got a repeating message "Wrong Object Type". I made sure to be using a 'freshly sliced' object. I also tried stripping all data away too but nothing worked. I'm using Imagine3.3, 4.0 is on its way.

Any suggestions?

Jaeson K.

— — — —

```
( | \      ( / \      ( )      _ / )
 )| )_ _ _ / / _ _ _ / _ _ _ / _ _ _ ( X_)
 ( | /~ \ / \_ ) /---~/ ) / ) / ) /~ \ / \_ ) / _
 )11/ 1/ \_ ( / ( / ( _//_// / \_ ( _ )
 ( _____ )      ( _/      ( _ )
```

```
Jaeson Koszarsky                Amiga 3000
-----
cyberprophet@psu.edu           68040/25Mhz
jbk4@email.psu.edu             24Megs-ZIP
                                OS3.1, ShapeShifter
```

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1.306 MSG-303 Subject: Re: Waving grass field

```
Subject: Re: Waving grass field
Date: Saturday, 11 November 1995 11:15:47
From: Mike McCool <mikemcoo@efn.org>
```

> I find it surprising that nobody has mentioned the easiest way of
> randomizing the directions of the blades: click on the Align Y to Path
> option in the replicate requester. Not too random, as it follows the

Hey Roger,

I tried this, and you're right: very random and realistic looking placement of the replicants. But, if I replicate too many copies, it won't slice! (Always a piper to be paid).

(Thanks, by the way).

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1.307 MSG-304 Subject: Re: Rotoscoping

```
Subject: Re: Rotoscoping
Date: Saturday, 11 November 1995 14:11:21
From: RobSampson@aol.com
```

In a message dated 95-11-10 20:05:32 EST, you write:

>I still have that question about creating a flickering light, like there is
>a
>fire off in the distance. It seems to me I could either use a light shining
>on a plane or an animbrush that has a flickering light animation in flc
>format. Any ideas??

I have not tried this yet, but it seems as though this would be a setup that would lend itself to utilizing caustics.itx. You could revolve the lite axis during the anim and I think you could simulate the effect of a fire in the distance.

Bob.....

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1.308 MSG-305 Subject: Re: Milan's CleanUpSlice Prg

Subject: Re: Milan's CleanUpSlice Prg

Date: Saturday, 11 November 1995 14:54:18

From: Jynx <premiergfx@liberty.liberty.com>

On Sat, 11 Nov 1995, The Prophet wrote:

> I tried using cleanupslice but without success. It appeared
> to be working, giving me feedback on the point reduction, but
> then I got a repeating message "Wrong Object Type". I made sure
> to be using a 'freshly sliced' object. I also tried stripping
> all data away too but nothing worked. I'm using Imagine3.3, 4.0
> is on its way.

>
> Any suggestions?
>

Why dont you mail him directly at: milan@bmt.hku.nl (Milan, Polle)

Brent Warp
Premier Productions
premiergfx@liberty.liberty.com

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1.309 MSG-306 Subject: Re: Eye Fry TV in Boston

Subject: Re: Eye Fry TV in Boston
Date: Saturday, 11 November 1995 16:40:15
From: Mike McCool <mikemcoo@efn.org>

This made my mouth water, the first time this item came up. Is there any chance of a video tape of this program being available commercially? There's a great video store here called Flicks 'n Pics that would gobble it up, I promise you.

Also, if you hear of or plan any west coast screenings, god please, lemme know!

Thanks,
Mike McCool

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1.310 MSG-307 Subject: Re: Pentium

Subject: Re: Pentium
Date: Saturday, 11 November 1995 17:32:29
From: Falko@aol.com

In a message dated 95-11-11 01:51:12 EST, you write:
blaq@io.org

>So with something like WinImagine, the only advantage to
>having a dual-processor machine would be that you could run some other
>software on the other processor with little slowdown to Imagine, as
>opposed to any advantage benefiting Imagine itself?

That is essentially correct. However it must be understood that "you" do not have control over what is done on which processor. The OS makes those decisions.

Falko

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1.311 MSG-308 Subject: Re: Gaseous space nebula

Subject: Re: Gaseous space nebula
 Date: Saturday, 11 November 1995 17:45:43
 From: Tick@confusa.catt.ncsu.edu (Tyler Lund)

 Hi RobSampson, on Nov 11 you wrote:

> I was fooling around with the blob editor today in an effort to create a
 > better space backdrop effect for some scenes and the result I came up with
 > was so spectacular I had to tell someone else about it.
 >

Do you think you could post a picture for all of us to gawk at? :)

 /// Tyler Lund / Check out my web page
 /// Tick@confusa.catt.ncsu.edu / for keen Tick and
 \\/// <http://www.catt.ncsu.edu/~tick/index.html> / Babylon 5 Stuff!!
 \\/ Amiga 3000/25 /

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1.312 MSG-309 Subject: Re: Textures

Subject: Re: Textures
 Date: Saturday, 11 November 1995 18:20:49
 From: Roger Straub <straub@csn.net>

 Just to be sure, check that the Mix/Morph value of the texture is set to 1.00. Sometimes the most obvious and boneheaded solution is the one most likely to be overlooked.

Also, the axes of a texture work differently than the axes of a brush. The brush's axes tell Imagine where to map it, how deep to make bumps,

etc. A texture's axes tell Imagine different things depending on the texture. Usually it will tell the orientation of a texture, if applicable (e.g., the Dots texture will apply just about the same no matter where it's pointed) and size of details; bricks, plates, dots, etc. It will have no effect whatsoever on the volume the texture is applied to, except for a few; Blast is one. Most textures apply themselves over the whole surface of the object.

See ya,

Roger

* Windows'95 = Macintosh'89 = Amiga'85 *

On Sat, 11 Nov 1995, Eduardo Gomez wrote:

> Hi. Does any of the textures of Imagine 3.0 do something with the
> default settings, when applied to a primitive sphere? I tried many of
> them with no results at all (except, of course, with camo). I don't
> know what the general rule for scaling the axis for different primitives
> is. The manual gives good explanation about image maps and their axis
> positions, but when it comes to textures, it's not at all clear. I
> tried to scale the axis many times, but I couldn't get even the
> slightest vision of a texture in all the spheres I tried. I know this
> is pretty basic, but I'm really stuck only with memory hungry image maps
> (and don't get the camera too close to those ugly square pixels!) I hope
> someone writes a good tutorial about axis placement and texture
> parameter for different (at least the basic) objects and textures.
> Maybe it's already been done and I just don't know where to get it (are
> you there Mr. Steven Worley?). I got very old articles with those tips
> applied to the old wood and brick textures, but they don't help me much
> :(Ok, enough wasting of bandwidth... Any help will be much appreciated.
>
> ED.
>
>

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1.313 MSG-310 Subject: Re: Attributes

Subject: Re: Attributes

Date: Saturday, 11 November 1995 19:43:52

From: Mike McCool <mikemcoo@efn.org>

Hey Hans,

Make sure you have something in your scene for the shiny black object to REFLECT. It's like a mirror in a black room: if there's nothing there, the mirror will be invisible--or at best a single spot of brightness where your light hits it. You have to put something IN the

room, in order for any sort of reflective surface to work.

Hope that doesn't sound too vague. Also, if your scene has no room for other objects, you could add a global reflection map, like a clouded sky, or whatever, for the shiny black object to reflect.

On Mon, 9 Oct 1995 hans.de@empire.access.net.au wrote:

> Hi. I'm pretty new to Imagine and need some assistance with a few
> questions. An important one at the moment is how do I get a shiny, black
> attribute to show after rendering. All I get is black on black. I've looked
> through a lot of IML's but couldn't find any help.
> Hans de Kok
>
>
>

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1.314 MSG-311 Subject: Gaseous space nebula

Subject: Gaseous space nebula
Date: Saturday, 11 November 1995 20:41:03
From: RobSampson@aol.com

I was fooling around with the blob editor today in an effort to create a better space backdrop effect for some scenes and the result I came up with was so spectacular I had to tell someone else about it.

I started with a blob object which has four legs coming out away from a central point. The legs are of varying widths and formed with various sized spheres. Then after applying the mesh I applied the fogneb.att which came in 4.0. I modified the color to rgb of 0,0,78 and set the fog length to 500. I left the colornoiz2 settings where they were at. I then applied the crumpled texture to the object with defaults as priority 2. Then added ghost (fog length 1000) with default settings at priority 3. I then created a light set at rgb 55,0,355, point source, cast shadows, soft shadows and controlled falloff along y and added the caustics lighting texture. I fooled around with the caustics.itx by placing a plane behind the light and quick rendering until I got a pattern I liked. (I think the only part important about this is that the light seem irregular). After the first raytrace I liked the result but it was a bit to uniform in appearance for clouds and still seemed to lack depth. I took the blob mesh back into the detail editor, and with drag points magnetic set to random, max 100, min 30 I proceeded to pull the object apart in all three views until I had an unrecognizable mass of points, many of which were sharp spikes of single points pulled away from the whole.

I then placed it back in the scene and cloned it placing it's copy behind and rotated where the falloff from the single caustic light would fade out in it. Set starfield in globals to .2 (BTW the new starfield generator in 4.0 is much better than before) and raytraced. The results were really nice.

Not as great as those amazing shots Hubble Space Telescope recently sent back but still a very nice space background.

Bob.....

Thread 315

--> RETURN TO CONTENTS!<==

1.315 MSG-312 Subject: Win_Imagine & Improvements

Subject: Win_Imagine & Improvements
Date: Saturday, 11 November 1995 21:35:34
From: lund@hoa.ping.dk (Anders Lundholm)

Letter from Anders Lundholm to Craig Andera Written 10 Nov 95 At 10:04:31 O'clock

Hi Craig ...

CA> He also corrected me on my speculation that the Windows version would
CA> be a simple port of 4.0. Mike stated that "there will MAJOR DIFFERENCES
CA> IN WINDOWS IMAGINE MAJOR.

You happen to know what new features this new version might offer ?!
I would sincerely like to see some Gravity-effects in the future!

- Currently, it seems like Impulse isn't too positive about further
Amiga-versions (as they stated in the newsletter) but I would like to know
if anybody here knows of the exact number of upgrading users (Amiga to Pc)
... Hopefully the newsletter made people upgrade!

CA> I stand (sit?) corrected, and encouraged. Now I really can't wait...

Don't tie yourself too tight, you'll need your arms to play around with
DosImagine 4.0 -:)

o
/#\ Anders Lundholm . Alien Workshop (Tm) . Lund@Hoa.Ping.Dk
ZZ Computer Graphics Design . 3D Modeling & Animation

-- Via Xenolink 1.97, XenolinkUUCP 1.1

Thread 480

--> RETURN TO CONTENTS!<==

1.316 MSG-313 Subject: Procedural Textures & Watcom 10.0a!!!

Subject: Procedural Textures & Watcom 10.0a!!!

Date: Saturday, 11 November 1995 21:45:44

From: lumbient@superlink.net (!LuM!)

After years of asking for help I finally tried on my own to create textures. But I still have a problem that is really driving me to point of breaking down and buying LW(hehehe, thats to scare impulse). I'm using watcom 10.0a to compile the textures but I'm having a sh*t load of problems. First is compiling!

-----COMPILING-----

Anyone thats used compilers know that they have about 9,999 command-line switches, well I need to know exactly how to compile textures! I pretty much got the idea of no stack checking and know startup code but what about debugging, optimizations, and so on? Also do I compile for windoze or dos? (the idea of win or dos is the most confusing because if I compile for dos the example texture is 16,000bytes in size but if I compile for windoze its between 888-1,200 bytes! That just sounds backward!)

Current command line:

```
WCC386 texture.c -s -od -fpi -bt=windows (only if you are familiar with watcom)
-s:no stack checking; -od:no optimize; -fpi:floating point calls to 80x87;
-bt=windows:target(windows)
```

-----LINKING-----

OKAY, linking is another of those taboo subjects. basically all i'm doing is linking a REX.

```
WLINK sys rex file texture.obj name texture.itx op u
everything except op u is easy to understand, op u allows undefined types. I
have to do this because if I don't the linker returns:
```

```
(math87r.lib)__8087 is undefined.
```

Please help!!!

Most of this is targeted at someone like steve blackman who has done PC textures though anyone is welcomed to try to help.

!LuM!

```
|-----\
|Anyone need a great checker floor? \
|Lumbient@superlink.net /
|----ANYONE NEED ANYTHING BLOWN UP?--$40 AN INFERNO!----<
|I can make the most realistic chrome spheres! \
|They look great above the checkered floor! /
|-----/
```

Thread

80

--> RETURN TO CONTENTS!<--

1.317 MSG-314 Subject: Re: Gaseous space nebula

Subject: Re: Gaseous space nebula
Date: Saturday, 11 November 1995 21:58:25
From: Valleyview@aol.com

Instead of using magnatism to pull your object into various spikes, what about using the spike effect in the detail editor. Another new feature put to use.

Rick

Thread 308

--> RETURN TO CONTENTS!<--

1.318 MSG-315 Subject: Re: Gaseous space nebula

Subject: Re: Gaseous space nebula
Date: Sunday, 12 November 1995 00:56:41
From: RobSampson@aol.com

In a message dated 95-11-11 17:06:04 EST, you write:

>Instead of using magnatism to pull your object into various spikes, what
>about using the spike effect in the detail editor. Another new feature put
to
>use.
>
>Rick

Did not know about that, will have to look for it. Thanks for the tip.
However in this case all spikes would not have been desirable, the object
had to be overall irregular with some spikes. Spike effect? Hmmm havent
even seen it. Don't remember reading about it either.

Bob.....

Thread 314

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1.319 MSG-316 Subject: Re: Attributes

Subject: Re: Attributes
Date: Sunday, 12 November 1995 03:38:48
From: Perry Lucas <plucas@vt.edu>

The background color is set in Action Editor under globals, or you can load a backdrop image from there also.

--Perry

At 11:13 PM 10/9/95 AEST, hans.de@empire.access.net.au wrote:

>Hi. I'm pretty new to Imagine and need some assistance with a few
>questions. An important one at the moment is how do I get a shiny, black
>attribute to show after rendering. All I get is black on black. I've looked
>through a lot of IML's but couldn't find any help.
>Hans de Kok

>
>
>

Thread 310

--> RETURN TO CONTENTS!<--

1.320 MSG-317 Subject: Helical path?

Subject: Helical path?
Date: Sunday, 12 November 1995 03:39:51
From: jprusins@cybergrafix.com (John Prusinski)

Hi all,

My apologies if the answer to this question is easily found elsewhere and my searching of FAQ and manual have been in vain merely due to the shortcomings of my wetware search engine, BUT...

Is there an easy way to make a helical (spiral) path? I'm working on a light bulb and I'm trying to make the screw threads by extruding a cross-section along a spiral path. I've made spirals before, but always for things like sea shells and springs where it wasn't that important if the path was absolutely regular. In this case, particularly as for this application I need to make the light bulb almost full screen, it's crucial. I remember it used to be easy in Sculpt 4D on my Amiga, but I'd rather not have to go through reinstalling (and re-learning) the software, particularly for something like this that has no excuse for being this obscure in a high-powered tool like Imagine 4.0 :^)

Help! The client is waiting!

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 327

--> RETURN TO CONTENTS!<--

1.321 MSG-318 Subject: Red Channel?

Subject: Red Channel?
Date: Sunday, 12 November 1995 06:36:42
From: helmy@voyager.com

Could someone please tell me how this "red channeling" thing works in Imagine 3.3 when it comes to applying brightness mapping or altitude mapping...etc. I know that in previous versnios all you had to do was to make a greyscale for alitudes, so what would i need to do differently in order to make an altitude image in 3.3? and how to do a brightness mapping? thanks

Mark

Thread 343

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1.322 MSG-319 Subject: UUENCODE?

Subject: UUENCODE?
Date: Sunday, 12 November 1995 06:40:22
From: helmy@voyager.com

Hi Imagineers, I have a question (for Amiga users only), how do you change a picture file or any other file into a UUENCODE (whatever its called), in order to attach it to emails. Do I need a software in order to do this? Any suggestions appreciated.

Ali Helmy

H"E"L"M"Y PRODUCTIONS

<3D & 2D AnImAtIoN>

Los Angeles-California-US

E-Mail: Helmy@Voyager.Com

Thread 326

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1.323 MSG-320 Subject: Re: Attributes

Subject: Re: Attributes
Date: Sunday, 12 November 1995 09:24:46
From: sgiff@airmail.net (Stephen Gifford)

>Hi. I'm pretty new to Imagine and need some assistance with a few
>questions. An important one at the moment is how do I get a shiny, black
>attribute to show after rendering. All I get is black on black. I've looked
>through a lot of IML's but couldn't find any help.
>Hans de Kok
>

Well for one thing Black on Black in the real world wont show up either, so you cant expect Imagine to make it happen.

OK you can but you need to do one of two things. You need to create an image map Greyscale preferably and save it as 24bit tiff. Then take and use that as a specular map or use it as a reflection or environment map. Or you can just turn on specular in the attributes requester. Set the hardness low and you will get a big white shiny spot that will make it show up against a black background. If you use the image map as a reflection map, the higher you set your reflection slider the more it will reflect the map.

s.g.

Thread 335

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1.324 MSG-321 Subject: PIX

Subject: PIX
Date: Sunday, 12 November 1995 10:21:26
From: helmy@voyager.com

Just curious, when I finish my next rendering is it ok with everyone if I post my picture onto the IML? (Its much easier for me and everyone else since I wouldnt have to send one to each individual.) Thanks.

Ali Helmy

H"E"L"M"Y PRODUCTIONS

<3D & 2D AnImAtIoN>

Los Angeles-California-US

E-Mail: Helmy@Voyager.Com

Thread 341

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1.325 MSG-322 Subject: Re: Helical path?

Subject: Re: Helical path?
Date: Sunday, 12 November 1995 11:21:43
From: gregory denby <gdenby@twain.helios.nd.edu>

John Prusinski writes:

>Is there an easy way to make a helical (spiral) path? I'm working on a
>light bulb and I'm trying to make the screw threads by extruding a
>cross-section along a spiral path.

You dno't have to extrude along a path. Create the thread cross section, which I suppose just might be default disk with the center point removed,

and two sets of points 180 degrees apart pulled out for bumps. Then just extrude to a length about equal to the width. Make "y" rotation = 1440, and sections = to at least 48. Then you'll have to close the bottom and flare the top a bit, but the threads should be pretty easy.

Greg Denby

Thread 263

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1.326 MSG-323 Subject: Re: Brushmapping Children

Subject: Re: Brushmapping Children
Date: Sunday, 12 November 1995 11:29:21
From: gregory denby <gdenby@twain.helios.nd.edu>

On Friday, Jynx writes:

>...I then grouped 24 of the feathers to 1 feather (parent)...
>I then rendered and the parent object is colored & clipped correctly,
>but the children are all white (default color)....

If I remember correctly, Apply only works with ungrouped objects. Pick one object, pick rest, Apply, and the obj attributes are transferred. As far as copying the Brush (something I don't often use) I think there is a check box in the Brush Requestor that says "Apply to children" If I'm wrong on this, its 'cause I'm temporarily stuck in the land of single tasking, and can't pop out and check.

Hope this helps anyway
Greg Denby

Thread 431

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1.327 MSG-324 Subject: OBJ-TEST

Subject: OBJ-TEST
Date: Sunday, 12 November 1995 12:19:48
From: helmy@voyager.com

Hi Imagineers, thanks for all your help, I managed to get my hands on

a program called UUxT-GUI which is great for encoding/decoding. Here's a Hammer object in Imagine format, I will include it in this mail, I would appreciate it if you guys could let me know if you guys were able to decode it OK. Thanks again!

Ali Helmy

H"E"L"M"Y PRODUCTIONS

E-Mail: Helmy@Voyager.Com

UUxT 3.1

--> ATTACHEMENT: HAMMER <--

Thread 379

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1.328 MSG-325 Subject: Re: Dos Helper needed

Subject: Re: Dos Helper needed
Date: Sunday, 12 November 1995 12:31:58
From: Chris Hall <Chris.Hall@dial.pipex.com>

At 08:44 AM 11/11/95 -0800, you wrote:

>
>Re: the "/" to "\" autoconvert in Imagine, Amiga to PeeCee ... no way!
>
>I've got some really great objs from Aminet and can't use them cuz they
>have wraps associated and the path to the wraps is tweaked with the
>slashes pointing the wrong way! Bummer! I've tried ISL to untweak and
>retweak but no luck.....
>
>-Bob
>
All you have to do is put the image maps into your own directory such as
c:\imagine\images, load the object and go to the attributes requester.
Double click on the image map and then click on the filename button in the
requester. If you have a lot of image maps this might take some time but it
works because I have done.

Chris Hall.

```

|-----|\
| You have been spoken to by Chris Hall      ||
| A very tall and generally nice bloke from Great Briton ||
|                                             ||
| E- mail me at : Chris.Hall@dial.pipex.com  ||
| WWW page being constructed at :          ||
|   http://dspace.dial.pipex.com/town/square/fy24 ||
|                                             ||
| Today's lucky lottery numbers are :-      ||
|           16 18 19 25 13 09              ||
|-----|\
\-----\

```

Thread 391

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1.329 MSG-326 Subject: Re: UUENCODE?

Subject: Re: UUENCODE?
Date: Sunday, 12 November 1995 13:42:04
From: Mike McCool <mikemcoo@efn.org>

For sharing your cool pix, the least I can do is give your query a shot.

Yes, you need software. I recommend uuxt. It's down on aminet. In my humpy opinion, the upgrade is kind of confusing, compared to the blood simple original.

But get uuxt. Might be called uuxtGui, or something. And just as a sort of nitpicky detail, you don't want to ATTACH uuencoded files to your posts: you want to read/write them into the body itself.

On my server, this is accomplished with a unix command, control-r, which then invokes a requestor, to which you respond with the name of the uu'd file, presumably uploaded to your home directory.

The mailer then "reads" your uu'd file into the bottom of the body of your post.

And duh, the same uuxt software works in reverse.

Thanks, btw, for sharing the devil and beach pix.

Thread 39

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1.330 MSG-327 Subject: Re: Helical path?

Subject: Re: Helical path?

Date: Sunday, 12 November 1995 13:43:34

From: Chris Hall <Chris.Hall@dial.pipex.com>

At 07:39 PM 11/11/95 -0800, you wrote:

>Hi all,

>

>My apologies if the answer to this question is easily found elsewhere and my
>searching of FAQ and manual have been in vain merely due to the shortcomings
>of my wetware search engine, BUT...

>

>Is there an easy way to make a helical (spiral) path? I'm working on a
>light bulb and I'm trying to make the screw threads by extruding a
>cross-section along a spiral path. I've made spirals before, but always for
>things like sea shells and springs where it wasn't that important if the
>path was absolutely regular. In this case, particularly as for this
>application I need to make the light bulb almost full screen, it's crucial.
>I remember it used to be easy in Sculpt 4D on my Amiga, but I'd rather not
>have to go through reinstalling (and re-learning) the software, particularly
>for something like this that has no excuse for being this obscure in a
>high-powered tool like Imagine 4.0 :^)

>

>Help! The client is waiting!

>

>John.

Hi John.

I managed something similar by extruding the form. Let me explain.
Add a axis and then draw a cross section of the thread you want to use.
Position the cross section at the base of the axis at the radius of your
thread like so :-

```

Y
|
|
|
|
|  _ Thread cross section.
|  _|
z-----x

```

Measure the pitch of the thread (Distance from one end to another). To make one turn you extrude it the distance of the pitch and rotate it 360 degrees. So to make it 6 threads you extrude it 6 x pitch and rotate it 6 x 360 degrees. Use the extrude tool and not sweep or spin. If this does not make sense mail me.

Ps. If it works do I get a mention in the finished product?

Chris Hall.

```

|-----|\
| You have been spoken to by Chris Hall      ||
| A very tall and generally nice bloke from Great Briton ||
|                                             ||
| E- mail me at : Chris.Hall@dial.pipex.com  ||
| WWW page being constructed at :          ||
|   http://dspace.dial.pipex.com/town/square/fy24 ||
|                                             ||
| Today's lucky lottery numbers are :-      ||
|           16 18 19 25 13 09              ||
|-----|\
\-----\

```

Thread 322

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1.331 MSG-328 Subject: Electric.txt in 3.3?

Subject: Electric.txt in 3.3?
Date: Sunday, 12 November 1995 13:44:38
From: Mike McCool <mikemcoo@efn.org>

Uh, I can't get it to work. Thought it would be a great way to generate some lightning, but the electric.txt doesn't work in 3.3.

Weird, considering I can get TextureStudio to render it beautifully. I haven't tried backloading it into 3.0.

Anybody else have this prob?

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1.332 MSG-329 Subject: Amiga to PC objects

Subject: Amiga to PC objects
Date: Sunday, 12 November 1995 14:11:00
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

-> I've got some really great objs from Aminet and can't use them cuz= th-> have

wraps associated and the path to the wraps is tweaked with th=e-> slashes pointing the wrong way! Bummer! I've tried ISL to untwea=k a-> retweak but no luck.Huh? What PC version are you using?Can't you just use the BROWSE feature in Attributes to reload the map=s=66rom your PC brushmap directory? /-----
 ----- | Mike van der Sommen
 / _ / _ / _ / _ \ / | Santa Barbara, Ca.
 / _ / \ / / / \ | mike.vandersommen@caddy.uu.silcom.com H
 AUS BBS | "It's always somethin' -R.R.D." _____
 ----- =FE InterNet - GraFX Haus BBS - Sa
 nta Barbara, Ca - (805) 683-1388

Thread 339

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1.333 MSG-330 Subject: Helical path?

Subject: Helical path?
 Date: Sunday, 12 November 1995 14:47:00
 From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

-> From: jprusins@cybergrafix.com (John Prusinski)->-> Is there an easy way to make a helical (spiral) path?I think you can add a small object (ie. triangle) using ADD LINES offcenter to an axis object, and extrude using "along path" (a open splinepath). Size your spline to however long you want to spiral. Then set =Y rotation to 1000 (or more), sections to 100 (or more).You can then use the resulting "spring" object as a new path. /-----
 ----- | Mike van der Sommen
 / _ \ / | Santa Barbara, Ca. / _ / _ / _ /
 | mike.vandersommen@caddy.uu.silcom.com HAUS BBS | "It
 's always somethin' -R.R.D." _____
 ----- =FE InterNet - GraFX Haus BBS - Santa Barbara, Ca - (805) 683-1
 388

Thread 317

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1.334 MSG-331 Subject: RE: Red Channel

Subject: RE: Red Channel
 Date: Sunday, 12 November 1995 16:28:45
 From: jbk4@email.psu.edu (The Prophet)

You still use your full colour or greyscale maps for

- Colour
- Reflect
- Filter
- Specular
- Ambient
- Environment

mappings. You can use full colour brushes for

- Altitude
- Hardness
- Roughness
- Fog
- Shiny
- Bright
- R.Index

mappings but Imagine will ignore the blue & green in those brushes. Imagine only looks at the red values. If you are using greyscale maps, it doesn't matter because the red, blue, & green for each pixel is equal.

I wish Imagine would rescale brushmaps used as backdrops to fit differing resolutions.

Jaeson K.

```

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```

Jaeson Koszarsky	Amiga 3000
-----	-----
cyberprophet@psu.edu	68040/25Mhz
jbk4@email.psu.edu	24Megs-ZIP
	OS3.1, ShapeShifter

Thread 449

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1.335 MSG-332 Subject: Brightness problem

Subject: Brightness problem
 Date: Sunday, 12 November 1995 16:38:13
 From: jbk4@email.psu.edu (The Prophet)

I've noticed that when I load some of my old state objects into 3.3, the brightness gets set to 255 for all the states. It's easy enough to go thru the states & set it back to 0 but it is annoying. I assume the problem was introduced when brightness became variable instead of just static on/off.

Has anyone else experienced this?

Jaeson K.

```

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 ( _____ )      ( _ /      ( _ )
    
```

Jaeson Koszarsky	Amiga 3000
-----	-----
cyberprophet@psu.edu	68040/25Mhz
jbk4@email.psu.edu	24Megs-ZIP
	OS3.1, ShapeShifter

Thread 662

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1.336 MSG-333 Subject: FYI

Subject: FYI
 Date: Sunday, 12 November 1995 18:46:08
 From: cv773@cleveland.Freenet.Edu (Matthew C. Polak)

I came across this address (knew I had it somewhere) and figured I'd post it to anyone who needs it...
 The address for any SUBSCRIBES or UNSUBSCRIBES or other various functions is: imagine-request@email.eag.unisysgsg.com
 (Please correct me if I'm wrong!)
 Also, has my mail been going through? My host seems to have been acting sorta wacky in the last few weeks! :-)
 -M. Polak

Thread 98

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1.337 MSG-334 Subject: Re: A blobs challenge!

Subject: Re: A blobs challenge!

Date: Sunday, 12 November 1995 20:22:15

From: Chris Hall <Chris.Hall@dial.pipex.com>

At 01:46 AM 11/9/95 -0800, you wrote:

>Hey!

>

>I haven't got 4.0 yet, but I've got a challenge for those who do!

>You aching for a topic for your blob experiments?

>

>A lava lamp!

>

>My grandparents still have one of these from God knows when.

>

>I'd love to see this!

>

Okay. I tried this and it looks quite good in the wire frame view. The problem comes when I render it. The light shines from the bottom through the pool of lava at the bottom of the tube. The trouble is getting the light to shine through the lava (At least look as if it is) and still get it to look realistic. I tried filter but this allows the other side of the tube to show through. I have tried fog as well. Setting it to about .1 allows light to show through but you lose all the shadeing on it and it just looks flat. Come on you guru's, how can I do this?

PS. The lava blobs I made look real cool!

Chris Hall.

```
|-----|\
| You have been spoken to by Chris Hall      ||
| A very tall and generally nice bloke from Great Briton ||
|                                             ||
| E- mail me at : Chris.Hall@dial.pipex.com  ||
| WWW page being constructed at :          ||
|   http://dspace.dial.pipex.com/town/square/fy24 ||
|                                             ||
| Today's lucky lottery numbers are :-      ||
|           29 08 46 31 06 41              ||
|-----|\
\-----\
```

Thread 280

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1.338 MSG-335 Subject: Re: Attributes

Subject: Re: Attributes
 Date: Sunday, 12 November 1995 21:30:43
 From: Roger Straub <straub@csn.net>

 One of the main problems with Imagine is that it's too perfect. You tell it to make an object black, and it will - too black.

If you want to see a black object, you have to have something other than black as your background color. Also, you might want to set your color values to something like 10,10,10 - almost black, but not quite. Set shininess to ~100, so you can see a specular spot. Set your specular to 255,255,255 to make a nice, glossy object.

See ya,
 Roger
 * Windows'95 = Macintosh'89 = Amiga'85 *

```

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```

On Mon, 9 Oct 1995 hans.de@empire.access.net.au wrote:

```

> Hi. I'm pretty new to Imagine and need some assistance with a few
> questions. An important one at the moment is how do I get a shiny, black
> attribute to show after rendering. All I get is black on black. I've looked
> through a lot of IML's but couldn't find any help.
> Hans de Kok
>
>
>
    
```

Thread 316

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1.339 MSG-336 Subject: Re: Textures

Subject: Re: Textures
 Date: Sunday, 12 November 1995 21:39:43
 From: Roger Straub <straub@csn.net>

On Sun, 12 Nov 1995, Eduardo Gomez wrote:

```
>
> I don't really know what parameter you are talking about. I can only
> think of the "Priority". None of the textures I loaded have the
> option you mention. Are we talking about Imagine 3.0? I'm getting
> confused now. I read in an older article that you cannot preview the
> textures with "Quick Render" unless you have an AGA chip (I'm using
> only an Amiga 2000). I cannot yet render any texture in the project
> editor, neither in HAM or DCTV (that's my 24 bit display so far). I
> assume that if I create a primitive sphere and load a texture for it,
> the default axis position and size will allow me to see ANY kind of
> change in the basic attributes of the object, but I didn't have any
> luck yet. Thanks for your time.
```

Doh! My mistake! I ASSumed that you were using 3.3. In 3.3 you can set a Mix/Morph value for the fading in and out and morphing of textures. Also, that thing about having the AGA CS is not true; they were talking about the in-attributes-requester preview. This requires Imagine to run on a 256-color screen, hence the AGA. Normal quickrenders work on any machine.

If you're using 3.0, I can't imagine what the problem is. Do you have your filter set to 255,255,255? Also, in the project editor, did you point a light at your object? Sometimes people will set up the most complicated scene you could imagine (=-) and then forget to put any lights in it. I have. :*)

```
>
> ED.
>
>
```

See ya,

Roger * Windows'95 = Macintosh'89 = Amiga'85 *

```

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Thread 406

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1.340 MSG-337 Subject: Re: Red Channel?

Subject: Re: Red Channel?
 Date: Sunday, 12 November 1995 21:49:29
 From: Roger Straub <straub@csn.net>

 Previous versions of Imagine took a greyscale image for the map types you mentioned. The only difference in 3.3 is that Imagine only takes into account the red value of each pixel. You can still use your old greyscale images, and if it's easier for you to think in greys rather than shades of red, then use greys, since any grey color has equal r, g, and b values. I think Impulse changed it to avoid confusion on whether or not you could use images with color in them.

See ya,

Roger

* Windows'95 = Macintosh'89 = Amiga'85 *

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On Sun, 12 Nov 1995 helmy@voyager.com wrote:

> Could someone please tell me how this "red channeling" thing works in
 > Imagine 3.3 when it comes to applying brightness mapping or altitude
 > mapping...etc. I know that in previous versnios all you had to do was
 > to make a greyscale for alitudes, so what would i need to do differently
 > in order to make an altitude image in 3.3? and how to do a brightness
 > mapping? thanks
 >
 > Mark
 >
 >
 >

Thread 331

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1.341 MSG-338 Subject: Re: Dos Helper needed

Subject: Re: Dos Helper needed
 Date: Sunday, 12 November 1995 22:02:10
 From: Bob Arnold <barnold@linknet.kitsap.lib.wa.us>

On Sun, 12 Nov 1995, Chris Hall wrote:

```
> At 08:44 AM 11/11/95 -0800, you wrote:
> >
> >Re: the "/" to "\" autoconvert in Imagine, Amiga to PeeCee ... no way!
> >
> >I've got some really great objs from Aminet and can't use them cuz they
> >have wraps associated and the path to the wraps is tweaked with the
> >slashes pointing the wrong way! Bummer! I've tried ISL to untweak and
> >retweak but no luck.....
> >
> >-Bob
> >
> All you have to do is put the image maps into your own directory such as
> c:\imagine\images, load the object and go to the attributes requester.
> Double click on the image map and then click on the filename button in the
> requester. If you have a lot of image maps this might take some time but it
> works because I have done.
>
> Chris Hall.
>
> |-----|\
> | You have been spoken to by Chris Hall      ||
> | A very tall and generally nice bloke from Great Briton ||
> |                                           ||
> | E- mail me at : Chris.Hall@dial.pipex.com  ||
> | WWW page being constructed at :          ||
> |      http://dspace.dial.pipex.com/town/square/fy24 ||
> |                                           ||
> | Today's lucky lottery numbers are :-      ||
> |                16 18 19 25 13 09          ||
> |-----|\
> \-----\
>
>
>
>
```

Many thanks for the idea, I did try this with the F14 race car object out there (and we all know how many sponsorship 'wraps' those rascals have) and it just didn't want to work ... but I'm pretty new to this too, so I'll have to go try again! I'd love to be able to use that Williams obj.

-Bob

Thread 236

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1.342 MSG-339 Subject: Re: Amiga to PC objects

Subject: Re: Amiga to PC objects
 Date: Sunday, 12 November 1995 22:04:45
 From: Bob Arnold <barnold@linknet.kitsap.lib.wa.us>

 On Sun, 12 Nov 1995, Mike Vandersommen wrote:

```
>=20
> -> I've got some really great objs from Aminet and can't use them cuz th
> -> have wraps associated and the path to the wraps is tweaked with the
> -> slashes pointing the wrong way! Bummer! I've tried ISL to untweak a
> -> retweak but no luck.....
>=20
> Huh? What PC version are you using?
>=20
> Can't you just use the BROWSE feature in Attributes to reload the maps
> from your PC brushmap directory?
>=20
> /-----
> | Mike van der Sommen          / _ / _ / _ / _ \ /
> | Santa Barbara, Ca.         / _ / \ / / / / - \ /
> | mike.vandersommen@caddy.uu.silcom.com          HAUS BBS
> | "It's always somethin' -R.R.D."
> | _____
> |-----
> =FE InterNet - GraFX Haus BBS - Santa Barbara, Ca - (805) 683-1388
>=20
```

Er, it's version 3.0 and I haven't tried the BROWSE yet! Is this an=20
 admission of ignorance? Prob'ly..... Thanks my friend, -Bob

Thread 365

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1.343 MSG-340 Subject: Re: Dos Helper needed

Subject: Re: Dos Helper needed
 Date: Sunday, 12 November 1995 23:18:09
 From: John Grieggs <grieggs@primenet.com>

 >
 >

> Re: the "/" to "\" autoconvert in Imagine, Amiga to PeeCee ... no way!
>
> I've got some really great objs from Aminet and can't use them cuz they
> have wraps associated and the path to the wraps is tweaked with the
> slashes pointing the wrong way! Bummer! I've tried ISL to untweak and
> retweak but no luck.....
>
ISL only works on the staging files, not on objects. You might have
better luck with TDDD...

> -Bob
>
_john

Thread 299

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1.344 MSG-341 Subject: Pix

Subject: Pix
Date: Sunday, 12 November 1995 23:25:59
From: augioh4b@ibmmail.com

--- Received from GITD.PSG024 2164526 13NOV95 15.25
-> IBMMAIL.INTERNET IBMMAIL

Helmy and all,

I don't mind receiving your pics in uue...in fact, I like to
receive plenty of pics from anyone willing to share.

I am using my email address for work, and can only recieve text
format. Now and again I'd like to see a uue of someone's creation
and use it as a background at work]

Oh...by the way Helmy, you have not yet emailed me a pic of that
beach] If you can UUENCODE it to me on this address ok...thanks:)

Anyone else willing to share their pics can uue it to me
directly. It will be greatly appreciated. :)

ps. current background = babylon 5

Vic Sarmiento

Thread 345

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1.345 MSG-342 Subject: Re: Re[2]: Imagine Glows

Subject: Re: Re[2]: Imagine Glows
Date: Monday, 13 November 1995 00:34:02
From: Rick Dolishny <dolish@io.org>

I'd love to see your Character animation of forest creatures. Please post me a private e-mail uuencoded or otherwise. Thanks!

I'll swap..!

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

Thread 704

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1.346 MSG-343 Subject: Re: Red Channel?

Subject: Re: Red Channel?
Date: Monday, 13 November 1995 03:08:14
From: sgiff@airmail.net (Stephen Gifford)

>Could someone please tell me how this "red channeling" thing works in
>Imagine 3.3 when it comes to applying brightness mapping or altitude
>mapping...etc. I know that in previous versnios all you had to do was
>to make a greyscale for alitudes, so what would i need to do differently
>in order to make an altitude image in 3.3? and how to do a brightness
>mapping? thanks
>
>Mark

Just about any image should contain a red channel so you can use greyscale if you want. Imagine just reads the Red value of the R,G,B pallete.

s.g.

Thread 337

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1.347 MSG-344 Subject: Joint Locks Question

Subject: Joint Locks Question
Date: Monday, 13 November 1995 06:01:08
From: lund@hoa.ping.dk (Anders Lundholm)

Does anybody know what the 'joint locks' function does (it's in the Freeze menu) ?! .. I've played around with some mechanical objects and would like to know of it's function. Also, it seems like Imagine 'forgets' the Freeze data set on my objects when I've saved and reloaded them!

o
/#\ Anders Lundholm . Alien Workshop (Tm) . Lund@Hoa.Ping.Dk
ZZ Computer Graphics Design . 3D Modeling & Animation

-- Via Xenolink 1.97, XenolinkUUCP 1.1

Thread 742

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1.348 MSG-345 Subject: Re: PIX

Subject: Re: PIX
Date: Monday, 13 November 1995 10:29:47
From: Mike McCool <mikemcoo@efn.org>

Right on Greg. (Your suggestion Helmy not spam (that sounds harsh) the IML but upload to aminet).

Just as an aside, you mentioned you check aminet every few days. Do you get that weekly uploads post from them? It usually comes in on the weekend, with a list of everything new that's been uploaded. It's a great reminder, and quick index.

Thread 347

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1.349 MSG-346 Subject: Duty Cycle?

Subject: Duty Cycle?
Date: Monday, 13 November 1995 10:39:39
From: "Dan.Maclean" <MACLEDJ@pmitao.usa.com>

This is just a guess, but I think the Duty Cycle is the amount of time the shutter is open. A 50% duty cycle seems to me it would mean the shutter of the camera is open 50% of the time, therefore 50% of an object's motion could be seen on film on one frame or another. Setting the Duty Cycle to 1% or so, I would think would result in no blur whatsoever. Sort of like the effect you get on a video camera with a high-speed shutter. This is all a guess, but even if it isn't correct, it has helped me understand that slider bar better.

I love motion blurr, but Fast moving objects seem to need at least 10 frames to look right. I can't imagine trying a raytrace with motion blur AND soft shadows w/ 100 light arrays! I remember waiting a whole day on My Amiga500 to see a sphere reflect a checker floor. (I didn't have a math coprocessor in those days) It is amazing how far we've gotten.

Oh, yea that was from Dan MacLean (just call me the glow worm since I'm the guy always harping on Impulse to include Lightwave-like glowing lights)

Thread 356

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1.350 MSG-347 Subject: Re: PIX

Subject: Re: PIX
Date: Monday, 13 November 1995 10:52:46
From: gregory denby <gdenby@twain.helios.nd.edu>

Ali Helmy asks:

>Just curious, when I finish my next rendering is it ok with everyone
>if I post my picture onto the IML?

Awhile back, the IML went through this, and it semed like the consensus was that it was not a good idea. If I were to get a bunch of large uuencodes every day, I'd soon exceed my accounts limit. Posting to Aminet is a much better idea. I check an aminet site every few days just to see what folks have been doing.

Just my two bytes,

Greg Denby

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1.351 MSG-348 Subject: Blobs: error - bad chunk size???

Subject: Blobs: error - bad chunk size???

Date: Monday, 13 November 1995 10:59:01

From: Ed Totman <etotman@gort.ucsd.edu>

I get an error every time I try to create and animate a simple blob object. I added 4 CSG spheres, grouped them, selected blob attributes to let imagine know these are to be blobs, created a default state, moved two of the spheres and created another state. Did a states test anim which worked fine. Saved the object and tried to load it in the stage editor, but I get an error - bad chunk size on the object every time. Anybody else experience this?

I ran scandisk, rebooted, and created a similar object but I get the same result.

Any suggestions?

Ed Totman
Computer Resource Specialist
University of California, San Diego
etotman@gort.ucsd.edu

Thread 370

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1.352 MSG-349 Subject: Re: Re: 4.0

Subject: Re: Re: 4.0

Date: Monday, 13 November 1995 12:20:00

From: Michael North <IBTLMAN@MVS.OAC.UCLA.EDU>

> Hehe the only problem with experimenting with light arrays and soft shadowing
> is that results don't exactly pop off the cpu all that quickly. If I was
> still using a 486 I don't think I'd even bother:))

>

Just so. But I was thinking that when POV got soft shadows it really didn't slow things down so dramatically. That's because they used smaller numbers of lights, but then threw in some extra jitter and anti-aliasing. That's why I was wondering out loud about what Imagine 4.0 is doing behind the scenes.

Meanwhile, we're happy to wait for your definitive work, even if it takes many years <g>.

Michael

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1.353 MSG-350 Subject: Re: Wacom 12x12

Subject: Re: Wacom 12x12
Date: Monday, 13 November 1995 12:43:00
From: Michael North <IBTLMAN@MVS.OAC.UCLA.EDU>

> My Wacom 12x12 does not like Imagine4.0.
> Anybody know what to do? I have a PC.
> The pad works better than i expected in
> everything else.
>

Do you want to be more specific about "does not like"? Most tablets have software (Wintab) geared toward Windows and require that you load some sort of mouse driver specifically for them if you work in DOS. My CalComp works OK in Imagine if I load the driver, but I've found that it isn't really worth it as so many of the movements you make (clicking through menus and requesters) are easier with a mouse. For me, that is. I use the tablet religiously in Painter and Photoshop, but I haven't found it that useful for Imagine.

Michael

Thread 146

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1.354 MSG-351 Subject: Negative Blobs?

Subject: Negative Blobs?
Date: Monday, 13 November 1995 12:53:51
From: Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>

To those who have received their 4.0 and been experimenting with blobs:
Does the Imagine blob modeler make provision for negative blobs?
WinBlobs, the shareware program for the PeeCee, provides this function
and it is very useful for creating "cavities" or depressions in another
positive blob surface (nice for eyeball sockets and such).

Thread 367

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1.355 MSG-352 Subject: Duty Cycle?

Subject: Duty Cycle?
Date: Monday, 13 November 1995 13:11:46
From: RobSampson@aol.com

53. Motion Blur in Project Images.

Motion Blur - this is set in the sub-project requester.
The number of frames is the number of extra frames to make the
blur with. The shutter speed sets the duty cycle of the blurring
(I think that typically, a film motion picture camera has a duty
cycle of about 50%).<<

This exhaustive explanation of this feature does not quite explain duty cycle
to me. Could someone who does understand what it affects in an animation
explain it a bit better. Or if there was some other doc included that
explains it better please point me in that direction. Thanks.

Bob.....

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1.356 MSG-353 Subject: Amiga 4.0

Subject: Amiga 4.0
Date: Monday, 13 November 1995 14:48:14
From: "Anime a day..." <b7655@hopi.dtcc.edu>

Here it is.. the orange sticker.. the 70's font on the disk label and the one piece sheet..

Hope they don't mind me printing the manual out on campus!!

Anyway.. one question to everyone with Amiga versions.. I think I either lost or didn't receive a 3rd disk from 3.3 (never bothered to install from 3.2) let me know if there are stuff on that disk that isn't on 4.0. I won't bother complaining to Impulse if everything I need is on these three..

see ya after I check a few things out!

Bill

Thread 451

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1.357 MSG-354 Subject: Screw threads...

Subject: Screw threads...
Date: Monday, 13 November 1995 16:18:16
From: jprusins@cybergrafix.com (John Prusinski)

Hi,
Many thanks to all who responded with variations on the spiral extrusion method of making screw threads. As it turned out, I used a combination of the ideas; the spiraling disk idea makes great threads, but they're sharp-edged, like the ones on wood screws, as opposed to rounded, like light bulb threads. I got the best results by making a cross-section like this:

```

/-----\
[         ]
\-----/

```

(except a bit thinner in the vertical axis; tough to do in ASCII) with the Y-axis vertical, then extruded with 120 sections using Greg's 1440 revolutions on the Y-axis. Applied "gold" from the Metals2 texture, and voila! along with some tweaking at the top and bottom of the resulting object, perfect light bulb threads!

Thanks again,
John.

John Prusinski/CyberGrafix
jprusins@cybergrafix.com
<http://www.cybergrafix.com/>

"Whoever undertakes to set himself up as judge in the field of Truth and Knowledge is shipwrecked by the laughter of the gods." A. Einstein

Thread 229

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1.358 MSG-355 Subject: Imagine 4.0 Amiga arrives!

Subject: Imagine 4.0 Amiga arrives!
Date: Monday, 13 November 1995 16:51:46
From: Roger Straub <straub@csn.net>

I found it on my doorstep this afternoon! YAY! JOY! Except for one thing...

Naturally I installed it immediately and started playing with blobs. (BTW, these are REALLY COOL!!!) The problem was when I set the perspective mesh to 8, I got a requester saying "Encountered an error in gimmeBiggerObj - trying to clean up." I got the requester once, so I figured, hey, no big deal. I'll just have to be careful. I set the persp. mesh number back down to 5. But, the next time I try creating a blob, I get the requester again! I keep clicking on the OK button, but they just keep coming. I tried rebooting, starting up imagine, and trying it again, but I keep getting these requesters! Has anyone else had this problem?

If you can solve me this problem, I'll owe you 10 LoS! (Lifetimes of Servitude)

See ya,
Roger

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1.359 MSG-356 Subject: Re: Duty Cycle?

Subject: Re: Duty Cycle?
Date: Monday, 13 November 1995 17:23:32
From: RobSampson@aol.com

In a message dated 95-11-13 11:09:54 EST, you write:

>the camera is open 50% of the time, therefore 50% of an object's motion
>could
>be seen on film on one frame or another. Setting the Duty Cycle to 1% or
>so,
>I would think would result in no blur whatsoever. Sort of like the effect
>you
>get on a video camera with a high-speed shutter. This is all a guess, but
>even if it isn't correct, it has helped me understand that slider bar
>better.
>
>I love motion blurr, but Fast moving objects seem to need at least 10 frames
>to look right. I can't imagine trying a raytrace with motion blur AND soft
>shadows w/ 100 light arrays! <<

Hmm, well if Duty Cycle sets how much blur then what effect does the number
of frames have? I'm just trying to get a handle on what the requestors are
for. Your right about the raytracing hehe. I don't see that as very
practicle for animation. Would be nice if we had shadows in scanline. In
anycase, I hope someone has the straight skinny on motion blur.

Bob.....

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1.360 MSG-357 Subject: Re: PIX

Subject: Re: PIX
Date: Monday, 13 November 1995 17:41:32
From: Roger Straub <straub@csn.net>

You can also use your WWW browser to check new files since you last

called the page! Go to <http://ftp.eunet.ch/~aminet/> and go to recent uploads list. About the third paragraph down describes this service. Then you just go to your hotlist, pick the Aminet Recent Uploads page and see what's been uploaded since you last checked! Neato!

See ya,
Roger

On Mon, 13 Nov 1995, Mike McCool wrote:

```
> Right on Greg. (Your suggestion Helmy not spam (that sounds harsh) the
> IML but upload to aminet).
>
> Just as an aside, you mentioned you check aminet every few days. Do you
> get that weekly uploads post from them? It usually comes in on the
> weekend, with a list of everything new that's been uploaded. It's a
> great reminder, and quick index.
>
```

Thread 553

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1.361 MSG-358 Subject: Blobs lavalamp.

Subject: Blobs lavalamp.

Date: Monday, 13 November 1995 18:15:19
From: Chris Hall <Chris.Hall@dial.pipex.com>

Okay. I had a go at this and have produced a sample image. If anyone wants to look at it let me know and I will post it either to the individual or the list. What I am hoping for is ideas to improve it.

Chris Hall.

```
|-----|\
| You have been spoken to by Chris Hall ||
| A very tall and generally nice bloke from Great Briton ||
| ||
| E- mail me at : Chris.Hall@dial.pipex.com ||
| WWW page being constructed at : ||
| http://dSPACE.dial.pipex.com/town/square/fy24 ||
| ||
| Today's lucky lottery numbers are :- ||
| 43 23 26 11 04 31 ||
|-----|\
```

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1.362 MSG-359 Subject: Re: Blobs: error - bad chunk size???

Subject: Re: Blobs: error - bad chunk size???
Date: Monday, 13 November 1995 20:07:17
From: Kent Marshall Worley <mumu@america.net>

On Mon, 13 Nov 1995, Ed Totman wrote:

> I get an error every time I try to create and animate a simple blob
> object. I added 4 CSG spheres, grouped them, selected blob attributes to
> let imagine know these are to be blobs, created a default state, moved
> two of the spheres and created another state. Did a states test anim which
> worked fine. Saved the object and tried to load it in the stage editor,
> but I get an error - bad chunk size on the object every time. Anybody
> else experience this?
>
> I ran scandisk, rebooted, and created a similar object but I get the same
> result.
>
> Any suggestions?
>
> Ed Totman
> Computer Resource Specialist
> University of California, San Diego
> etotman@gort.ucsd.edu
>
>
do not save it as a mesh object and do not use the shape property for the
state

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1.363 MSG-360 Subject: Re: OBJ-TEST

Subject: Re: OBJ-TEST
Date: Monday, 13 November 1995 20:52:08
From: Kevin Alvarado <kra@Rocky.aesthetic.com>

> Hi Imagineers, thanks for all your help, I managed to get my hands on
 > a program called UxT-GUI which is great for encoding/decoding. Here's
 > a Hammer object in Imagine format, I will include it in this mail, I
 > would appreciate it if you guys could let me know if you guys were able
 > to decode it OK. Thanks again!
 >
 > UxT 3.1
 > begin 644 HAMMER
 > MIDJ230``+8941\$1\$3T)*(``'+7I\$15-#``'M:DY!344``'2``'``'``'``'2

Anybody have any idea on how to decode the image on a unix work station?
 The last pictures that were sent, were attached to the mail in their original
 format. I was able to view those pictures no problem.

-KV-

--
 Life is hard and nothing is easily given...
 If you want anything out of life you have to fight for it...
 Prepare for Kombat!

kra@aesthetic.com

 Kevin Alvarado
 (714) 597-4995
 Aesthetic Solutions
 92 Argonaut, Suite #220
 Aliso Viejo, CA 92656

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1.364 MSG-361 Subject: Re: Imagine 4.0 Amiga arrives!

Subject: Re: Imagine 4.0 Amiga arrives!
 Date: Monday, 13 November 1995 22:58:32
 From: "Ian M. Smith" <iansmith@ncinter.net>

On Mon, 13 Nov 1995, Roger Straub wrote:
 > Naturally I installed it immediately and started playing with blobs.
 > (BTW, these are REALLY COOL!!!) The problem was when I set the
 > perspective mesh to 8, I got a requester saying "Encountered and error in
 > gimmeBiggerObj - trying to clean up." [...] I keep clicking on the OK
 > button, but they just keep coming. I tried rebooting, starting up imagine,
 > and trying it again, but I keep getting these requesters! Has anyone else
 > had this problem?

Yes! :- (I just started playing with Imagine 4.0 for the Amiga today. I

have been generating images to show off the new 4.0 features on my Web page and hopefully get others to become jealous and upgrade, but as soon as I started playing with blobs, I got those darn requesters and eventually they wouldn't go away, forcing a reeboot..

It is like the slice and check object bugs... I don't like being afraid to use some functions... I make sure to save my objects before a slice or a check object, but I can't save my objects EVERY time I reposition a blob sphere... will this be fixed, Impulse?

Off to play with some of the other features...

--

IanSmith@ncinter.net Visit Below!
My HP48/Imagine/ImageMaster Page --> <http://www.ncinter.net/~iansmith/>
Come and stop by Africa Imports --> <http://www.cyberenet.net/~africa/>

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1.365 MSG-362 Subject: 4.0 Blobs

Subject: 4.0 Blobs

Date: Monday, 13 November 1995 23:30:04
From: Kevin Alvarado <kra@Rocky.aesthetic.com>

I have not yet recieved my copy of v4.0 as of yet. I have a question regarding 4.0 blobs.

Question: Are blobs saved in a different file format other than the standard point-edge-face objects of the Detail Editor? (ie Form Editor objects are saved in a different format from Detail Editor objects, but can be imported to the Detail Editor.)

I didn't recieve any answers the last time I posed this question, so I thought I'd try again.

-KV-

--

Life is hard and nothing is easily given...
If you want anything out of life you have to fight for it...
Prepare for Kombat!

kra@aesthetic.com

Kevin Alvarado
(714) 597-4995
Aesthetic Solutions

92 Argonaut, Suite #220
Aliso Viejo, CA 92656

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1.366 MSG-363 Subject: CleanUpSlice

Subject: CleanUpSlice
Date: Monday, 13 November 1995 23:44:47
From: Dave Hardenbrook <DAVEH47@delphi.com>

Jaeson mentioned "Milan's CleanUpSlice Prg"...What is it? Does it have anything to do with Imagine's "Slice" feature?

-- Dave

Thread 396

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1.367 MSG-364 Subject: IM4-Smoothing Tool Example

Subject: IM4-Smoothing Tool Example
Date: Thursday, 13 November 1997 05:31:36
From: Bill Dimech <billd.ne.com.au@ne.com.au>

G'day=20

To all lucky enough to have IM 4.0. and those still deciding whether to = upgarde.

I have just been playing with the new Smoothing Tool option in 4.0.=20 This is very powerful and I got so excited I had to post this little = tutorial that shows some of its power.

In the Detail Editor:

=20

1. Add Primitive : Torus (standard values)

=20

2. Add Primitive : Sphere with a radius of 100

3. In the Front View : Move the sphere about 150 units in the X = direction so that the left side of the sphere intersects about half way = through the right side of the Torus.

4. Pick the two objects and SLICE (ALT-X) them.
(you may need to raise the sphere a touch if you get the intersecting = edges error).

=20

5. In Pick Object mode : Select the newly created intersecting bits = between our two objects and delete them. We are only want the original = outer torus and sphere parts.

6. Pick the Torus and Sphere objects and use the JOIN command to create = one object.

7. Select the MERGE command.

(This is important!!! If you do not merge, it will not behave as = expected).

Now for the Fun Stuff

8. Select the new Smoothing Tool option from the Functions menu.

9. Change the iteration value to 20 and apply it to our new object.

Notice how nicely the join has been smoothed.=20

WOW! Great Potential Here. You can apply the Smoothing over and over to = increase the effect.

=20

OK That's not all..... This next bit shows up best if the perspective = view is in Shaded Mode =20

=20

10. Pick our object, change to Pick Faces mode and Pick ALL faces.

11. Select FRACTURE

12. Now select the Smoothing Tool option from the Functions menu again.

13. Set the value to 10 and ensure that Lock Perimeter is on. Click on = OK

When you apply this to our object, look at the Shaded View as this = really shows up the benefit of this feature.=20

(If lock perimeter is off the object will distort. Start to merge into a = blob: - yet another great feature)=20

Note: The Smoothing Tool works in Pick Faces mode as well as Pick Points = / Pick Object).

You can select a range of points or faces to localise smoothing if = necessary (i.e. to the intersection of the two objects only etc).

Try out this Pick Faces / Fracture / Smooth routine on the SKULL object = that came in the Digimax directory:

WOW!!. Finally, an easy way to clean those ugly DXF files that come from = those other packages.

Hope this was of interest to you.

Regards BillD=20

=20

=20

Thread 492

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1.368 MSG-365 Subject: Amiga version 4 arrives!

Subject: Amiga version 4 arrives!

Date: Tuesday, 14 November 1995 01:12:25

From: David Nix <WRNIX@uga.cc.uga.edu>

Well everyone, version 4 arrived today. On first glance, blobs are everything that theyre supposed to be... Nothing short of amazing. I'll fill in the gaps on the other stuff as soon as I can... Gotta get back to it, only had it installed for about an hour.

Dave

Thread 817

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1.369 MSG-366 Subject: Sunshine Conf?

Subject: Sunshine Conf?

Date: Tuesday, 14 November 1995 02:33:05

From: Perry Lucas <plucas@vt.edu>

Jay,

Do you have the sunshine state conference id's yet?

--Perry

Thread 474

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1.370 MSG-367 Subject: Re: Negative Blobs?

Subject: Re: Negative Blobs?
Date: Tuesday, 14 November 1995 03:44:03
From: Valleyview@aol.com

>Does the Imagine blob modeler make provision for negative blobs?

Just set your strength to a negative number. A negative blob won't be seen on render.

Rick

Thread 413

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1.371 MSG-368 Subject: Re: 4.0 Blobs

Subject: Re: 4.0 Blobs
Date: Tuesday, 14 November 1995 03:44:06
From: Valleyview@aol.com

In a message dated 95-11-13 19:10:13 EST, kra@Rocky.aesthetic.com (Kevin Alvarado) writes:

>Are blobs saved in a different file format other than the standard
>point-edge-face objects of the Detail Editor?

After making a blob object you can convert it and save it as a standard Imagine object (never to be a blob object again. Or you can save it as a blob object that you can return to the Detail Editor and change. Blob objects do support states, therefore animation and can be loaded into the Stage or Action Editors and treated as other Imagine objects.

Rick

Thread 718

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1.372 MSG-369 Subject: Apology

Subject: Apology
Date: Tuesday, 14 November 1995 04:02:57
From: Perry Lucas <plucas@vt.edu>

Sorry about the last message sent to the list. I mistakenly hit the wrong address.

--Perry

Thread 192

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1.373 MSG-370 Subject: Re: Blobs: error - bad chunk size???

Subject: Re: Blobs: error - bad chunk size???
Date: Tuesday, 14 November 1995 04:44:03
From: Valleyview@aol.com

When animating blobs with states do NOT use the "shape" data type, use "group" only. Blobs takes care of movement, just like bones. But with bones you can use "shape" although you don't have to. With blobs "shape" gives you the error you described.

Rick

Thread 359

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1.374 MSG-371 Subject: Re: Dos Helper needed

Subject: Re: Dos Helper needed
Date: Tuesday, 14 November 1995 09:00:13
From: Bob Arnold <barnold@linknet.kitsap.lib.wa.us>

On Sun, 12 Nov 1995, John Grieggs wrote:

> >
> >
> > Re: the "/" to "\" autoconvert in Imagine, Amiga to PeeCee ... no way!
> >
> > I've got some really great objs from Aminet and can't use them cuz they
> > have wraps associated and the path to the wraps is tweaked with the
> > slashes pointing the wrong way! Bummer! I've tried ISL to untweak and
> > retweak but no luck.....
> >
> ISL only works on the staging files, not on objects. You might have
> better luck with TDDD...
>
> > -Bob
> >
> _john
>
>

Is that do-able for PeeCee Imagine? -Bob

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1.375 MSG-372 Subject: Helmy..where are you?? (ignore if you are not Helmy)

Subject: Helmy..where are you?? (ignore if you are not Helmy)
Date: Tuesday, 14 November 1995 09:22:32
From: Peter Borchers <prb@iafrica.com>

This is to Helmy - I've lost his e-mail address.....

If you get this message, is it possible for you to send me those pics that you sent the the IML - I received them last time, but for some reason my mailer decoded them incorrectly, and I couldn't read them...

Or maybe upload them to Aminet, and let me know when you have done so.

Thanks a stack.

Cheers....

Peter

Peter Borchards prb@iafrica.com

=====
Amiga 4000/030 68882/40mhz 10mb Ram 540mb HD
=====

Thread 730

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1.376 MSG-373 Subject: Re: CleanUpSlice

Subject: Re: CleanUpSlice
Date: Tuesday, 14 November 1995 09:41:50
From: Jynx <premiergfx@liberty.liberty.com>

On Mon, 13 Nov 1995, Dave Hardenbrook wrote:

> Jaeson mentioned "Milan's CleanUpSlice Prg"...What is it? Does it have
> anything to do with Imagine's "Slice" feature?

>

>

-- Dave

>

>

It cleans up the points, edges, & faces on sliced objects. It has many features, you should check it out. It is a little early to announce this, but Milan and I will be working on a 3-D Realtime Object painting program. The program will have many features like: Direct painting on any Imagine object with different nozzles (airbrush, color, bump mapping, etc). We are still working on the details before we start laying down routines. All that are interested should contact me via e-mail and leave a comment/feature that could be included in the first version.

Brent Warp
Premier Productions
premiergfx@liberty.liberty.com

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1.377 MSG-374 Subject: Re: 4.0

Subject: Re: 4.0
Date: Tuesday, 14 November 1995 13:14:00
From: Michael North <IBTLMAN@MVS.OAC.UCLA.EDU>

> Isn't it possible to achieve a proper softshadow without using 175
> simulated lights in Imagine ?! Using e.g 25 simulated lights should
> produce a nice edge (I believe what we're trying to avoid is those
> sharp edged shadows so softening them a bit will remove that 'computerish'
> touch) .. or am I fishing in the dark here ?!
> I tried out 200 lights, and it just added 4 hours rendering!
>

I've only tried the default (45 lights) so far, and that on a fairly simple scene. That's why I'm waiting for the definitive comparison test results from Sampson Labs. I suspect that judicious use of fill lights and the soft-edge lite texture would let you get away with far fewer than 45. I'm putting together a scene now to give it a good test, but, as always, I get so absorbed in modelling that I can't get to staging.

Michael

Thread 235

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1.378 MSG-375 Subject: Re: FrontCover available!

Subject: Re: FrontCover available!
Date: Tuesday, 14 November 1995 14:23:44
From: stevef@serv.net (Steve Fiamengo)

> Hi!

> A couple of weeks ago I was asked to do a frontpage Cover for a
> Danish Magazine ('Amiga-Bladet') and I've just finished the opus.
> The image features a 'glowing' Robot sitting with a huge pencil.

> I've done a lot of post-editing using Photogenics and would like to share

>it with you fellow Imagineers out there. I'd also like to get feedback
>concerning the modeling/post-editing. I believe people aren't too happy
>about the thought of filling the list with renderings, so let me know if
>you want a copy! :)

> Picture Size 650x800 in 70%Jpeg (equals 115 Kb)

> o

>/#\ Anders Lundholm . Alien Workshop (Tm) . Lund@Hoa.Ping.Dk

> ZZ Computer Graphics Design . 3D Modeling & Animation

>-- Via Xenolink 1.97, XenolinkUUCP 1.1

Yes, I'd like to see it, please post an FTP address we can grab it from,
or post it to Aminet if you can.

(Or file attatch it to return E-Mail ????)

```
-----
3k/040 ___ ///   stevef@serv.net           "The Future,
Amiga  \\///   Steve Fiamengo           belongs to those,
        \XX/                                     who can smell it coming..."
-----
```

"My pride has had terrible consequences for the galaxy." - Obi-Wan

Thread 797

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1.379 MSG-376 Subject: Re: Blobs lavalamp.

Subject: Re: Blobs lavalamp.
Date: Tuesday, 14 November 1995 14:23:46
From: stevef@serv.net (Steve Fiamengo)

```
-----
>Okay. I had a go at this and have produced a sample image. If anyone wants
>to look at it let me know and I will post it either to the individual or the
>list. What I am hoping for is ideas to improve it.
```

>Chris Hall.

I'd like to check it out !! I've been playing with this idea for a project
also since I saw the suggestion here and have had dubious luck so far... Mainly
problems with keeping it within the constraints of the 'glass' during an anim.

Just got my version 4.0 today, so I'm spending the time to paly around with it before I get back to the lamp.

```
3k/040  _  ///  stevef@serv.net      "The Future,
Amiga  \\\///  Steve Fiamengo    belongs to those,
      \XX/                          who can smell it coming..."
```

"...but I do believe they think I am some sort of god." - C-3PO

Thread 650

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1.380 MSG-377 Subject: Good Times with Imagine

Subject: Good Times with Imagine
Date: Tuesday, 14 November 1995 15:12:57
From: aciolino@rrddts.donnelley.com

I've had some GOOD TIMES with Imagine 4.0 lately, especially the blobs. Iw onder if Impuse is having GOOD TIMES trying to "fix" the negative blobs/states bug that was found...

Have a Good Time folks! And you're now infected with the Hoax Virus, its a virus that goes around and recovers all of the files that the Good Times virus deleted. So you're covered and safe.

Just read this message after a while and it'll actually make backups on your system, and eventually it'll create 16MB RAM that all machines can use, and after a while, it'll make a 200MB hard drive for free.

Let's get back to Imagine stuff, please.

Has anyone put together a human figure in imagine yet? I tried to get a torso or leg, but it seemed just a little too above me.

-AC

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1.381 MSG-378 Subject: FrontCover available!

Subject: FrontCover available!
Date: Tuesday, 14 November 1995 15:19:41
From: lund@hoa.ping.dk (Anders Lundholm)

Hi!

A couple of weeks ago I was asked to do a frontpage Cover for a Danish Magazine ('Amiga-Bladet') and I've just finished the opus. The image features a 'glowing' Robot sitting with a huge pencil.

I've done a lot of post-editing using Photogenics and would like to share it with you fellow Imagineers out there. I'd also like to get feedback concerning the modeling/post-editing. I believe people aren't too happy about the thought of filling the list with renderings, so let me know if you want a copy! :)

Picture Size 650x800 in 70%Jpeg (equals 115 Kb)

o
/#\ Anders Lundholm . Alien Workshop (Tm) . Lund@Hoa.Ping.Dk
ZZ Computer Graphics Design . 3D Modeling & Animation

-- Via Xenolink 1.97, XenolinkUUCP 1.1

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1.382 MSG-379 Subject: Re: OBJ-TEST

Subject: Re: OBJ-TEST
Date: Tuesday, 14 November 1995 15:29:17
From: beeton@SEDSsystems.ca (Gary Beeton - SED Systems)

>> Hi Imagineers, thanks for all your help, I managed to get my hands on
>> a program called UUXT-GUI which is great for encoding/decoding. Here's
>> a Hammer object in Imagine format, I will include it in this mail, I
>> would appreciate it if you guys could let me know if you guys were able
>> to decode it OK. Thanks again!
>>
>> UxT 3.1

```
>> begin 644 HAMMER
>> M1D]230``+8941$1$3T)*(```+7I$15-#``M:DY!344````2``````````````2
>
>Anybody have any idea on how to decode the image on a unix work station?
>The last pictures that were sent, were attached to the mail in their original
>format. I was able to view those pictures no problem.
```

uudecode <filename>

...but I think it is an object file, not an image.

Gary
beeton@SEDSsystems.ca

Thread 360

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1.383 MSG-380 Subject: Re: Animating character

Subject: Re: Animating character
Date: Tuesday, 14 November 1995 17:07:01
From: RobSampson@aol.com

In a message dated 95-11-13 19:23:06 EST, you write:

```
> I don't have the slightest clue on what the best way to animating
>moving mouths is! (and I don't want to spend tonns of hours trying, either!)
>
> Can someone help me out here with some hints?
```

Tim Wilson (Crestline) who created "Humanoids" created morph targets (7 of them I believe) in which he has the lips on the head of his character simulate various positions from closed to gape to pucker for various characters in the alphabet. His product is advertised in 3D Design's most recent issue on page 62. You can email him at 76432.1122@compuserve.com and from the times in which I have spoken to him he was very pleasant and more than willing to explain things. He is busy and may take a couple of days to get back to you but I am sure he can provide you with detail beyond which you may even think you require:) BTW I have his "Humanoids" package and it is worth every penny. Excellent manual, excellent models, excellent product.

In fact, you can probably learn more about Imagine reading his stuff than you can using their lame manuals.

Bob.....

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1.384 MSG-381 Subject: Re: Imagine 4.0 Amiga arrives!

Subject: Re: Imagine 4.0 Amiga arrives!
Date: Tuesday, 14 November 1995 18:04:58
From: Roger Straub <straub@csn.net>

Not that I've seen. I ran through the textures, and as far as I could see, there were no new ones.

See ya,
Roger

On Wed, 15 Nov 1995, Anders Lundholm wrote:

> Letter from Anders Lundholm to Roger Straub Written 13 Nov 95 At 16:51:46
> O'clock
>
> Hi Roger ...
>
> RS> Naturally I installed it immediately and started playing with blobs.
>
> Hey, are the textures from Steven C. Blackmon included with the
> amiga-version too ?! ..
>
> o
> /#\ Anders Lundholm . Alien Workshop (Tm) . Lund@Hoa.Ping.Dk
> ZZ Computer Graphics Design . 3D Modeling & Animation
>
> -- Via Xenolink 1.97, XenolinkUUCP 1.1
>

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1.385 MSG-382 Subject: Brushmapping Children

Subject: Brushmapping Children
Date: Tuesday, 14 November 1995 18:46:07
From: Charles Blaquiere <blaq@io.org>

> From: Jynx <premiergfx@liberty.liberty.com>

>
> I then copied about 25 of the feathers to form one wing. I then grouped
> 24 of the feathers to 1 feather (parent). I then applied a color & filter
> map to give the feathers the desired appearance. Yes, and I did select
> "Apply to Children" in both of the map requesters. I then rendered and
> the parent object is colored & clipped correctly, but the children are
> all white (default color). What the hell is going on?

I think I've got it. When you click on the "Apply to children" button in the texture/brushmap requester (not the same as the "Apply" menu function, Greg), the tx/brush extends to the children, but that's what you get -- an extension of that single brushmap, not a new copy of the brushmap applied to each child. In your case, the children probably lie beyond the positive X/Y/Z brush axes, and thus are unaffected by the brush.

What you want, is to give each feather its own brush, positioned and aligned to suit each individual feather. To do this, ungroup the wing; enter Pick Objects mode; pick the former parent; multi-pick all others (Shift-RightAmiga-A); and select Apply from the Functions menu. This will duplicate all Attributes settings from the former parent to each individual feather. You'll then have to align each brush to match their new host.

Since you mention two brushes per object, it may be easier to use another strategy: ungroup the wing and delete all but the former parent feather. You are left with a single feather, with both brushes correctly applied. You can then Copy the feather, and repeatedly Paste/position/align the remaining feathers one at a time. You'll have a bit of work ahead of you, duplicating the existing wing structure, but at least the brushmap pairs won't need any adjustment.

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1.386 MSG-383 Subject: Re: Pentium

Subject: Re: Pentium
Date: Tuesday, 14 November 1995 19:10:57
From: Charles Blaquiere <bla@io.org>

> From: Falko@aol.com
>
> "you" do not have control over what is done on which processor. The OS
> makes those decisions.

So how does the OS (uh, I assume we're still talking NT here?) know which CPU is least busy? I could envision a scenario where I want to leave Imagine rendering on one CPU, and run as much as possible on the

other, even if it means less than optimal response for this second CPU.

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1.387 MSG-384 Subject: Textures

Subject: Textures
Date: Tuesday, 14 November 1995 19:29:28
From: Charles Blaquiere <blaq@io.org>

> From: Eduardo Gomez <eduardo.gomez@canrem.com>
>
> Hi. Does any of the textures of Imagine 3.0 do something with the
> default settings, when applied to a primitive sphere?

That's strange. All of Imagine's textures come with defaults that look reasonable on a default sphere or plane, depending on the texture.

This sounds like a weird one. Let's see if I can give you some steps to follow exactly, and you tell me what you get.

Start Imagine.

Enter Detail editor.

Add a primitive sphere.

Select Attributes.

Add the Agate texture, accept all "OK" buttons.

Do a quickrender.

I get a black background, with a round sphere in front. The sphere has a pink marble-like appearance, and since the default quickrender light is straight in front of the camera, the sphere is brightest in the middle of the image, with edges fading to black.

Okay, your turn. What do you see?

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1.388 MSG-385 Subject: Re: 4.0 Blobs

Subject: Re: 4.0 Blobs
Date: Tuesday, 14 November 1995 19:40:41
From: Kent Marshall Worley <mumu@america.net>

On Mon, 13 Nov 1995, Kevin Alvarado wrote:

> I have not yet recieved my copy of v4.0 as of yet. I have a question regardin
> g
> 4.0 blobs.
>
> Question: Are blobs saved in a different file format other than the standard
> point-edge-face objects of the Detail Editor? (ie Form Editor objects are
> saved in a different format from Detail Editor objects, but can be imported to
> the Detail Editor.)
>
They are CSG objects like the add sphere object. They are made from CSG
spheres and work in the detail editor fine. You do have the option of
saving them as point-edge -face objects by saving the blob as a mesh.
mumu

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1.389 MSG-386 Subject: Re: Waving grass field

Subject: Re: Waving grass field
Date: Tuesday, 14 November 1995 19:41:05
From: Charles Blaquiere <blaq@io.org>

> From: Mike McCool <mikemcoo@efn.org>

>
> Just as an aside, I DID like Torgier's original suggestion of
> making the original object all quick edges,--and this does NOT work on
> the replication method. I even tried ungrouping the sliced object, and
> doing a pick-all and apply function, to copy the original's attributes to
> every one in the crowd--but the quick edges attribute doesn't get copied.

Hmmm -- it worked for me. I added a 1x1 primitive plane, deleted the top
2 points, leaving a solitary edge at the bottom. Extruded it 100 units
with 5 copies, giving me a flat, segmented triangle. Scaled/aligned it
so it became a skinny, upright triangle, with axis alignment at 0,0,0.

Entered Pick Faces mode, select all, Make Subgroup. (any name will do)

Entered Pick Edges, Pick Subgroup, chose the face subgroup, then Boundary Edges. (Dontcha just LOVE these Imagine power-user features?) Make Quick Edges. Then reverted to Pick Objects mode, entered Attributes to give it the Quick Edges attribute. This gave me a simple outline of the blade of grass in all views.

Added a 10x10 plane, scaled/rotated it to horizontal. Picked the blade of grass, replicated 13 copies along PLANE.1.

All copies appeared with the correct quick edges.

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1.390 MSG-387 Subject: Dark Outlines using brushes!

Subject: Dark Outlines using brushes!

Date: Tuesday, 14 November 1995 19:58:01

From: lund@hoa.ping.dk (Anders Lundholm)

I have a problem with maps! I've recently created a large OrbitStation which has about 200 maps applied to it. Both Greyscale and colormaps with and without the 'genlock' option set in the brush-editor.

The problem is dark outlines at the left and bottom sides of the mapping. The outlines will follow your brush if you e.g. rotate or position it. Using subgroups or converting the brushes to 8Bit Iff\Ilbm has no effect either.

White Outlines : When adding a black brush (plus genlock, but this doesn't prevent the lines from showing up) to a lighter object.

Dark Outlines : When adding a white brush to a darker object.

To get an overview of the problem do the following:

Create a primitive plane and add a textbrush to it (use a white color for the text and black color as background). Color the object with a light shade. Now, enable the 'genlock' option and size the reposition the brush so that it is located in the middle of the plane. Select 'From Obj' brushview and notice how Imagine renders dark outlines at the right and bottom side of the brush.

Now enable 'Inverse Video' and make the object all black (still having the 'genlock' option enabled). Notice the white lines at the left and top

sides!

I've tried to fix this problem by using a very high antialias but no dice!

EDLE 20 # Anti-Aliasing Value - Lower = Slower
AARC 255 # Anti-Aliasing Rays Pr. Pixel Limit
RSDP 6 # Resolve Depth - Numbers Of Reflections (Watcha!)

Thanks in advance!

o
/#\ Anders Lundholm . Alien Workshop (Tm) . Lund@Hoa.Ping.Dk
ZZ Computer Graphics Design . 3D Modeling & Animation

-- Via Xenolink 1.97, XenolinkUUCP 1.1

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1.391 MSG-388 Subject: Re: Pentium

Subject: Re: Pentium
Date: Tuesday, 14 November 1995 22:33:32
From: Bob Arnold <barnold@linknet.kitsap.lib.wa.us>

On Tue, 14 Nov 1995, Charles Blaquiere wrote:

> > From: Falko@aol.com
> >
> > "you" do not have control over what is done on which processor. The OS
> > makes those decisions.
>
> So how does the OS (uh, I assume we're still talking NT here?) know
> which CPU is least busy? I could envision a scenario where I want to
> leave Imagine rendering on one CPU, and run as much as possible on the
> other, even if it means less than optimal response for this second CPU.
>
>

Actually the processes won't be totally split between the two CPUs, they have queues for processing whatever comes their way and they just do whatever comes along as fast as they can! One might be offloading some floating point calcs from the other and the other might be cranking thru video as quick as its little hamsters will let it ... but there's no such thing as binaries belonging to ONE app, they're just ones and zeroes and operations.... Nothing magic. -Bob

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1.392 MSG-389 Subject: Attributes

Subject: Attributes
Date: Tuesday, 14 November 1995 23:21:29
From: lund@hoa.ping.dk (Anders Lundholm)

Letter from Anders Lundholm to Roger Straub Written 12 Nov 95 At 21:30:43
O'clock

Hi Roger ...

RS> One of the main problems with Imagine is that it's too perfect. You
RS> tell it to make an object black, and it will - too black.

Using a small amount of reflectivity along with a global-brush \
environment-brush will fix this. I had trouble with some chessmans which
rendered too black but found out about this trick in the process of finding
a proper way to handle blacky surfaces.

You have to keep in mind, that the global-brush \
environment-brush has to be quite dark to avoid any unrealistic reflections. However, your method
with the color set to 10,10,10 color is valid but if you want real black
objects, 10,10,10 won't do it -:)

RS> set shininess to ~100, so you can see a specular spot. Set your
RS> specular to 255,255,255 to make a nice, glossy object.

AFAIK shininess only works with filtervalues larger than 0 and with a
certain amount of 'Index of refraction' (makes the reflection more complex).
Hardness controls the size of the highlight (If I'm correct!).

RS> * Windows'95 = Macintosh'89 = Amiga'85 *

:)

o

/#\ Anders Lundholm . Alien Workshop (Tm) . Lund@Hoa.Ping.Dk
ZZ Computer Graphics Design . 3D Modeling & Animation

-- Via Xenolink 1.97, XenolinkUUCP 1.1

Thread 4

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1.393 MSG-390 Subject: Re: Animating character

Subject: Re: Animating character
Date: Wednesday, 15 November 1995 00:15:19
From: Valleyview@aol.com

Use bones. Put a bone axis in the middle of the head with the x axis in line with the TMJ (the jaws pivot point behind the cheek). Point the z axis toward the tip of the jaw. Assign the face around the front of the jaw below the lips as "small bone subgroup" and add faces at back of jaw and some cheek area for "big bone subgroup". This axis should be a child of the head bone. Rob Sampson brought up making states for different sounds. I believe a recent issue of Digital Video Mag had an how-to-do article on the subject and showed the different expressions for the different sounds.

Rick

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1.394 MSG-391 Subject: Re: Dos Helper needed

Subject: Re: Dos Helper needed
Date: Wednesday, 15 November 1995 00:41:10
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello Bob, on Nov 11 you wrote:

> Re: the "/" to "\" autoconvert in Imagine, Amiga to PeeCee ... no way!
>
> I've got some really great objs from Aminet and can't use them cuz they
> have wraps associated and the path to the wraps is tweaked with the
> slashes pointing the wrong way! Bummer! I've tried ISL to untweak and
> retweak but no luck.....
>
> -Bob

In the Detail Editor open the Attributes requester for each object and click on info for each wrap and texture and change the path name to reflect where they are on your system. All the original settings will be unchanged.

-- Bob

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

Thread 371

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1.395 MSG-392 Subject: Good Times

Subject: Good Times

Date: Wednesday, 15 November 1995 01:32:57

From: sgiff@airmail.net (Stephen Gifford)

>
>
> There is a computer virus that is being sent across the Internet.
> If you receive an e-mail message with the subject line "Good
> Times",
>

Sorry, couldn't resist. If your reading this then you must already know that there is no such thing as an e-mail virus, and if there was it could only exist in an attached binary which would still have to be run.

s.g.

Thread 377

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1.396 MSG-393 Subject: Re: Textures

Subject: Re: Textures

Date: Wednesday, 15 November 1995 01:34:02

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

Hello Eduardo, on Nov 11 you wrote:

> Hi. Does any of the textures of Imagine 3.0 do something with the
> default settings, when applied to a primitive sphere? I tried many of
> them with no results at all (except, of course, with camo).

Many of the textures are 2D and do not apply to 3D objects very well. If you look at the texture docs, at the bottom of each texture entry there is a sample object used with that particular texture, this gives you an idea if the texture is meant to be 3 dimensional. Also 2D textures map through

the Z axis so for a plane, you have to rotate the axis only so the Z axis is perpendicular to it. If you can't see your texture on a sphere, try rotating it 90 degrees around the X axis so you are looking at the top of it in the perspective view and you will see what I mean.

-- Bob

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

Thread 309

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1.397 MSG-394 Subject: Availability of Imagine

Subject: Availability of Imagine
 Date: Wednesday, 15 November 1995 01:37:22
 From: craigt@cvillage.com.au (Craig Talbot)

 Sorry for this stupid question but I live in Perth, Western Australia and can't seem to get hold of Imagine for the PC. Can anyone in Australia tell me who the distributor is? Sorry if this is on the FAQ but I can't seem to get the .lzh to decompress correctly on either my Mac (at work) or PC (at home).

BTW: I currently have Imagine 2.0 for PC from the excellent book 3d Modeling Lab by Waite Group Press. But I would like to upgrade to V3 or V4 or even WinImagine when it becomes available.

Thanks to anyone who can help,

CRT.

```
*****
* Craig Talbot *
*
* Computer Village, Ph: 227 9988 *
* 163 Lord Street, Fax: 227 9020 *
* Perth, 6000. Email:craigt@cvillage.com.au *
*****
```

Thread 224

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1.398 MSG-395 Subject: NewFlare.ifx

Subject: NewFlare.ifx
Date: Wednesday, 15 November 1995 03:43:25
From: sgiff@airmail.net (Stephen Gifford)

Maybe I have completely missed the discussion on this but has anyone tried the Newflare.ifx in the Global FX. It has more KB than any of the other files so it must be fairly complex. Is this a different Lens Flare FX than the Lensflar.ifx?

s.g.

Thread 411

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1.399 MSG-396 Subject: Re: CleanUpSlice

Subject: Re: CleanUpSlice
Date: Wednesday, 15 November 1995 07:05:54
From: RobSampson@aol.com

In a message dated 95-11-14 22:58:44 EST, you write:

>Has anyone noticed that the sclice function is working great in 4.0! I
>have not had one error slicing things since I tried it in 4.0.
> mumu

Well that would be great news. Now I'll have to go back and try it again. It's been so long since I've sliced anything in Imagine because it was so unreliable I just gave up using it. If it's really working better that in itself would be a major enhancement to the package.

Bob.....

Thread 373

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1.400 MSG-397 Subject: Sorry Could Not Find Subject!

Date: Wednesday, 15 November 1995 08:01:43
From: imagine-relay@email.eag.unisysgsg.com

Blobs are created, saved, and manipulated in Detail. You add a couple of
CSG spheres and then tell Imagine, "Hey! These are blobs! Deal with it!"
and it does. =)

See ya,
Roger

On Mon, 13 Nov 1995, Kevin Alvarado wrote:

> I have not yet recieved my copy of v4.0 as of yet. I have a question regardin
> g
> 4.0 blobs.
>
> Question: Are blobs saved in a different file format other than the standard
> point-edge-face objects of the Detail Editor? (ie Form Editor objects are
> saved in a different format from Detail Editor objects, but can be imported to
> the Detail Editor.)
>
> I didn't recieve any answers the last time I posed this question, so I thought
> I'd try again.
>
> -KV-
>
> --
> Life is hard and nothing is easily given...
> If you want anything out of life you have to fight for it...
> Prepare for Kombat!
>
> kra@aesthetic.com
> - - - - -
> Kevin Alvarado
> (714) 597-4995
> Aesthetic Solutions
> 92 Argonaut, Suite #220
> Aliso Viejo, CA 92656
>

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1.401 MSG-398 Subject: Sorry Could Not Find Subject!

Date: Wednesday, 15 November 1995 08:39:54
From: imagine-relay@email.eag.unisysgsg.com

I agree with Greg, the consensus was that UUencodes should be left out of the IML as much as possible. I believe the users were softer on small images designed specifically to demo new features found in an upcoming upgrade, such as the motion-blurred dice and the blob sculpture posted this summer.

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1.402 MSG-399 Subject: Sorry Could Not Find Subject!

Date: Wednesday, 15 November 1995 09:02:53
From: imagine-relay@email.eag.unisysgsg.com

On Mon, 13 Nov 1995, Dave Hardenbrook wrote:

> Jaeson mentioned "Milan's CleanUpSlice Prg"...What is it? Does it have
> anything to do with Imagine's "Slice" feature?

>

>

-- Dave

>

>

Has anyone noticed that the sclice function is working great in 4.0! I have not had one error slicing things since I tried it in 4.0.

mumu

Thread 260

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1.403 MSG-400 Subject: [Fwd: Re: Imagine 4.0 Amiga arrives!]

Subject: [Fwd: Re: Imagine 4.0 Amiga arrives!]
Date: Wednesday, 15 November 1995 09:25:11
From: Per-Erik Westerberg <etxwtg@eogss.ericsson.se>

One silly thing with the Amiga version is that the preferences are all for the NTSC version, Impulse could have supplied a preference file for the PAL settings aswell. Another silly thing is that some of the attributes that came in the package had a texture-path with the infamous "\" (backslash) in them. They also had references to PC specific textures which are supplied by someone else than Impulse, maybe the ones from S. Blackmon in a directory named "toolkit2" which does not exist.

BLOBS ARE NICE!!! ;-)

--

```
/* Per-Erik Westerberg ! \ ~~~ E-mail: etxwtg@eogss.ericsson.se */
/* Ericsson Telecom AB ! !>-!"> Voice: +46 (0)8 7193683 Fax: ...94060 */
/* EO8/ETX/TX/HM ! / ~~~ */
/* 12625 Stockholm ! . . . "Yet to be filled in with ...?" . . . */
```

Return-Path: <imagine-relay@email.eag.unisysgsg.com>

Received: from mailgate.ericsson.se by eogss (4.1/SMI-4.1-LME1.6)
id AA00520; Wed, 15 Nov 95 09:30:31 +0100

Received: from email.eag.unisysgsg.com (email.EAG.UnisysGSG.COM [129.218.87.10])
by mailgate.ericsson.se (8.6.11/1.0) with SMTP id JAA28651 for <etxwtg@eogss.ericsson.se>; Wed, 15 Nov 1995 09:29:23 +0100

Received: by email.eag.unisysgsg.com (4.1/SMI-4.1)
id AA00253; Tue, 14 Nov 95 19:02:46 CST

Received: from teal.csn.net by email.eag.unisysgsg.com (4.1/SMI-4.1)
id AA00227; Tue, 14 Nov 95 19:02:44 CST

Received: (from straub@localhost) by teal.csn.net (8.6.12/8.6.9) id SAA07360; Tue, 14 Nov 1995 18:04:58 -0700

Date: Tue, 14 Nov 1995 18:04:58 -0700 (MST)

From: Roger Straub <straub@csn.net>

Subject: Re: Imagine 4.0 Amiga arrives!

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1.404 MSG-401 Subject: Re: Imagine 4.0 Amiga arrives!

Subject: Re: Imagine 4.0 Amiga arrives!

Date: Wednesday, 15 November 1995 10:12:40

From: Jim Rix <jim@yakko.cs.wmich.edu>

On Tue, 14 Nov 1995, Roger Straub wrote:

> Not that I've seen. I ran through the textures, and as far as I could
> see, there were no new ones.

>

> See ya,

> Roger

>

In fact the following textures have NO documentation:

CoolFir.itx
DethStrar.itx
Fuzz.itx
Inviso.itx
Metals2.itx
OldBrick.itx
Rivitz.itx
Specular.itx
Twinkle.itx
Wires.itx

The FadetoBlack global effect still does not work. It is either totally on or totally off. There is no transition. Does anyone know how to make it work!

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1.405 MSG-402 Subject: Imagine 4.0 Amiga arrives!

Subject: Imagine 4.0 Amiga arrives!

Date: Wednesday, 15 November 1995 10:32:23

From: lund@hoa.ping.dk (Anders Lundholm)

Letter from Anders Lundholm to Roger Straub Written 13 Nov 95 At 16:51:46
O'clock

Hi Roger ...

RS> Naturally I installed it immediately and started playing with blobs.

Hey, are the textures from Steven C. Blackmon included with the
amiga-version too ?! ..

o

/#\ Anders Lundholm . Alien Workshop (Tm) . Lund@Hoa.Ping.Dk
ZZ Computer Graphics Design . 3D Modeling & Animation

-- Via Xenolink 1.97, XenolinkUUCP 1.1

Thread 401

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1.406 MSG-403 Subject: Dark Outlines using brushes!

Subject: Dark Outlines using brushes!
Date: Wednesday, 15 November 1995 10:34:47
From: lund@hoa.ping.dk (Anders Lundholm)

Letter from Anders Lundholm to Joel Newkirk Written 13 Nov 95 At 19:42:12
O'clock

Hi Joel ...

JN> have you examined w your brushes the be o be sure that the edges
JN> aren't part of the brushes? Sometimes when you clip a brush from
JN> a paint program and save, you get an edge of background color unnoticed.

I've tried all sorts of brushclipping. Rectangular, circular, freeclipping
etc. etc. Een with a lot of outline space!

o
/#\ Anders Lundholm . Alien Workshop (Tm) . Lund@Hoa.Ping.Dk
ZZ Computer Graphics Design . 3D Modeling & Animation

-- Via Xenolink 1.97, XenolinkUUCP 1.1

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1.407 MSG-404 Subject: Morphing objs with different faces- YES, but...

Subject: Morphing objs with different faces- YES, but...
Date: Wednesday, 15 November 1995 10:55:27
From: Ayalon Hermony <ila2024@zeus.datasrv.co.il>

Hello,

I did morph two objects with 'different' number of faces, like primitive
cone to primitive tube. That's the good news... (it takes some Imagine
hidden tricks)

But... the bad news, the inbetween steps, looks not what I expected.
Maybe others on the list will have better ideas, and we all can do it
right.

I won't list all the details steps, although I wrote them down on paper, only if users will not get it, I'll post them then.

To get two objects to morph, you need them to have the same number of faces. So, if we overcome this, Imagine will morph them.

O.K, so to have them have the same number of faces, make a primitive cone, then make a primitive tube, take care they don't have the same number of faces.

Now we have two choices;

To subtract faces from the bigger (didn't try it)
or, to add faces to the smaller. (didn't try it too)

What I did try, I made two more copies of each obj, lets call them cone.1 and tube.1.

Pick/select cone.1, go to Select Points, select all the points, and Scale them only in X and Y. in Top view.

You should get a horizontal line along the Z as seen in Front view.

Do the same with tube.1

At first, I Scaled them also along the Z, and got a 'single' point obj, actually, it's all the points of the obj in the same coordinate. It turn out worse then what will get later (told you about the bad news...)

Let's go on. We have now four objs, tube & tube.1, cone & cone.1

Join cone with tube.1, give it some attributes.

Join tube with cone.1, give it some attributes.

Save each to disk.

We have two different objects, but now they have the same number of faces.

That the first bad news. We get more faces/mem demands, then if we could do it without this trick.

Go to Action then stage, and do the morphing.

I did both from cone to tube, and vice versa, and here the second bad news. Because Imagine when morphing, first shrink the first obj towards the points of line of the target obj, and then expand it, we get a kind of twisted inbetween obj, and on the last frame of morphing, you get the correct target obj.

Here, maybe someone will have a solution.

For me, I don't mind, I get

a really strange looking twisted obj, a mix between a cone and tube, very organic look, I can use for strang planets, or alien worlds.

But if you after precise transformation of cat/dog to dog/cat, a better way need to be found.

How do you come back from 3D ?

Ayalon M. Hermony, Internet: ıla2024@datasrv.co.il

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1.408 MSG-405 Subject: UNDO in ACTION and STAGE

Subject: UNDO in ACTION and STAGE
Date: Wednesday, 15 November 1995 14:03:22
From: Claude Kallanian <102532.1174@compuserve.com>

Hi all,

Since Imagine v3.0, when you select the UNDO command in the STAGE or ACTION editor, all the LAYER #'s clear to zero. I just received v4.0 and the problem is still there. It is quite a pain, especially when you have lots of objects in your scene.

Before I had my CompuServe account, I called Impulse on two occasions explaining the problem.

Seems like it would be an easy fix.

Claude...

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1.409 MSG-406 Subject: Re: Textures

Subject: Re: Textures
Date: Wednesday, 15 November 1995 15:35:21
From: rgreb@emmetpub.demon.co.uk (Rob Caunt)

Just my 2p on the subject:

If you are getting no textures to show apart from camo and brick, I suspect you're trying to run Imagine 3.0 without an FPU.

(Don't laugh, it happened to me... I mean, it isn't made very clear in the manual!)

Imagine 3+ textures need an FPU. (or DX chip on the PC)

Hope this helps.

--

"if you don't use the bins you can't come in."

Rob

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1.410 MSG-407 Subject: CleanUpSlice

Subject: CleanUpSlice

Date: Wednesday, 15 November 1995 15:59:36

From: lund@hoa.ping.dk (Anders Lundholm)

Letter from Anders Lundholm to Dave Hardenbrook Written 13 Nov 95 At 23:44:47 O'clock

Hi Dave ...

DH> Jaeson mentioned "Milan's CleanUpSlice Prg"...What is it? Does it have
DH> anything to do with Imagine's "Slice" feature?

It is a standalone program which enables you to clean up an object after slicing. This will help you to do a lot of slicing to the same object, since the program (which by the way lets you control point-distances, angles between faces etc.) merges points close to each other. I use it everytime I've sliced an object, because it's pointreducing and secures me that unwanted faces appears when rendering the object!

I've got the newest version (and Milan's permisison to spread it) so, if there's no dice at his address I could just as well supply you with this rather excelent proggy!

o
/#\ Anders Lundholm . Alien Workshop (Tm) . Lund@Hoa.Ping.Dk
ZZ Computer Graphics Design . 3D Modeling & Animation

-- Via Xenolink 1.97, XenolinkUUCP 1.1

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1.411 MSG-408 Subject: Motion Blur?

Subject: Motion Blur?

Date: Wednesday, 15 November 1995 18:14:21

From: Roger Straub <straub@csn.net>

I'm using 4.0 (obviously) for the Amiga (not so obvious) and I have the following problem: Motion Blur won't work!

I set up a two-frame animation in action, one frame being one state of an object (the DEFAULT state on BLOBDEMO.IOB) and the other frame being another state (the state called 2), so there was motion between the two frames. I went to modify my subproject, set extra frames to 10, set the slider to about halfway, and rendered overnight. Looking at the frame the next morning, I see no motion blur! Am I missing something so obvious that it will drive me insane? =) Thanx!

See ya,
Roger

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1.412 MSG-409 Subject: Re: Good Times with Imagine

Subject: Re: Good Times with Imagine

Date: Wednesday, 15 November 1995 19:54:25

From: Chris Hall <Chris.Hall@dial.pipex.com>

> Just read this message after a while and it'll actually make backups
> on your system, and eventually it'll create 16MB RAM that all machines
> can use, and after a while, it'll make a 200MB hard drive for free.
>

Hey thanks. This could come in very handy!!

> Let's get back to Imagine stuff, please.
>
> Has anyone put together a human figure in imagine yet? I tried to get
> a torso or leg, but it seemed just a little too above me.
>

I have got a human figure I got from somewhere and converted it to Imagines bones format. It does require a little work to smooth and adjust some of the bones over laps. If you want I will mail it to you.

Chris Hall.

```

|-----|\
| You have been spoken to by Chris Hall      ||
| A very tall and generally nice bloke from Great Briton ||
|                                             ||
| E- mail me at : Chris.Hall@dial.pipex.com  ||
| WWW page being constructed at :          ||
|   http://dspace.dial.pipex.com/town/square/fy24 ||
|                                             ||
| Today's lucky lottery numbers are :-      ||
|           05 33 22 07 32 17              ||
|-----|\
\-----\

```

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1.413 MSG-410 Subject: Re:

Subject: Re:
Date: Wednesday, 15 November 1995 19:54:27
From: Chris Hall <Chris.Hall@dial.pipex.com>

```

>Has anyone noticed that the sclice function is working great in 4.0! I
>have not had one error slicing things since I tried it in 4.0.
> mumu
>

```

Yeah. I noticed this as well. I was chopping some complex shapes up the other day and not one error. It worked perfectly every time! Thanks Impulse.
Chris Hall.

```

|-----|\
| You have been spoken to by Chris Hall      ||
| A very tall and generally nice bloke from Great Briton ||
|                                             ||
| E- mail me at : Chris.Hall@dial.pipex.com  ||
| WWW page being constructed at :          ||
|   http://dspace.dial.pipex.com/town/square/fy24 ||
|                                             ||
| Today's lucky lottery numbers are :-      ||
|           05 33 22 07 32 17              ||
|-----|\
\-----\

```


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1.414 MSG-411 Subject: Re: NewFlare.ifx

Subject: Re: NewFlare.ifx
Date: Wednesday, 15 November 1995 20:30:47
From: Perry Lucas <plucas@vt.edu>

The newflare corrects for lightsources behind objects. A halo will not appear in front of the object which the orginial lensflare did.

--Perry

At 09:43 PM 11/14/95 -0600, Stephen Gifford wrote:
>Maybe I have completely missed the disscusion on this but has anyone tried
>the Newflare.ifx in the Global FX. It has more KB than any of the other
>files so it must be fairly complex. Is this a different Lens Flare FX than
>the Lensflar.ifx?
>
>s.g.
>
>

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1.415 MSG-412 Subject: Re: OBJ-TEST

Subject: Re: OBJ-TEST
Date: Thursday, 16 November 1995 01:10:52
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello Kevin, on Nov 13 you wrote:

> Anybody have any idea on how to decode the image on a unix work station?
> The last pictures that were sent, were attached to the mail in their original
> format. I was able to view those pictures no problem.
>
> -KV-

I thought the programs uuencode and uudecode originated on Unix systems. However, MPack and MUnPack are my preferred programs that I use on my Amiga. These handle Mime and split-uuencoded formats and are required by Aminet when uploading files. The docs say there are versions for unix, pc, mac and amiga systems.

-- Bob

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

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1.416 MSG-413 Subject: New ftp

Subject: New ftp
Date: Thursday, 16 November 1995 01:31:05
From: Valleyview@aol.com

I just found out, by accident, that AOL users have ftp space available to them. So I put a couple of files there in case anyone is interested. The address is users.aol.com/valleyview/imagine

I put up:

a bones tutorial - mantut.lha
a softshadow comparison - soft.lha (has pics and render times)
a still of my lavalamp so far - lavalamp.lha (animation coming)

Rick

Thread 759

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1.417 MSG-414 Subject: It's here...

Subject: It's here...
Date: Thursday, 16 November 1995 08:01:33
From: cjo@esrange.ssc.se

The subject line says it all, I suppose.

Way to go Impulse! That's not bad!
Five days from Minnesota to Kiruna, Sweden.

Well, I ain't got time for this. Back to the blobs and stuff.

: -)

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1.418 MSG-415 Subject: Re: It's here...

Subject: Re: It's here...

Date: Thursday, 16 November 1995 11:47:03

From: cjo@esrange.ssc.se

Joerg Fiedler wrote;

>Because of lacking the 4.0 here in Germany, does Imagine only got blobs
>or is much more important improved, thinking about GUI, GFX cards, less
>bugs, real 040 Version?

No such luck, I'm afraid.

The GUI is still the same. I know there have been a lot of discussions
and wishes for a standardised GUI on the IML, and OK, it would be nice
if it followed the standards, but personally I kind of like the "Impulse
standard".

Don't know about gfx card (since I don't have one myself), but I don't
think they have implemented support for any new ones.

Less bugs? You must be joking. ;)

Along with the new features I would guess that we got a few new bugs as
well. Haven't found any myself though. But I have only had v4 since
yesterday evening (and I had some other things to attend to as well).

But, on the other hand, blobs aren't the only new feature.

Light arrays is a very nice thing, although I don't think I'll use it
that very much because of the long rendering times. (Perhaps I'll do
my test/intermediate renderings with a normal lightsource and add a
light array for the final rendering.)

What I will use however is the new smooth function. I tried the little
trick with a torus and a sphere that someone posted here a few days ago
and it looked way cool.

All in all I think that with these new features Imagine has got a great
potential and possibility to compete with more or less any other 3D
rendering software on the low/medium platform market. All it needs is
some good marketing, preferably including some major commercials /

cartoons / movies that use Imagine for the graphics.

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1.419 MSG-416 Subject: Brushmapping Children

Subject: Brushmapping Children
Date: Thursday, 16 November 1995 13:15:03
From: Charles Blaquiere <blaq@io.org>

> From: Anders Lundholm <lund@hoa.ping.dk>
>
> CB> structure, but at least the brushmap pairs won't need any adjustment.
>
> I remember something about Imagine adjusting applied brushes/textures to
> the axis of the target object(s). I once had a case like the above and
> used 'apply' with luck. In Jynx' case, all his feathers axis' had the
> same alignment, so all he had to do was to position and align the brushes
> of the first feather and then apply to the other feathers. Correct my if
> I'm wrong, but doesn't Imagine align the textures according the the
> Objects axis ?!

You're right, of course. If the former child feathers are all a perfect copy of the parent feather, i.e. may have been moved/rotated/scaled, but have not been otherwise deformed, Applying the brushes from one feather onto the other feathers would align each instance of the texture to that object's local axes. Sorry for the misinformation.

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1.420 MSG-417 Subject: Re: Brushmapping Children

Subject: Re: Brushmapping Children
Date: Thursday, 16 November 1995 13:17:19
From: Jynx <premiergfx@liberty.liberty.com>

On Thu, 16 Nov 1995, Charles Blaquiere wrote:

> > From: Anders Lundholm <lund@hoa.ping.dk>
> >
> > CB> structure, but at least the brushmap pairs won't need any adjustment.
> >
> > I remember something about Imagine adjusting applied brushes/textures to
> > the axis of the target object(s). I once had a case like the above and
> > used 'apply' with luck. In Jynx' case, all his feathers axis' had the
> > same alignment, so all he had to do was to position and align the brushes
> > of the first feather and then apply to the other feathers. Correct my if
> > I'm wrong, but doesn't Imagine align the textures according the the
> > Objects axis ?!
>
> You're right, of course. If the former child feathers are all a perfect
> copy of the parent feather, i.e. may have been moved/rotated/scaled, but
> have not been otherwise deformed, Applying the brushes from one feather
> onto the other feathers would align each instance of the texture to that
> object's local axes. Sorry for the misinformation.
>
I am sorry to leave out some information on my post about my feather object.
The effect that I want is to have one map applied to all of the objects.
I want to save some memory due to the scene complexity. I would think that
if you wanted to use the same map for 50 objects then it should not be
loaded into RAM: 49 more times. Does Imagine have any way of doing this?
I am yet to be excited...

Didnt mean to rustle any feathers....

Brent Warp
Premier Productions
premiergfx@liberty.liberty.com

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1.421 MSG-418 Subject: Suspend F/X?

Subject: Suspend F/X?
Date: Thursday, 16 November 1995 13:44:38
From: RobSampson@aol.com

Does anyone have a trick for suspending an effect while running a wireframe anim to check positions of objects ect. I have shredder on 4 items in one part of a scene and it turns my P90 into an Apple IIe when churning through that section. Gawd help me and I want to use motion blur in that section on final rendering:) In anycase, short of deleting it with the settings written down on paper and adding it back later. If I remember right, someone had some sort of script editor for scenes when I was on CIS. If someone is using it on a PC and recommends it, perhaps they could let me know where to pick it

up from. I cancelled my CIS account.

Bob.....

Thread 448

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1.422 MSG-419 Subject: UNDO in ACTION and STAGE

Subject: UNDO in ACTION and STAGE
Date: Thursday, 16 November 1995 13:52:00
From: Charles Blaquiere <blaq@io.org>

> From: Claude Kallanian <102532.1174@compuserve.com>
>

> Since Imagine v3.0, when you select the UNDO command in the STAGE
> or ACTION editor, all the LAYER #'s clear to zero.

Is THAT what's been causing the elusive disappearing-layer bug? If so, THANK YOU! This situation has been driving me crazy, as I'm the kind of control freak who likes to use two-dozen layers in a scene. Seeing my carefully-entered definitions disappear has always been a heartbreaker. If we know what to avoid, at least it'll make the situation a bit easier to live with. No Undo in Action and Stage, eh? I guess I can live with that. If you haven't done anything else in Action or Stage before whatever you wish to Undo, just go to another editor without saving changes.

Thread 790

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1.423 MSG-420 Subject: Good Times with Imagine

Subject: Good Times with Imagine
Date: Thursday, 16 November 1995 13:59:58
From: Charles Blaquiere <blaq@io.org>

> From: aciolino@rrddts.donnelley.com
>

> I've had some GOOD TIMES with Imagine 4.0 lately, especially the
> blobs. I wonder if Impuse is having GOOD TIMES trying to "fix" the
> negative blobs/states bug that was found...

etc.

AC, nice, lighthearted reply to this annoying thread.

> Has anyone put together a human figure in imagine yet? I tried to
> get a torso or leg, but it seemed just a little too above me.

Too above you? Are you really that short?

<beating a hasty retreat>

Thread 409

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1.424 MSG-421 Subject: Re: Pentium

Subject: Re: Pentium

Date: Thursday, 16 November 1995 14:06:04

From: Charles Blaquiere <blaq@io.org>

> From: Bob Arnold <barnold@linknet.kitsap.lib.wa.us>

>

> Actually the processes won't be totally split between the two CPUs, they
> have queues for processing whatever comes their way and they just do
> whatever comes along as fast as they can! One might be offloading some
> floating point calcs from the other and the other might be cranking thru
> video as quick as its little hamsters will let it ... but there's no such
> thing as binaries belonging to ONE app, they're just ones and zeroes and
> operations.... Nothing magic. -Bob

But Imagine's single-threaded, so I think if it starts on CPU 0, that's
where it will run for the entire duration of your work session.

Thread 383

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1.425 MSG-422 Subject: Suspend F/X?

Subject: Suspend F/X?

Date: Thursday, 16 November 1995 14:12:07

From: Charles Blaquiere <blaq@io.org>

> From: RobSampson@aol.com
>
> Does anyone have a trick for suspending an effect while running a
> wireframe anim to check positions of objects ect.

<cheerfully> Of course I do! In Action, add an Axis as a dummy object. Use Cut & Paste to move your carefully-defined F/X bar to the dummy object. Since a simple axis has no points to compute, nor faces to render, it should add no measurable time to your test render. I haven't tried this, so you may find some effect which gives error messages when applied to a simple axis; in that case, replace the axis with a dopey 4-face pyramid, give the object its own Layer, and turn off the Layer when in Stage.

When you want to bring the F/X back into play, Cut & Paste the F/X bar back into the original spaceship--er, object. (Aren't these synonyms? <g>) And delete the dummy axis.

Thread 418

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1.426 MSG-423 Subject: Re: Motion Blur?

Subject: Re: Motion Blur?
Date: Thursday, 16 November 1995 14:50:45
From: Valleyview@aol.com

This is my guess, but I think it makes sense. You go from one state in one frame to another state in another frame with no room in between for morphing or motion - hence no motion blur. Your frames didn't show an object changing or moving, it just showed two different objects at rest. Try lengthening your anim a few frames.

Rick

Thread 649

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1.427 MSG-424 Subject: Re: Motion Blur?

Subject: Re: Motion Blur?
Date: Thursday, 16 November 1995 15:06:07

From: beeton@SEDSsystems.ca (Gary Beeton - SED Systems)

>I set up a two-frame animation in action, one frame being one state of an
>object (the DEFAULT state on BLOBDEMO.IOB) and the other frame being
>another state (the state called 2), so there was motion between the two
>frames. I went to modify my subproject, set extra frames to 10, set the
>slider to about halfway, and rendered overnight. Looking at the frame the
>next morning, I see no motion blur! Am I missing something so obvious
>that it will drive me insane? =) Thanx!

Try copying the DEFAULT to STATE_1 (or something) and using it as the
starting point. Don't use DEFAULT. I don't have my copy of 4.0 yet :(
so I can't confirm this for you.

Gary
beeton@SEDSsystems.ca

Thread 423

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1.428 MSG-425 Subject: 4.0 - Great Intro pic!

Subject: 4.0 - Great Intro pic!
Date: Thursday, 16 November 1995 20:55:59
From: Roger Straub <straub@csn.net>

My compliments to Renderbrandt on his excellent intro pic for 4.0! I am
continually amazed by this man's skill and artistry. =)

See ya,
Roger

Thread 673

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1.429 MSG-426 Subject: Re: PC anim playback

Subject: Re: PC anim playback
Date: Thursday, 16 November 1995 21:35:23
From: Bob Arnold <barnold@linknet.kitsap.lib.wa.us>

On Thu, 16 Nov 1995, Margaret Copeland wrote:

> Pardon my ignorance here but I am used to Imagine on the Amiga and
> this Pentium doesn't have much to recommend it except speed. I've been
> experimenting with making small looping animations at the quarter screen PC
> resolution. Here is the ignorance part - when I play back the anims on the
> Project screen I get an annoying chatter. I don't remember having this
> problem on the Amiga. Do I have something 'set' wrong here or is this life
> on a fast PC ?
>
>

A "chatter"? Have you had the front end aligned? Hahahahaha ... forgive me.
I couldn't pass that up. Sorry! -Bob

Thread 152

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1.430 MSG-427 Subject: Re: Suspend F/X?

Subject: Re: Suspend F/X?
Date: Thursday, 16 November 1995 21:50:18
From: RobSampson@aol.com

In a message dated 95-11-16 15:48:56 EST, you write:

> I haven't
> tried this, so you may find some effect which gives error messages when
> applied to a simple axis; in that case, replace the axis with a dopey
> 4-face pyramid, give the object its own Layer, and turn off the Layer
> when in Stage.<<

Well fortunately now that I've gotten a little sleep I've come up with
something alot easier which was the original point of asking. You seem to
forget that the point is not whether something can be done but how easily it
can be done.

>
> When you want to bring the F/X back into play, Cut & Paste the F/X bar
> back into the original spaceship--er, object. (Aren't these synonyms? <<

No they are not.

Thread 436

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1.431 MSG-428 Subject: Re: PC anim playback

Subject: Re: PC anim playback
Date: Thursday, 16 November 1995 22:03:12
From: El Guapo! <fubar@netcom.com>

Do you mean an audible chatter? If so it may help to run a vesa driver, like univesa or univbe, before you run imagine.

I get static on my soundcard durring animations of some video games, but the vesa driver seams to help.

Okay thats my best guess.

Cris. <fubar@netcom.com>

"Excuse me, Mr. Pink, but the last thing you need is another cup of coffee."

On Thu, 16 Nov 1995, Margaret Copeland wrote:

> resolution. Here is the ignorance part - when I play back the anims on the
> Project screen I get an annoying chatter. I don't remember having this
> problem on the Amiga. Do I have something 'set' wrong here or is this life
> on a fast PC ?

Thread 426

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1.432 MSG-429 Subject: Re: Brushmapping Children

Subject: Re: Brushmapping Children
Date: Thursday, 16 November 1995 23:41:12
From: Kevin Alvarado <kra@Rocky.aesthetic.com>

> I would think that if you wanted to use the same map for 50 objectsm then it
> should not be loaded into RAM: 49 more times. Does Imagine have any way of
> doing this? I am yet to be excited...

It sounds like a programming issue. I don't know if Imagine will "reference"

the image map with a pointer to where Imagine stores it in memory. If Imagine does, then it shouldn't load in the map into memory for each object that references the map. This indeed would be an efficient way of saving much needed RAM. Sounds like a good idea to send to Impulse for v4.1.

-KV-

--

Life is hard and nothing is easily given...
 If you want anything out of life you have to fight for it...
 Prepare for Kombat!

kra@aesthetic.com
 - - - - -
 Kevin Alvarado
 (714) 597-4995
 Aesthetic Solutions
 92 Argonaut, Suite #220
 Aliso Viejo, CA 92656

Thread 475

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1.433 MSG-430 Subject: Re: Brushmapping Children

Subject: Re: Brushmapping Children
 Date: Friday, 17 November 1995 01:25:15
 From: Tick@confusa.catt.ncsu.edu (Tyler Lund)

 Hi Jynx, on Nov 16 you wrote:>=20> I am sorry to leave out some information on my post about my feather==20object.> The effect that I want is to have one map applied to all of the objects.=20> I want to save some memory due to the scene complexity. I would think==20that> if you wanted to use the same map for 50 objects then it should not =be=20> loaded into RAM: 49 more times. Does Imagine have any way of doing th=is?> I am yet to be excited...>=20 Well, you are in luck! sorta... You will need to tell Imagine =whereto place the image map in relation to each feather (which means putting==20themap in each attribute of each feather) BUT. You could use the apply fun=ctionto simplify this, instead of doing it all by hand, and Imagine is actua=llysmart enough to know to only load the image map once, no matter how man=ytimes you use the map in a scene, or how many different objects use tha=tmap.=20=20=20> Didnt mean to rustle any feathers....>=20
 0 glurp...=20=20-----, =20=20 ←
 /// Tyler Lund / Check out
 t my web page=20 /// Tick@confusa.catt.ncsu.edu / for keen T
 ick a=nd=20=20\\/// http://www.catt.ncsu.edu/~tick/index.html / Babylon 5 Stuf
 f!=! =20=20 \\/ Amiga 3000/25 /-----
 -----' Win 95 =3D Mac 89 =3D==20Amiga 85

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1.434 MSG-431 Subject: Re: Brushmapping Children

Subject: Re: Brushmapping Children
 Date: Friday, 17 November 1995 01:26:45
 From: Tick@confusa.catt.ncsu.edu (Tyler Lund)

 Hi Kevin, on Nov 16 you wrote:>=20> It sounds like a programming issue. I don't know if Imagine will "re=ference"> the image map with a pointer to where Imagine stores it in memory. I=f Imagine> does, then it shouldn't load in the map into memory for each object t=hat> references the map. This indeed would be an efficient way of saving =much> needed RAM. Sounds like a good idea to send to Impulse for v4.1.>=20=20 Correct me if I am wrong, but I think Imagine has done this sin=ceversion 2.0? The part about only loading an image map once.=20-----
 -----, =20=20 // Tyler Lund
 / Check out my w=eb page=20 // Tick@confusa.catt.ncsu.edu / for keen Tick a=nd=20=20\\// http://www.catt.ncsu.edu/~tick/index.html / Babylon 5 Stuff!=! =20=20 \\/ Amiga 3000/25
 /-----' Win 95 =3
 D Mac 89 =3D==20Amiga 85

Thread 430

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1.435 MSG-432 Subject: PC anim playback

Subject: PC anim playback
 Date: Friday, 17 November 1995 02:51:21
 From: busys@cdsnet.net (Margaret Copeland)

 Pardon my ignorance here but I am used to Imagine on the Amiga and this Pentium doesn't have much to recommend it except speed. I've been experimenting with making small looping animations at the quarter screen PC resolution. Here is the ignorance part - when I play back the anims on the Project screen I get an annoying chatter. I don't remember having this problem on the Amiga. Do I have something 'set' wrong here or is this life on a fast PC ?

Thread 440

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1.436 MSG-433 Subject: Re:Suspend F/X?

Subject: Re:Suspend F/X?
Date: Friday, 17 November 1995 07:48:32
From: Granberg Tom <tom.granberg@TV2.no>

Charles:

>When you want to bring the F/X back into play, Cut & Paste the F/X bar
>back into the original spaceship--er, object. (Aren't these synonyms? <<

Rob:

>No they are not.

Oh, yes they are, arent they?

Tom

Thread 754

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1.437 MSG-434 Subject: RE:Im40 pic

Subject: RE:Im40 pic
Date: Friday, 17 November 1995 08:43:28
From: Granberg Tom <tom.granberg@TV2.no>

Hi Roger, you wrote:

-My compliments to Renderbrandt on his excellent intro pic for 4.0! I am
-continually amazed by this man's skill and artistry. =)

Hey, thanks a bundle dude, it's nice to hear that someone likes my work, and to

give you something to get your teeth wet about.

My own pages are now uplodet to Sharky's and will probably be up in a couple a
days. Here you will see more of my work, including some very new ones, and I'm
busy trying to write some tutorials with pictures and the works, so stay tuned.
I will also try to get Sharky to put up an ftp link to my galleries as well, so

that people without netscape can get access to pictures.

Later

Tom "R" Granberg

Thread 446

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1.438 MSG-435 Subject: Imagine Faq 9

Subject: Imagine Faq 9
 Date: Friday, 17 November 1995 10:33:41
 From: Tick@confusa.catt.ncsu.edu (Tyler Lund)

 Hello, I think I have found a slight error in the Imagine FAQ 9. I was using the information on hacking the Amiga 3.0 version of Imagine to use a higher screen resolution. The numbers listed in the FAQ for horizontal resolution seem to be wrong. The FAQ states he following:

BLOCK 1667 (\$683)
 BYTES 60 & 61
 FROM 02 80

The bytes 60 & 61 do not have these values at 1667, however I DID find the horizontal resolution to be at this locaton:

BLOCK 1666 (\$682)
 BYTES 352 and 353 (\$160 and \$161)
 FROM 02 80

I modified byte 353 to BC, and I get 700 horizontal resolution in all editors. Judging from the similarity of the numbers, it seems to be that this was simply a typo.

 /// Tyler Lund / Check out my web page
 /// Tick@confusa.catt.ncsu.edu / for keen Tick and
 \\\/// <http://www.catt.ncsu.edu/~tick/index.html> / Babylon 5 Stuff!!
 \\/ Amiga 3000/25 /
 -----' Win 95 = Mac 89 = Amiga 85

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1.439 MSG-436 Subject: Re: Suspend F/X?

Subject: Re: Suspend F/X?

Date: Friday, 17 November 1995 12:18:00
From: Michael North <IBTILMAN@MVS.OAC.UCLA.EDU>

> down on paper and adding it back later. If I remember right, someone had
> some sort of script editor for scenes when I was on CIS. If someone is using
> it on a PC and recommends it, perhaps they could let me know where to pick it
> up from. I cancelled my CIS account.
>

Are you thinking of ISL (for Imagine Staging Language, I think)? I have it but have never felt the need to use it, so I can't give a recommendation one way or the other. It used to be available on AOL as well as CIS. Have you looked in the Rendering Utilities section?

Michael

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1.440 MSG-437 Subject: Waving grass/hair

Subject: Waving grass/hair

Date: Friday, 17 November 1995 12:31:37
From: Mike McCool <mikemcoo@efn.org>

Not to belabor this point to death,--but I still can't get the replicated hair shaft's quick edges attribute to APPLY to the entire group.

Tried Charles Blackears's method of using the boundary edges of a subgroup, and all members of the resultant replication DID indeed share the same attributes, including that quick edges quality.

The problem is that the resultant group-object has then to be sliced, if SWAY is to work on its members. And this sliced object, when ungrouped, will not have the quick edges attribute, when APPLY is used on its members. Maybe it's that APPLY just won't apply the quick edges attribute?

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1.441 MSG-438 Subject: Re: Referencing objects & image maps

Subject: Re: Referencing objects & image maps
Date: Friday, 17 November 1995 12:33:00
From: Michael North <IBTLMAN@MVS.OAC.UCLA.EDU>

> is referencing the same objects being held in memory or not. I do think
> Imagine was loading each instance of each object, rather than referencing one
> instance of the same object. It's had to tell because I ran so low on memory.

I've always assumed that Imagine loaded one copy of an image map and reused that as long as it was still being used for color and not as a red-channel modifier like a bump map, in which case it loaded another version. (Charles? Aren't you the expert on this?) But I don't think anyone has ever suggested that it did the same thing with objects. 3D Studio has a feature for rendering instances of an object, but even that is fairly limited in flexibility. (There was a thread on this a while ago, and there is an article on the 3D Studio technique in an old 3D Artist I still have around.)

Michael

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1.442 MSG-439 Subject: Amiga 2000 for sale

Subject: Amiga 2000 for sale
Date: Friday, 17 November 1995 14:30:00
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

Anyone need a spare Amiga 2000? I'm moving over to the PC only for Imagine. If interested, email me directly. Amiga 2000 For Sale \$400 w/o Monitor
Features: * Newest motherboard (recently replaced) * 68000 w/1meg chip ram 4 megs 16-bit ram * 68030 25mhz co-processor card w/4megs 32-bit memory * 9 megs total memory * MicroWay Flicker Fixer card (flicker free high res screen) * 350 SCSI Hard drive (brand new) w/ TrumpCard Pro SCSI controller * (2) 3 1/2 internal floppy drives * DCTV Video Capture/16-bit Video NTSC output * Amiga OS 2.04 with Manuals and original disk
** Great 3D render/graphics starter system. *** BBS - 805-683-1388 (Comment to Sysop) Email - Mike.vandersommen@caddy.uu.silcom.com --- =FE InterNet - GraFX Haus BBS - Santa Barbara, Ca - (805) 683-1388

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1.443 MSG-440 Subject: Re: PC anim playback

Subject: Re: PC anim playback
Date: Friday, 17 November 1995 14:42:33
From: Valleyview@aol.com

If I understand you correctly:

Imagine has two ways of showing the .flc you just made - hit the "play" button on the project screen - or use "show flic" from the project menu. There seems to be a difference in the two. The "play" button runs the .flc from disk, while the "show flic" loads the file into memory which eliminates the hard disk chatter and choppiness. This will also cause the .flc to run faster.

Rick

Thread 428

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1.444 MSG-441 Subject: Re: 4.0 - Great Intro pic!

Subject: Re: 4.0 - Great Intro pic!
Date: Friday, 17 November 1995 15:48:14
From: Roger Straub <straub@csn.net>

In your original installation directory, or in mine, at least, there are two files: Imagine.ntsc and Imagine.pal. At first I thought these were the two different programs, because it says in the little paper insert "This is the distribution of both PAL and NTSC versions." but they're too small. These are the intro pics. Imagine auto-detects NTSC mode, and displays the file Imagine.ntsc, so these files have to have their original filenames.

Oh, BTW - has anyone figured out what format they're in? I tried all the image processors at my disposal, and none of them can seem to figure out what datatype they are!

See ya,
Roger

On Fri, 17 Nov 1995, Gary Beeton - SED Systems wrote:

> >My compliments to Renderbrandt on his excellent intro pic for 4.0! I am
> >continually amazed by this man's skill and artistry. =)
>
> I'll second that! Very nice!!!
>
> But, how do I get Imagine to show the pic when it starts up. 4.0 on
> my Amiga comes up in the project editor when I launch it. There is a
> preference setting which lets you select which editor Imagine starts
> up in (project, detail, spline, etc.), but I can't seem to get the
> Imagine.pic to come up (and, yes, I have the path to Imagine.pic set
> correctly).
>
> Gary
> beeton@SEDSsystems.ca
>

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1.445 MSG-442 Subject: Re: 4.0 - Great Intro pic!

Subject: Re: 4.0 - Great Intro pic!
Date: Friday, 17 November 1995 15:49:04
From: beeton@SEDSsystems.ca (Gary Beeton - SED Systems)

>My compliments to Renderbrandt on his excellent intro pic for 4.0! I am
>continually amazed by this man's skill and artistry. =)

I'll second that! Very nice!!!

But, how do I get Imagine to show the pic when it starts up. 4.0 on
my Amiga comes up in the project editor when I launch it. There is a
preference setting which lets you select which editor Imagine starts
up in (project, detail, spline, etc.), but I can't seem to get the
Imagine.pic to come up (and, yes, I have the path to Imagine.pic set
correctly).

Gary
beeton@SEDSsystems.ca

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1.446 MSG-443 Subject: Re: Motion Blur?

Subject: Re: Motion Blur?
Date: Friday, 17 November 1995 16:04:14
From: Roger Straub <straub@csn.net>

I just tried this. Set frames to 5, so there'd be movement and an actual animation. Motion Blur still doesn't work. What am I doing wrong? Have any other Amy users coaxed an image through Motion Blur?

See ya,
Roger

On Thu, 16 Nov 1995 Valleyview@aol.com wrote:

> This is my guess, but I think it makes sense. You go from one state in one
> frame to another state in another frame with no room in between for morphing
> or motion - hence no motion blur. Your frames did'nt show an object changing
> or moving, it just showed two different objects at rest. Try lengthening your
> anim a few frames.
>
> Rick
>

Thread 764

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1.447 MSG-444 Subject: Manual for Amiga Imagine

Subject: Manual for Amiga Imagine
Date: Friday, 17 November 1995 17:17:18
From: SPICE@DRYCAS.CLUB.CC.CMU.EDU

I just received my Imagine 4.0 upgrade for my Amiga and there wasnt a manual included in the package. I saw the posts here on the IML stating that Imagine 4.0 wouldnt come with a new manual but I assumed that I would at least receive the Imagine 3.0 manual.

I wasnt a member of the continuous upgrade program so I never received Imagine 3.0 and a manual for it. I upgraded directly from Amiga Imagine 2.0 to 4.0. Did anyone else who followed the same upgrade path receive a manual? If not, does anyone know how to go about getting a Imagine 3.0 manual?

Considering the price of Imagine, it seems that a printed, up to date manual isnt too much to ask.

Scott Corley

spice@drycas.club.cc.cmu.edu

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1.448 MSG-445 Subject: Re: Manual for Amiga Imagine

Subject: Re: Manual for Amiga Imagine
Date: Friday, 17 November 1995 17:44:00
From: KEN_ROBERTSON@robelle.com

Scott Corley wrote:

> I upgraded directly from Amiga Imagine
> 2.0 to 4.0. Did anyone else who followed the same upgrade path receive
> a manual?

I'd bet not. You'd better call Impulse on this one.
\KenR

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1.449 MSG-446 Subject: Re: RE:Im40 pic

Subject: Re: RE:Im40 pic
Date: Friday, 17 November 1995 17:44:08
From: Kevin Alvarado <kra@Rocky.aesthetic.com>

> Hey, thanks a bundle dude, it's nice to hear that someone likes my work,
> and to give you something to get your teeth wet about.
> My own pages are now uplodged to Sharky's and will probably be up in a
> couple a days. Here you will see more of my work, including some very new
> ones, and I'm busy trying to write some tutorials with pictures and the
> works, so stay tuned.
> I will also try to get Sharky to put up an ftp link to my galleries
> as well, so that people without netscape can get access to pictures.

Tom,

I haven't gotten to see your image as of yet. I'd like to see some of your work and look forward to seeing the 4.0 intro pic. I'm still waiting for my copy of 4.0. I called Impulse yesterday 11/16 and got a recording.

"...Impulse will be closed for the dates of 11/16 and 11/17. We will be taking inventory for those two days. If you're calling about 4.0, as of today all versions of 4.0 have been shipped. You should be receiving your copy in 'two weeks'."

Again that famous ETA of "two weeks".

I've got netscape, what is your web page?

-KV-

--

Life is hard and nothing is easily given...

If you want anything out of life you have to fight for it...

Prepare for Kombat!

kra@aesthetic.com

- - - - -

Kevin Alvarado

(714) 597-4995

Aesthetic Solutions

92 Argonaut, Suite #220

Aliso Viejo, CA 92656

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1.450 MSG-447 Subject: Re: 4.0 - Great Intro pic!

Subject: Re: 4.0 - Great Intro pic!

Date: Friday, 17 November 1995 17:44:54

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

On Fri, 17 Nov 1995, Gary Beeton - SED Systems wrote:

> But, how do I get Imagine to show the pic when it starts up. 4.0 on
> my Amiga comes up in the project editor when I launch it. There is a
> preference setting which lets you select which editor Imagine starts
> up in (project, detail, spline, etc.), but I can't seem to get the
> Imagine.pic to come up (and, yes, I have the path to Imagine.pic set
> correctly).
>

Change the preferences so it doesn't default at 256 colors. Also, you might want to change the screen res. I had some problem with New Mode, but after changing some things it works just like the 3.x series did.

Now I have to do some renders to test the other screens...

see ya

Bill

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1.451 MSG-448 Subject: Re: Suspend F/X?

Subject: Re: Suspend F/X?

Date: Friday, 17 November 1995 17:55:08

From: Bob Arnold <barnold@linknet.kitsap.lib.wa.us>

Look in Aminet, that's where I found mine (PeeCee version). -Bob

On Fri, 17 Nov 1995, Michael North wrote:

> > down on paper and adding it back later. If I remember right, someone had
> > some sort of script editor for scenes when I was on CIS. If someone is using
> > it on a PC and recommends it, perhaps they could let me know where to pick it
> > up from. I cancelled my CIS account.
> >
>
> Are you thinking of ISL (for Imagine Staging Language, I think)? I
> have it but have never felt the need to use it, so I can't give a
> recommendation one way or the other. It used to be available on AOL
> as well as CIS. Have you looked in the Rendering Utilities section?
>
> Michael
>

Thread 454

--> RETURN TO CONTENTS!<==

1.452 MSG-449 Subject: Referencing objects & image maps

Subject: Referencing objects & image maps

Date: Friday, 17 November 1995 18:34:58

From: Kevin Alvarado <kra@Rocky.aesthetic.com>

I was working on an image lastnight. I was making an image similar to the "4.0" image that was on the cover of the upgrade pamphlet that Impulse sent out. The image that had the 3D "4.0" text objects in different colors, where every-other object was standing or lying on it's side. Anyway, I was working on this with "KV" objects. I made four different objects, each had their own texture applied to them. I tiled each object to were I had a chekerboard pattern of objects:

```
xoi-xoi-  
i-xoi-xo  
oi-xoi-x  
-xoi-xoi
```

and ran out of memory rendering. When I removed 75 percent of the objects the image rendered (with bearly any memory to spare). So I'm not sure if Imagine is referencing the same objects being held in memory or not. I do think Imagine was loading each instance of each object, rather than referencing one instance of the same object. It's had to tell because I ran so low on memory.

Would anyone like to interject on this.
(The image came out ok, not to breath taking)

-KV-

--

Life is hard and nothing is easily given...
If you want anything out of life you have to fight for it...
Prepare for Kombat!

kra@aesthetic.com

- - - - -

Kevin Alvarado
(714) 597-4995
Aesthetic Solutions
92 Argonaut, Suite #220
Aliso Viejo, CA 92656

Thread 453

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1.453 MSG-450 Subject: Shredder FX/Phong Problem

Subject: Shredder FX/Phong Problem

Date: Friday, 17 November 1995 21:34:30

From: David Alan Steiger <das@ceti.csustan.edu>

 I have a prob with the new Shredder Effect.
 Hopefully, I did something dumb.

I rendered objects exploding via the "La Machine" option. I set up to render 30 frames.

But at frame 15 it gives me a "setup_phongs: weight err" message.

I had to click the "okay" button about fifty times, after which it continued to render the scene. I can't tell what visual bugs it caused, it was pretty shredded by then. :)

I tried twice. A spaceship (obviously :) and a human figure. Both were groups.

Any solutions? The shredder docs didn't mention any probs with phong shading, and I used the default settings for the shredder effect.

Just a warning...
 Dave

-----/-----/-----/-----
 David Steiger / CSU Stanislaus / Computer Artist, / If you can read this,
 das@csustan.edu / CS/Art major / Slipshod Software / I'm procrastinating!
 -----/-----/-----/-----

Thread 158

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1.454 MSG-451 Subject: Amiga I4.0 Bugs(?)

Subject: Amiga I4.0 Bugs(?)
 Date: Friday, 17 November 1995 22:56:30
 From: David Alan Steiger <das@ceti.csustan.edu>

 Yeah, yeah, its too early I know, but this is what I've noticed experimenting... I'm not complaining, merely warning fellow users.

Amiga Imagine 4.0 bugs(?)

- 1) Shredder errors when rendering (some?) phong shaded objs.
 - 2) Cepia FX = Melt FX.
 - 3) Melt FX crashes (default settings).
 - 4) Texture Panel's "Quick Render" button's 'pushed-in' state is sized for "QRender".
-

Dave

```
-----/-----/-----/-----/-----
David Steiger / CSU Stanislaus / Computer Artist, / If you can read this,
das@csustan.edu / CS/Art major / Slipshod Software / I'm procrastinating!
-----/-----/-----/-----/-----
```

Thread 460

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1.455 MSG-452 Subject: Re: 4.0 - Great Intro pic!

Subject: Re: 4.0 - Great Intro pic!
 Date: Saturday, 18 November 1995 00:35:21
 From: Charles Blaquiere <blaq@io.org>

```
-----
> From: Gary Beeton - SED Systems <beeton@SEDSysystems.ca>
>
> But, how do I get Imagine to show the pic when it starts up. 4.0 on
> my Amiga comes up in the project editor when I launch it. There is a
> preference setting which lets you select which editor Imagine starts
```

Well, that's just it. Seems to me that it's the Project editor that loads Imagine.pic, not Imagine itself.

Ever the perfectionist, I brought the new pic into DPaint to change the name credits to white (the black letters were hard to read on my monitor), and to clean up the isolated black pixels around the "IMAGINE" letters. I just love the new pic. It's so professional!

Thread 447

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1.456 MSG-453 Subject: Referencing objects & image maps

Subject: Referencing objects & image maps
 Date: Saturday, 18 November 1995 00:49:48
 From: Charles Blaquiere <blaq@io.org>

> From: Kevin Alvarado <kra@Rocky.aesthetic.com>
>
> and ran out of memory rendering. When I removed 75 percent of the
> objects the image rendered (with barely any memory to spare). So I'm not
> sure if Imagine is referencing the same objects being held in memory or
> not. I do think Imagine was loading each instance of each object, rather
> than referencing one instance of the same object.

You misinterpreted what was written. If you use the same `_brushmap_` several times in a frame, it's only loaded once; if you use several instances of the same `_object_`, they all have to reside in memory at the same time.

This makes sense, if you think about it. Different objects, even if they share the same Actor bar filename, can have different sizes, deforming F/x, etc. applied to them, so even if they start with the same filename, the end result can look quite different. And even so, it wouldn't be as simple as keeping a single copy of the object structure in memory, and maybe a bounding box for each of the instances. If Imagine determined that a certain light ray intersected the box for instance #X of the object, how could it determine which face(s) of the instance affected that ray? Imagine would have to apply all the size, align, position, F/X transformations to the raw data from the object file, to obtain the point data for that instance. Then, when it's done, Imagine would discard that data to save memory. The next time a light ray penetrated instance #X's bounding box, the same process would have to be repeated, and so on. You see why it's impractical, to say the least, for Imagine `_not_` to keep every instance of every object in memory at all times.

Thread 438

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1.457 MSG-454 Subject: Re: Suspend F/X?

Subject: Re: Suspend F/X?
Date: Saturday, 18 November 1995 00:51:17
From: Charles Blaquiere <blaq@io.org>

> From: RobSampson@aol.com
>
> Well fortunately now that I've gotten a little sleep I've come up with
> something allot easier which was the original point of asking. You seem
> to forget that the point is not whether something can be done but how
> easily it can be done.

Now that you've come up with an easier solution, would you like to share it with the rest of the class?

Thread 427

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1.458 MSG-455 Subject: Re: 4.0 - Great Intro pic!

Subject: Re: 4.0 - Great Intro pic!
Date: Saturday, 18 November 1995 01:09:00
From: das@ceti.csustan.edu (David Alan Steiger)

Mighty fine pic!
Renderbrandt, you're an inspiration to us all.

Dave

Thread 442

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1.459 MSG-456 Subject: Re: Referencing objects & image maps

Subject: Re: Referencing objects & image maps
Date: Saturday, 18 November 1995 04:43:05
From: Jim Rix <jim@yakko.cs.wmich.edu>

On Fri, 17 Nov 1995, Kevin Alvarado wrote:

> I was working on an image lastnight. I was making an image similar to the
> "4.0" image that was on the cover of the upgrade pamflet that Impulse sent out
> .
> The image that had the 3D "4.0" text objects in different colors, where
> every-other object was standing or lying on it's side. Anyway, I was working
> on this with "KV" objects. I made four different objects, each had their own
> texture applied to them. I tiled each object to were I had a chekerboard
> pattern of objects:
>
> xoi-xoi-
> i-xoi-xo
> oi-xoi-x
> -xoi-xoi
>
> and ran out of memory rendering. When I removed 75 percent of the objects the

> image rendered (with barely any memory to spare). So I'm not sure if Imagine
> is referencing the same objects being held in memory or not. I do think
> Imagine was loading each instance of each object, rather than referencing one
> instance of the same object. It's had to tell because I ran so low on memory.

>
> Would anyone like to interject on this.
> (The image came out ok, not to breath taking)

>
When a scene is rendered there is a process where EVERY object must be
loaded into memory as a seperate object.

Jim Rix
<http://yakko.cs.wmich.edu/~jim>

Thread 515

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1.460 MSG-457 Subject: Re: 4.0 - Great Intro pic!

Subject: Re: 4.0 - Great Intro pic!
Date: Saturday, 18 November 1995 05:38:55
From: Jim Rix <jim@yakko.cs.wmich.edu>

On Fri, 17 Nov 1995, Gary Beeton - SED Systems wrote:

> >My compliments to Renderbrandt on his excellent intro pic for 4.0! I am
> >continually amazed by this man's skill and artistry. =)

>
> I'll second that! Very nice!!!

>
> But, how do I get Imagine to show the pic when it starts up. 4.0 on
> my Amiga comes up in the project editor when I launch it. There is a
> preference setting which lets you select which editor Imagine starts
> up in (project, detail, spline, etc.), but I can't seem to get the
> Imagine.pic to come up (and, yes, I have the path to Imagine.pic set
> correctly).

>
> Gary
> beeton@SEDSsystems.ca

>
The title picture is disabled when Imagine is run in the 256 color mode.
To get the title picture just disable 256 color mode and run in 16 colors.

Jim Rix
<http://yakko.cs.wmich.edu/~jim>

Thread 569

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1.461 MSG-458 Subject: Re: Suspend F/X?

Subject: Re: Suspend F/X?
Date: Saturday, 18 November 1995 06:05:20
From: RobSampson@aol.com

In a message dated 95-11-17 17:05:42 EST, you write:

>Are you thinking of ISL (for Imagine Staging Language, I think)? I
>have it but have never felt the need to use it, so I can't give a
>recommendation one way or the other. It used to be available on AOL
>as well as CIS. Have you looked in the Rendering Utilities section?
>
>Michael

Yeah, that was it Michael. I'll take a look on AOL for it. The cut and
paste crap in the Imagine editor is to cumbersome.

Bob.....

Thread 1

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1.462 MSG-459 Subject: Re: Manual for Amiga Imagine

Subject: Re: Manual for Amiga Imagine
Date: Saturday, 18 November 1995 06:05:25
From: RobSampson@aol.com

In a message dated 95-11-17 19:49:53 EST, you write:

>Considering the price of Imagine, it seems that a printed, up to date
>manual isnt too much to ask.
>
> Scott Corley

I suspect their record keeping is as sloppy as the manual. If you give them
a call they might be able to piece it together and straighten it out for you.

Thread 445

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1.463 MSG-460 Subject: Amiga I4.0 Bugs(?)

Subject: Amiga I4.0 Bugs(?)
 Date: Saturday, 18 November 1995 07:40:06
 From: jbk4@email.psu.edu (The Prophet)

-
- >1) Shredder errors when rendering (some?) phong shaded objs.
 - >2) Cepia FX = Melt FX.
 - >3) Melt FX crashes (default settings).
 - >4) Texture Panel's "Quick Render" button's 'pushed-in' state is sized for "QRender".

I can vouch that numbers 2-4 all exist in Imagine 3.3. I don't know about the shredderfx since I haven't tried it but it probably also has problems under 3.3.

Melt seems to crash my system no matter what settings I used while cepia works fine. I assumed that cepia was an undocumented replacement/fix for melt since the only differences from melt are that cepia works & has a new filename.

Jaeson K.

```

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 ) | ) _   / / _   _ _ /   ( X_ )
 ( | / ~ \ / \_ ) / --- ~ / ) / ) / ) / ~ \ / \_ ) / _
 ) ll / 1/ \_ ( / ( / ( _ / _ / / / \_ ( _ )
 ( _____ )      ( _ /      ( _ )
    
```

Jaeson Koszarsky	Amiga 3000
-----	-----
cyberprophet@psu.edu	68040/25Mhz
jbk4@email.psu.edu	24Megs-ZIP
	OS3.1, ShapeShifter

Thread 505

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1.464 MSG-461 Subject: Imagine 4.0 Amiga(ProperVersion)

Subject: Imagine 4.0 Amiga(ProperVersion)
 Date: Saturday, 18 November 1995 08:07:59
 From: jbk4@email.psu.edu (The Prophet)

 "Please select the proper version of Imagine to install on your system."

"Imagine 4.0 Floating Point Version"
 "Imagine 4.0 Integer Version"

Hmm...

Well, my system is an 040, soon to be 060. Therefore I'd need an 040 and 060 version but I guess I have to use the 020 version. 020=1988?

Does ImaginePC have an 8088 or even 286 version for PC users?

This is my first complaint about Imagine 4.0. The other new features sound promising though.

Jaeson K.

```

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 )| )_  _  / /  _  _  /  _  ( X_ )
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 ( _____ )      ( _/      ( _ )
    
```

Jaeson Koszarsky	Amiga 3000
-----	-----
cyberprophet@psu.edu	68040/25Mhz
jbk4@email.psu.edu	24Megs-ZIP
	OS3.1, ShapeShifter

Thread 467

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1.465 MSG-462 Subject: IMLarc67 on Aminet

Subject: IMLarc67 on Aminet
 Date: Saturday, 18 November 1995 12:47:57
 From: Joop.vandeWege@MEDEW.ENTO.WAU.NL (joop van de wege)

 Hi all,

As the subject says: The IML archives for October are available on Aminet through the RECENT list or else in the directory gfx/3d under the names:

IMLarc67.lha (text version) and IMLarc67guide.lha (guess :).

Joop

Thread 532

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1.466 MSG-463 Subject: Is anyone here have Mike Halvorson EMail Address ?

Subject: Is anyone here have Mike Halvorson EMail Address ?
Date: Saturday, 18 November 1995 13:19:04
From: Claude GIROLET <Claude_Girolet@msn.com>

Hi,

I'm searching for Mike HALVORSON EMail address, I know that someone has given it in a former message posted here but I don't remember in wich message it was written, and I don't want to Re-read all the messages I received from the beginning of my subscription.

So can you help me, I researched it on Compuserve but it gives me a wrong one. If anyone have it, please sent it back to me, would be kind.

Another thing, I red very often that there was a cool Web Page where we can find some cool imagine stuff, (sharky's) if you could give me this address too...

I'm wishing good times (this is NOT a virus ;-) to all of you,

Claude

Claude_Girolet@MSN.COM

Thread 465

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1.467 MSG-464 Subject: Re: Pentium

Subject: Re: Pentium
Date: Saturday, 18 November 1995 14:11:15
From: Falko@aol.com

In a message dated 95-11-14 22:13:08 EST, you write:

blaq@io.org

>So how does the OS (uh, I assume we're still talking NT here?) know
>which CPU is least busy? I could envision a scenario where I want to
>leave Imagine rendering on one CPU, and run as much as possible on the
>other, even if it means less than optimal response for this second CPU.
>

Windows NT has a thread manager which when it sees more than one CPU manages which thread goes to which CPU. Not having played with NT much except on a single CPU ALPHA, I can't say for sure but I would Imagine that there is some way to manage task or thread priority which would have the effect you wish to achieve. Please understand that with 2 CPUs these issues are simple. Now consider 4 to 16 CPUs. Such machines do exist though not for the likes of you and me. So stop drooling all over your keyboard!!!

Falko

Thread 161

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1.468 MSG-465 Subject: Re: Is anyone here have Mike Halvorson EMail Address ?

Subject: Re: Is anyone here have Mike Halvorson EMail Address ?

Date: Saturday, 18 November 1995 14:59:46

From: Roger Straub <straub@csn.net>

Crowbar Mike's address is 76004.1767@compuserve.com. Sharky's is
<http://www.aloha.com/~sharky/index.html>. You're welcome!

See ya,
Roger

On Sat, 18 Nov 1995, Claude GIROLET wrote:

> Hi,
>
> I'm searching for Mike HALVORSON EMail address, I know that someone has given
> it in a former message posted here but I don't remember in wich message it
> was written, and I don't want to Re-read all the messages I received from the
> beginning of my subscription.
>
> So can you help me, I researched it on Compuserve but it gives me a wrong
> one. If anyone have it, please sent it back to me, would be kind.
>
> Another thing, I red very often that there was a cool Web Page where we can
> find some cool imagine stuff, (sharky's) if you could give me this address
> too...

>
 > I'm wishing good times (this is NOT a virus ;-) to all of you,
 >
 > Claude
 >
 > Claude_Girolet@MSN.COM
 >

Thread 558

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1.469 MSG-466 Subject: Manual for Amiga Imagine

Subject: Manual for Amiga Imagine
 Date: Saturday, 18 November 1995 15:00:00
 From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

 -> From: RobSampson@aol.com->-> I suspect their record keeping is as sloppy as the manual. If you= gi-> a call they might be able to piece it together and straighten it o=utHey, atleast he got the SOFTWARE! I upgraded from 3.0 Amiga to 4.0 PCand all I got was a "we never received your \$200". I finally got a copy of the cashed check from by bank (deposited by IMPULSE stamped all over the back of it) and faxed it to them. I called to verify they "RECEIVED" my fax....and now I get a recording they are closed for inventory. Sheeesh... /-----

 / _ / _ / _ / _ \ / | Mike van der Sommen
 / / / \ | Santa Barbara, Ca. / _ / / \
 / / / \ | mike.vandersommen@caddy.uu.silcom.com HAUS BBS |
 "It's always somethin' -R.R.D." _____

 , Ca - (805) 683-1388

Thread 444

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1.470 MSG-467 Subject: Re: Imagine 4.0 Amiga(ProperVersion)

Subject: Re: Imagine 4.0 Amiga(ProperVersion)
 Date: Saturday, 18 November 1995 15:16:30
 From: David Alan Steiger <das@altair.csustan.edu>

On Sat, 18 Nov 1995, Chris Hall wrote:

> >Does ImaginePC have an 8088 or even 286 version for PC users?
 >
 > I would hope not. These processor are as old as the hills and run at about
 > 12Mhz max. Way to slow and then they don't have an FPU.

That was his point.

```
-----/-----/-----/-----/-----/-----/-----/-----/-----/
David Steiger / CSU Stanislaus / Computer Artist, / If you can read this,
das@csustan.edu / CS/Art major / Slipshod Software / I'm procrastinating!
-----/-----/-----/-----/-----/-----/-----/-----/-----/
```

Thread 476

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1.471 MSG-468 Subject: Imagine 4 in the UK

Subject: Imagine 4 in the UK
 Date: Saturday, 18 November 1995 18:42:46
 From: dunc <dunc@eraser.demon.co.uk>

I havent got Imagine 4 (amiga) yet for a strange reason I wondered if anyone else in the UK has had the same problem as I have

Its been impounded by customs and excise -They sent me some sort of declaration form that i have to fill out before they will release it to me

Im on the constant upgrade program and this is the first time this has happened all the others I got ok 2.9 3.1 ...

Has anyone else in the UK had this problem ??

Duncan

Thread 538

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1.472 MSG-469 Subject: Re: Particles+Texture problem

Subject: Re: Particles+Texture problem
Date: Saturday, 18 November 1995 19:00:15
From: Rick Dolishny <dolish@io.org>

> >
> > 2) Try using Shatter FX instead of Particle. I think I read something
> > about this FX being better at maintainting brushes.
>
> By this I think you mean the Shredder FX. Unless, of course, the Shatter
> FX is only included in the PC version of Imagine. =(
>

You were correct! Shredder is what I meant!

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

Thread 432

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1.473 **MSG-470 Subject: Re: PAR PC**

Subject: Re: PAR PC
Date: Saturday, 18 November 1995 19:20:06
From: Rick Dolishny <dolish@io.org>

The PAR <used> to have a problem receiving Imagine frames, but not anymore. Imagine renders Field images, or Globally FX'ed images to the "temp" directory (see preferences) post 3.3.

Render straight to the PAR now, Curtcee.

Anyone know why it takes Imagine 2X render time for field rendering, when Lightwave is only slightly (<5%) slower?

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

Thread 729

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1.474 MSG-471 Subject: Questionz

Subject: Questionz
Date: Saturday, 18 November 1995 19:24:12
From: helmy@voyager.com

I have a few questions about Imagine 3.3, I'd appreciate it if anyone could help me out and tell me what these features are "really" for, and how they work:

1. Deform Tool
2. Set Edge Line
3. Fill To Edge Line
4. Smooth Edge Line
5. Smooth Fracture
6. Edge Filter

Thanks,

Mark

Thread 485

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1.475 MSG-472 Subject: Re: Matrox Millenium & Imagine

Subject: Re: Matrox Millenium & Imagine
Date: Saturday, 18 November 1995 20:08:41
From: Greg Stritmater <senip@j51.com>

The last time I talked to Matrox on this issue (Thursday), the tech support guy said that they are working on solving the bug in the card. This will

be available as a bios upgrade, and should be on their ftp/web site(s). I'll definatly post to the list when it's out, and after I try it of course :) Hopefully this will be in the near future, cause I can't stand not having the texture previews!

Greg Stritmater
senip@j51.com

Thread 112

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1.476 MSG-473 Subject: Re: Manual for Amiga Imagine

Subject: Re: Manual for Amiga Imagine
Date: Saturday, 18 November 1995 20:16:06
From: Richard Heidebrecht <rheidebr@freenet.npiec.on.ca>

On Fri, 17 Nov 1995 SPICE@DRYCAS.CLUB.CC.CMU.EDU wrote:

> I just received my Imagine 4.0 upgrade for my Amiga and there wasnt a
> manual included in the package. I saw the posts here on the IML stating
> that Imagine 4.0 wouldnt come with a new manual but I assumed that I
> would at least receive the Imagine 3.0 manual.
>
> I wasnt a member of the continuous upgrade program so I never received
> Imagine 3.0 and a manual for it. I upgraded directly from Amiga Imagine
> 2.0 to 4.0. Did anyone else who followed the same upgrade path receive
> a manual? If not, does anyone know how to go about getting a Imagine 3.0
> manual?
>
> Considering the price of Imagine, it seems that a printed, up to date
> manual isnt too much to ask.
>
> Scott Corley
>
> spice@drycas.club.cc.cmu.edu
>

I got 2.0 for the pc with 3d Modeling Lab and about 6 weeks ago decided to upgrade. So, I called Impulse and ordered 3.0 and the constant upgrade program. I got 4.0 about the same time as everybody else, but I never got a copy of 3.0 (or any versions in between). It doesn't bother me at all that Impulse may have waited an extra week or two and then just sent me 4.0, but as of yet I have no manual for Imagine at all (just the docs on the 4.0 disks). I'm not really interested in getting 3.0 anyway, but it sure would be nice to have the manual.

Rick H.

P.S. If anybody could tell what the difference between join and merge is (yes, I am embarrassed to ask, but like I said, I've never seen an Imagine manual) or send me a tutorial for particles, I would be very grateful.

Thread 459

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1.477 MSG-474 Subject: SUNSITE

Subject: SUNSITE

Date: Saturday, 18 November 1995 21:16:02

From: Mike McCool <mikemcoo@efn.org>

All right, guys and guyas,

You gotta get a load of the virtual gallery I wandered into, just a little while ago, on the Web. I'd still be there, sampling the stew, only I was laughing so hard I was afraid I was gonna throw up.

I'm not kidding: the dweebish dross that the eleven-year-olds upload to aminet was better than what I found at a place called SITO. I go to sunsite all the time, but this was the first time I'd wandered into the gallery at WWW.SITO.ORG.

Collection of artists, under a category called raytrace, would naturally catch any raytracer's eye, right? And it started off OK, downloaded a pic the artist claimed to have taken 159 hours to render. Surprise: reflective checkerboard surfaces with floating spheres.

Holy jesus, y'all, get over there, register your home pages, and show them how it works. I downloaded twenty pix, deleted every one of them as soon as I'd looked at them. Not a SINGLE mention of Imagine or LW. Most of it Bryce.

I know I sound bitter,--but I've seen some of the creations of you folks on this list, and I found NOTHING that even comes close. NOTHING! Even your most blatantly commercial efforts are so much more beautiful than the steamy pile of art at SITO.

Honestly folks, for ART's sake, go over there and take a look. These "artists" really do need to be brought up to speed.

Thread 600

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1.478 MSG-475 Subject: Re: Brushmapping Children

Subject: Re: Brushmapping Children
Date: Saturday, 18 November 1995 21:19:36
From: Jynx <premiergfx@liberty.liberty.com>

> Correct me if I am wrong, but I think Imagine has done this since
> version 2.0? The part about only loading an image map once.
>

Has this feature been coded in since 2.0? Just wondering...Havent had
time to actually test it.... Anyone positive?

Brent Warp
Premier Productions
premiergfx@liberty.liberty.com

Thread 323

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1.479 MSG-476 Subject: Re: Imagine 4.0 Amiga(ProperVersion)

Subject: Re: Imagine 4.0 Amiga(ProperVersion)
Date: Saturday, 18 November 1995 22:12:39
From: Chris Hall <Chris.Hall@dial.pipex.com>

>Does ImaginePC have an 8088 or even 286 version for PC users?
>
>Jaeson K.

I would hope not. These processor are as old as the hills and run at about
12Mhz max. Way to slow and then they don't have an FPU.

Chris Hall.

|-----|\
You have been spoken to by Chris Hall	
A very tall and generally nice bloke from Great Briton	
E- mail me at : Chris.Hall@dial.pipex.com	
Visit Web Shack at :	

```
|      http://dspace.dial.pipex.com/town/square/fy24      ||
|                                                         ||
| Today's lucky lottery numbers are :-                 ||
|               06 40 18 10 47 39                       ||
|-----||
|\-----\
```

Thread 564

--> RETURN TO CONTENTS!<==

1.480 MSG-477 Subject: Matrox Millenium & Imagine

Subject: Matrox Millenium & Imagine
 Date: Saturday, 18 November 1995 22:30:50
 From: auschrat@supernet.ab.ca (Randy Auschrat)

About a month or two ago, somebody mentioned a program that would be coming out soon that would fix up some probs that the Millennium has with Imagine. I believe it has something to do with the adsence of a proper DOS driver. Anyways, any info on this would be greatly appreciated.

Randy.

Thread 482

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1.481 MSG-478 Subject: Re: PAR PC

Subject: Re: PAR PC
 Date: Sunday, 19 November 1995 07:21:31
 From: Jim Rix <jim@yakko.cs.wmich.edu>

On Sat, 18 Nov 1995, Rick Dolishny wrote:

> The PAR <used> to have a problem receiving Imagine frames, but not
 > anymore. Imagine renders Field images, or Globally FX'ed images to the

> "temp" directory (see preferences) post 3.3.
>
> Render straight to the PAR now, Curtcee.
>
> Anyone know why it takes Imagine 2X render time for field rendering,
> when Lightwave is only slightly (<5%) slower?
>
Unfortunately when Image does field rendering it will generate EVERY line
in both fields in both the even and odd frames. It would be great if
they could put in a simple piece of code to only render the odd lines on
the odd frame and the even lines on the even frame.

Jim Rix

I have a wonderful idea for my web page. Visit it at:
<http://yakko.cs.wmich.edu/~jim>

Thread 512

--> RETURN TO CONTENTS!<==

1.482 MSG-479 Subject: Orchid Kelvin 64 won't display.

Subject: Orchid Kelvin 64 won't display.

Date: Sunday, 19 November 1995 11:47:00
From: Paul Townend <Paul.Townend@raytech.co.uk>

Hi all.

I recently upgraded my VLB graphics card from a Cirrus Logic 5426 to a
VLB Orchid Kelvin64 - 2meg dram, and the display in Imagine (3.3) won't
do anything except screwed-up lines. This only happens when displaying
the final render, the greyscale view while rendering is ok. The actual
GUI is fine too - I use 800x600, but I can't work like this at all, so
any help would be gratefully received.

Btw, I was using Univesa.exe before with the Cirrus, and that makes no
difference to the results (except 640x480 is the only screen mode
available without it).

I look forward eagerly to your replies (pleeeeee). ;-)

Paul.

.... No Rover! Don't chew that telephone cabl.....NO TERRIER.

|
| 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 653

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1.483 MSG-480 Subject: World size

Subject: World size
Date: Sunday, 19 November 1995 12:09:00
From: glq@iafrica.com (Gareth Qually)

I am using my friends e-mail address.

I am having a problem with the world size in trace. I have an sphere that is 3380 in radius, but it doesn't show up in trace (scanline it does). I have tried the globals at 0,0,0 but to no avail. I have also tried setting it specifically, but also no joy.

What is happening, please help.

Can you send the answers to this address aswell as the list, thanks

Thread 518

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1.484 MSG-481 Subject: RE: Difference between JOIN & MERGE / Particles follows

Subject: RE: Difference between JOIN & MERGE / Particles follows
Date: Sunday, 19 November 1995 12:25:52
From: Claude GIROLET <Claude_Girolet@msn.com>

On Sun, 19 Nov 1995 Richard Heidebrecht said

>I got 2.0 for the pc with 3d Modeling Lab and about 6 weeks ago decided
>to upgrade. So, I called Impulse and ordered 3.0 and the constant
>upgrade program. I got 4.0 about the same time as everybody else, but I
>never got a copy of 3.0 (or any versions in between). It doesn't bother
>me at all that Impulse may have waited an extra week or two and then >just
sent me 4.0, but as of yet I have no manual for Imagine at all (just the
>docs on the 4.0 disks). I'm not really interested in getting 3.0 anyway,
>but it sure would be nice to have the manual.

>P.S. If anybody could tell what the difference between join and merge is

>(yes, I am embarassed to ask, but like I said, I've never seen an Imagine
>>manual) or send me a tutorial for particles, I would be very grateful.

1) The difference between Join & Merge Functions (Detail Editor) :

When you select more than one object at the same time (I mean UNGROUPED
Objects), and use Join, You'll get just ONE object.

The order of selection is revelent because the axis of the first selected
object will become the axis of the joined objects. Using JOIN you lose all
particular attributes of independants objects before the use of this
function.

If you want to have different textures on differents parts of the object you
can create subgroups (a subgroup is a group of faces with his own name)
to create a subgroup you must be in SELECT FACE mode, use these face as a
subgroup (it seems that you can have as many subgroups as you want at least I
never get an error in Imagine when I used many subgroups).

When you are in attributes requestor, and add a texture, there is a part that
was named "Restrict to subgroup" in the former versions, I don't know how it
is named now, coz i don't have my upgrades yet (I'm quiet upset, coz I was
sending the order some WEEKS before october 30 th).

2) Merge is more simple :

Merge find his utility when you join some objects, if some points of the
joined objects were exactly at the same coordinates, you see only one point
but imagine keep ALL the points of ALL the object, using merge weld the point
that are exactly at the same coordinates and leave only one.

Regarding the particles tutorial you asked, I'm on it but I want work a
little before sending it to the list, I hope this will help you anyway, see
you next time

Claude

Claude_Girolet@MSN.COM

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1.485 MSG-482 Subject: Re: Matrox Millenium & Imagine

Subject: Re: Matrox Millenium & Imagine
Date: Sunday, 19 November 1995 13:03:00
From: jbeard@cix.compulink.co.uk (Joe Beard)

In-Reply-To: <199511190108.BAA08824@j51.com>
> The last time I talked to Matrox on this issue (Thursday), the tech
> support guy said that they are working on solving the bug in the card.
> This will be available as a bios upgrade, and should be on their
> ftp/web site(s). I'll definatly post to the list when it's out, and
> after I try it of course :) Hopefully this will be in the near future,
> cause I can't stand not having the texture previews!

Do you know the address of their web site? The last time I did a search
for Matrox or MGA I came up with zilch.

Joe

Thread 511

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1.486 MSG-483 Subject: Re: Imagine 4 in the UK

Subject: Re: Imagine 4 in the UK
Date: Sunday, 19 November 1995 13:03:00
From: jbeard@cix.compulink.co.uk (Joe Beard)

In-Reply-To: <454.6530T1422T1332@eraser.demon.co.uk>
> I havent got Imagine 4 (amiga) yet for a strange reason I wondered if
> anyone
> else in the UK has had the same problem as I have
>
> Its been impounded by customs and excise -They sent me some sort of
> declaration form that i have to fill out before they will release it to
> me
>
> Im on the constant upgrade program and this is the first time this has
> happened all the others I got ok 2.9 3.1 ...
>
> Has anyone else in the UK had this problem ??
>

Hi Duncan.

I got my copy last week here in sunny Surrey, with no complications you
will be glad(?) to know.

Joe

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1.487 MSG-484 Subject: Re: Matrox Millenium & Imagine

Subject: Re: Matrox Millenium & Imagine
Date: Sunday, 19 November 1995 13:51:08
From: Greg Stritmater <senip@j51.com>

Forwarded message:

> From imagine-relay@email.eag.unisysgsg.com Sun Nov 19 15:46:48 1995
> Date: Sun, 19 Nov 95 13:03 GMT
> From: jbeard@cix.compulink.co.uk (Joe Beard)
> Subject: Re: Matrox Millenium & Imagine
> To: imagine@email.eag.unisysgsg.com
> Cc: jbeard@cix.compulink.co.uk
> Reply-To: jbeard@cix.compulink.co.uk
> Message-Id: <memo.547285@cix.compulink.co.uk>
>
> In-Reply-To: <199511190108.BAA08824@j51.com>
> > The last time I talked to Matrox on this issue (Thursday), the tech
> > support guy said that they are working on solving the bug in the card.
> > This will be available as a bios upgrade, and should be on their
> > ftp/web site(s). I'll definatly post to the list when it's out, and
> > after I try it of course :) Hopefully this will be in the near future,
> > cause I can't stand not having the texture previews!
>
> Do you know the address of their web site? The last time I did a search
> for Matrox or MGA I came up with zilch.
>
> Joe
>
>

<http://www.matrox.com> works. There's a section just for the MGA stuff
under that page. Have fun!

Greg Stritmater
senip@j51.com

Thread 472

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1.488 MSG-485 Subject: Re: Questionz

Subject: Re: Questionz

Date: Sunday, 19 November 1995 14:44:13

From: Roger Straub <straub@csn.net>

On Sun, 19 Nov 1995 helmy@voyager.com wrote:

> I have a few questions about Imagine 3.3, I'd appreciate it if anyone
> could help me out and tell me what these features are "really" for, and
> how they work:

I'll try my best. =)

>
> 1. Deform Tool
>

These are fun. Deform Tools are grids you can define that will twist an object's geometry around so that it will "fit" into the grid. An example: take a cube (default plane, extrude with 10 sections) and make a deform tool, sized 100,100,100 with 3 x, y, and z sections. Press F1, and then go to Pick Points mode. In the front view, pick the center section with the bounding box and scale it down about 75%. In the right view, rotate it along the X axis about 30 degrees. Go to objects mode and pick the cube. Select deform tool frFunctions menu, and select your deform tool. After a few seconds, Voila! You can easily make shapes you never Imagined (hehe ;) before!

> 2. Set Edge Line
>
> 3. Fill To Edge Line
>

These two work together, so I'll attempt to explain them together. When creating, say, a human object, it's usually easier to create each section (forearm, upper arm) separately and then connect them later for use with Bones. These are the tools to use. Create a plane and a tube. Delete all of the interior points in the plane, leaving just a square. Move the tube about 50 units to the +Y from the plane, and rotate it 90 degrees on the X axis. Join the two objects. Now, you want to select a set of edges you want to be the starting point for one edge of the "skin" we're going to stretch over the gap between the objects. Pick the edges in the square and select Set Edge Line from the Functions menu. Now you want to stretch the "skin" over the gap. Select the circle of points on the tube that are closest to the square, and select Fill to Edge Line. Voila! You can now make a contiguous (sp?) surface out of just about anything!

> 4. Smooth Edge Line
>

This is related, sort of, to the above. Whenever I try to make an outline for sweeping, a goblet for example, I can never seem to make the outline smooth enough. Enter this feature: add an axis (F4), go to Add Lines

mode, and go crazy. Make a squiggly pattern or something, but make sure there are lots of points in it. Now, go to Pick Edges mode, and select all of the edges. Select Set Edge Line, and then Smooth Edge Line. A requester pops up, asking for curve complexity. This is a little like the Spline Editor - it's asking you for the number of knots in the spline that your edges will be conformed to. Use a number that is roughly equal to the number of direction changes that are in your outline - the number of curves. The higher the number, the less your original outline will be changed. Click on OK, and admire.

> 5. Smooth Fracture
>

This one is related to Smooth Edge Line, except that it's a fracture (obviously ;). With it you can fracture an object and smooth it at the same time, resulting in VERY smooth objects.

> 6. Edge Filter
>

I personally have never found occasion to use this, but it's pretty neat anyway. It's a way of selectively picking edges that are part of a certain number of faces, or have a certain angle to their adjacent edge. I really can't explain it much better than that. An example: create a cube with 3 sections (plane, 3 sections, extrude, 3 sections). Go to Pick Edges mode, use the Perspective window full-screen and use New Mode. Rotate to some obscure point of view. It would be pretty hard to pick the boundary edges from this vantage point, wouldn't it? Use Edge filter with the default values. aHa!

See ya,
Roger

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1.489 MSG-486 Subject: 3.0 for free?!?

Subject: 3.0 for free?!?
Date: Sunday, 19 November 1995 14:46:47
From: Roger Straub <straub@csn.net>

Saw this in the newsgroups, and thought, WOW! Why don't Impulse tell US about these things?

See ya,
Roger

From news-2.csn.net!csn!magnus.acs.ohio-state.edu!cis.ohio-state.edu!nntp.sei.cmu.edu!news.psc.edu!hudson.lm.com!news.math.psu.edu!news.cac.psu.edu!newsserver.jvnc.net!newsserver2.jvnc.net!howland.reston.ans.net!plug.news.pipex.net!pipex!dish.news.pipex

.n

et!pipex!soap.news.pipex.net!pipex!usenet Sun Nov 19 14:45:28 1995

Path: news-2.csn.net!csn!magnus.acs.ohio-state.edu!cis.ohio-state.edu!nntp.sei.cmu.edu!news.psc.edu!hudson.lm.com!news.math.psu.edu!news.cac.psu.edu!newsserver.jvnc.net!newsserver2.jvnc.net!howland.reston.ans.net!plug.news.pipex.net!pipex!dish.news.pipex

x.

net!pipex!soap.news.pipex.net!pipex!usenet

From: scoyle@dial.pipex.com (Stephen Coyle)

Newsgroups: comp.graphics.rendering.raytracing

Subject: Imagine for PC

Date: Sun, 19 Nov 1995 11:45:20 GMT

Organization: UnipalmPIPEX server (post doesn't reflect views of UnipalmPIPEX)

Lines: 8

Message-ID: <48n5cv\$r06@soap.news.pipex.net>

NNTP-Posting-Host: an155.du.pipex.com

X-Newsreader: Forte Free Agent v0.55

I recently got Imagine 3.0 (full version) free with Computer Arts magazine. I was wondering what anyone thinks of this raytracer. I know quite a few Amiga users use it.

Does anyone know where I can get any docs on it?

StephenC

Thread 500

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1.490 MSG-487 Subject: Smoothing Tool

Subject: Smoothing Tool

Date: Sunday, 19 November 1995 14:53:10

From: Roger Straub <straub@csn.net>

Y'know, I just saw the review of LW 4.0 in Amiga Computing, and in one of the screen shots there was a cube with rounded edges. I thought, Hey, I can do that! So I did!

Create a plane with the default values. Extrude it using the default values, except change the # of sections to 10. Select smoothing tool, turn Lock Perimeter Points off, and set Smoothing Iterations to about 20. Click Ok. Viola!

I never would have tried this before 3.3 with the Smooth Edge Line tool, which would have been tedious. Now it's even easier!

See ya,
Roger

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1.491 MSG-488 Subject: Bug List, Some thoughts about Imagine's future (not very happy)

Subject: Bug List, Some thoughts about Imagine's future (not very happy) ←

Date: Sunday, 19 November 1995 15:39:06
From: Claude GIROLET <Claude_Girolet@msn.com>

SUBJECT too long. Original SUBJECT is 'Bug List, Some thoughts about Imagine's future (not very happy)'

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

Hi to all of you,

As many others Imagine users, I was very happy to use it to render stills and anims. But, I'm must say that now I'm little bitter and I'm wondering if Imagine will have a viable future if Impulse continues the way they are doing now. Let me explain myself.

First of all I must say that I'm just sad and not angry neither against Impulse nor imagine itself, but when I received the 3.0 on june 94, 6th (DDay even for Imagine) I can't tell you how I was impatient to test the brand new functions, some months later, particles were great and the possibility to see the Cam and Light lines were a great help and became some of my favorites functions. The only drawback I found was the difficulty to understand and use Bones (even with 3.3 I can't manage to do something neat) and some bugs like lenz flare

Then the 3.1 went to correct these bugs more than to add new functions, and the 3.2 corrected the bugs added by 3.1 and add rotoscoping and some cool stuff, finally we went to 3.3. Now we can see the attributes in "real time" (depending on the machine, personally I'm using Imagine on both PC and Amiga) and use "simple bones". A great part of the functions were annouced in the well known glossy brochure are already in the 3.3 except for Blobs (ex-Metaballs), motion blur and some "minor" things.

Add new possibility from version to version is great but what is the interest if the former functions doesn't work anymore ?

For example here are some bugs I found in 3.3, these functions worked perfectly before, so it's not an advantage if we have to maintain all the former versions on the same disk in order to get a "complete" soft.

- Particle system : the spheres particles are not spherical anymore
- Bug with shredder F/X
- The function to convert IFF/TGA/TIFF (depending if you use PC or Amiga) doesn't works, no matter the type of picture you choose or the size of the pic when Imagine asked me if I want to add faces, i said YES then it filled my screen with lines and crashed imagine with "abnormal program termination", I used the same pics with im 2.9 and it worked well.
- The Ripple F/X is sometimes unpredictable, it doesn't only ripple the object it makes it vanish from the scene !
- Morphing Brushs/Textures using States is not reliable, sometime the object disappeared in the middle of the morphing and re-appeared just on the last frame with the second texture, I checked all parameters there were configured correctly.

I sent faxes to Impulse to tell them this, never get a response.

Personally, I don't know if I will continue to buy Imagine after 4.0, I'm just a foreign hobbyist not a professionnal and I can't continue to invest in a software if I can't count on him, more than that, Impulse made us some promises and they don't seems to care about them, in the brochure they wrote that imagine 4.0 would came with a new printed manual, I'm waiting for my upgrades but I red often here that there were only "Doc on disk" one more time !

In my opinion, this is not very honest to act like that with all of us, we have all supported Impulse and Imagine even when they promised the 3.0 and deliver it more than 2 years later. All I'm asking from them is just a little respect and less bugs in the next version.

This morning I red that Mike Vandersommen had some problems with his payment, dear Mike, for me it's even worth I was sending the order by fax weeks before october 30th in order to profit of the introductory price, but Impulse take the money on november 8th, and considering the date they did not only take \$200 (I ordered both upgrades PC and Amiga) plus S&H, I had never a problem with them before that. I had sent EMail to complain, no response.

I don't know if I am the only one to be sad before this situation, it would probably be an interesting subject to debate here (without animosity, we're gentlemen), perhaps that if there are plenty of us we can show to Impulse that they are making a mistake and acting like that, they're taking the risk to compromise (I don't no if this word have the same meaning in english than in french) imagine's future

Feel free, to tell me what you are thinking about this, see you

Claude

Claude_Girolet@MSN.COM

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1.492 MSG-489 Subject: Imagine

Subject: Imagine
Date: Sunday, 19 November 1995 16:02:53
From: jofr@tv2.dk

TV 2 / Danmark Rugaardsvej, DK 5100 Odense C - Danmark

Phone: +45 65 91 91 91 - Fax: +45 66 13 95 44 - Telex: 59 660 tvtwo dk

Odense,

hello I am working with 3.3 on a pc, I love F1 cars.
Please tell my where I can get f1 cars as obj.
Thanks I am also int. in swaping filers.....

JOFR@tv2.dk

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1.493 MSG-490 Subject: Re: Questionz

Subject: Re: Questionz
Date: Sunday, 19 November 1995 22:15:45
From: Valleyview@aol.com

Helmy:

I haven't worked a lot with the deform tool and it's kinda hard to explain. Its basically putting a box around your object - deforming the box - and the box deforms the object. You have to play with it.

I think I sent you my bones tutorial which has the edge fill function in it. It adds faces between two sets of edges. You can get the tut from <ftp://users.aol.com/valleyview/Imagine/>

Smooth edge line will take a set of continuous edge lines and spline interpolate them, or make them a nice smooth curve. Smooth fracture does the same thing, but also fractures the edges into smaller pieces.

I've never used the edge filter so no help there.

Rick

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1.494 MSG-491 Subject: Gripe

Subject: Gripe
Date: Sunday, 19 November 1995 22:15:46
From: Valleyview@aol.com

This isn't a complaint well, yes it is. About a month ago I sent out over 40 copies of a beta bones tutorial I had written. At first I wasn't going to send it out because it needed some polishing, but the number of requests made me think that you people could help me with the finishing. I was wrong. Other than 3 or 4 acknowledgements of receipt, I received 1 (one) whole letter of comment (Thank-you Roger). I'm not looking for an attaboy, but I thought some advise on improvements would be nice. Mostly though, at this point, I would have just liked to know, after spending days to write the thing, that SOMEONE at least looked at it. Not much incentive here to write any more tuts.

Feel better now.

Rick

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1.495 MSG-492 Subject: Imagein ine 3.0 for free

Subject: Imagein ine 3.0 for free
Date: Monday, 20 November 1995 00:05:20
From: Joel NewKirk <NEWKIRK@delphi.com>

I'm an Amiga user. I'd like to get Imagine 3.0 for the price of a magazine too. Am I just getting screwed? Will Impulse offer to sell me 3.0 withiut???out a manual

(to make things even) for under 2?\$20? Mike H, you listening?

Joel NewKirk
(until Nov25)
(609)461-5348
700 Arndt Ave Apt B8
Riverside NJ 08075

(after Nove25)
(609) ?722-9016
255-9 Echelon Rd
Voorhees NJ 08043

newkirk@delphi.com
102627.1152@compuserve.com

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1.496 MSG-493 Subject: Re: 3.0 for free?!?

Subject: Re: 3.0 for free?!?
Date: Monday, 20 November 1995 01:57:34
From: sgiff@airmail.net (Stephen Gifford)

>I recently got Imagine 3.0 (full version) free with Computer Arts
>magazine. I was wondering what anyone thinks of this raytracer. I
>know quite a few Amiga users use it.
>

>Does anyone know where I can get any docs on it?

>

>StephenC

>

>

This is a fact. Someone posted this news on C-Serve. Well I certainly hope it gets them exposure, however I don't think its fair to all of the people who have paid full price since 2.0 like me for upgrades and all. What I mean is, if Imagine gets wide spread use, eventually people who have it will want to upgrade to the real thing. This will benefit everyone. Of course if people get it free in a magazine, they probably won't be able to afford the price of Win-Imagine at \$1695, so there will be a black market for it like 3DS. At any rate most of these people will not be able to upgrade to Win-Imagine soon enough to get in on the \$200 upgrade price unless Impulse changes there mind on that. I just hope Impulse doesn't let people upgrade for \$100 to 4.0, since most of us loyal users have spent a lot more than that to get 4.0.

s.g.

I just saw Imagine LT in a large retail computer store "Micro Center" that just opened in my city.

Cheers

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1.497 MSG-494 Subject: Re: Gripe

Subject: Re: Gripe

Date: Monday, 20 November 1995 02:09:33

From: sgiff@airmail.net (Stephen Gifford)

>This isn't a complaint well,yes it is. About a month ago I sent out
>over 40 copies of a beta bones tutorial I had written. At first I wasn't
.....

Well even though I was not one of the people who recieved a tutorial from you, I do agree that people could at least send a thank you note. Far to often people spend time working on stuff so that people can learn something. It is certainly not to much to reply with a thanks, and good job. One of the reasons we don't have more tutorials posted is that the people who are really good at Imagine don't get the appreciation they deserve and they stop posting. One of the things I remember most about accessing BBS's in the last decade was the download/upload ratio on most BBS's. If you benefit from the tutorials on this board and don't ever return the favor by posting

suggestions or tutorials of your own, then you are a leech.

s.g.

Thread 504

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1.498 MSG-495 Subject: Re: 680x0 optimization of Imagine

Subject: Re: 680x0 optimization of Imagine
Date: Monday, 20 November 1995 02:44:39
From: Jim Rix <jim@yakko.cs.wmich.edu>

On Mon, 20 Nov 1995, Anders Lundholm wrote:

> Yes, but it's still strange that an 040 version of Imagine hasn't been
> compiled and put to offer when upgrading or buying directly from Impulse.
> Is it really that complicated to recompile the code to a different
> processor ?!

>

If they were using the SAS C/C++ compiler they would only have to push a few buttons.

Jim Rix

I have a wonderful idea. Visit the Minastran Hotel on Draggar at:
<http://yakko.cs.wmich.edu/~jim>

Thread 242

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1.499 MSG-496 Subject: Re: 3.0 for free?!?

Subject: Re: 3.0 for free?!?
Date: Monday, 20 November 1995 04:37:08
From: RobSampson@aol.com

In a message dated 95-11-19 21:19:47 EST, you write:

>it gets them exposure, however I don't think its fair to all of the people

>who have paid full price since 2.0 like me for upgrades and all. What I
>mean is, if Imagine gets wide spread use, eventually people who have it will
>want to upgrade to the real thing.<<

I spent the money to upgrade both Amiga and PC to 3.0 and it does not seem to long ago. Now at long last we have 4.0, paid to get there and have a long time to wait before we get a windoze version and still have bugs. Yet 3.0 is being given away. So why did we pay to get 4.0. In another year the windoze version will be out and 4.0 will be given away. Seems to me we should just join the constant one year behind upgrade program. It certainly is cheaper.

As for these people wanting to upgrade to the real thing, well 3.0 is a real thing. If they take a year to learn it and read lists like the IML they will come to know that 4.0 will probably be given away next year. Why bother to spend money getting there sooner? Hey there are people on here who sent in checks to upgrade, got their checks cashed and no product. Well I guess I'll stop now.

Bob.....

Thread 755

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1.500 MSG-497 Subject: Re:3.0 for free?!?

Subject: Re:3.0 for free?!?
Date: Monday, 20 November 1995 06:50:16
From: Granberg Tom <tom.granberg@TV2.no>

Howdy

I personally think it's great that they give away old software, that would otherwise just lay around making no money for Impulse at all. Why they did it? I think that after the exposure they got doing it with 2.0 earlier, in an English magazine, it probably seemed like a good idea to increase

the user base for 4.0&Win4.0.

Even if they just get 1/4 of the "new" user's to upgrade, it's hard cash, and further more, it increases knowledge of the software among the people they want

to sell it to.

Is it unfair to us?

I dont think so, we payed to get it when it arrived and didnt want to wait until now to get it for free, just to realise that we are going to pay for the upgrade to 4.0/win4.0 anyway.

So happy rendering, and look out for my new stuff coming at Sharky's this week!!

HTTP://www.websharx.com

Later Renderbrandt

Thread 576

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1.501 MSG-498 Subject: Re: Imagine 4.0 Amiga(PorpiseVision)

Subject: Re: Imagine 4.0 Amiga(PorpiseVision)
Date: Monday, 20 November 1995 08:19:11
From: "Dan.Maclean" <MACLEDJ@pmitao.usa.com>

As far as 020=1988 and CPU envy goes, Imagine PC runs on 386 and up. To set matters straight 386=1988 as well. So we on the PC side hardly have an advantage (except for the mighty wrath of the Intel juggernaught). Anyway, I'm sure that Imagine would run much faster if it were designed specifically for a 486, Pentium, or (especially) a PentiumPro (P6).

By the way, I really miss my Amiga and if I had \$400 to spend (My wife has veto power!) I'd jump on that Amiga2000 for sale!

From Dan MacLean

Thread 461

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1.502 MSG-499 Subject: Re: Gripe

Subject: Re: Gripe
Date: Monday, 20 November 1995 09:09:41
From: Mike McCool <mikemcoo@efn.org>

On Mon, 20 Nov 1995, gregory denby wrote:

>

> I have ftp'd the tutorial, and have started working through it. Its been
> at least a year since I last made any bones objects, and this is an
> excellent re-introduction. I didn't know the bit about pointing the
> "y" axis towards the inside of the bend. The writing is clear, and
> the layout is well organized.
>
> Thanks much, really its a job well done.
>
> Greg Denby

Ditto. (And thanks, btw, to ALL of you who have shared your bones tutes
with the list).

Mike McCool

Thread 330

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1.503 MSG-500 Subject: Re: 3.0 for free?!?

Subject: Re: 3.0 for free?!?
Date: Monday, 20 November 1995 09:10:52
From: Andrew Herbert <herbert@netcentral.co.uk>

Stephen Gifford wrote:

> This is a fact. Someone posted this news on C-Serve. Well I certainly
> hope
> it gets them exposure, however I don't think its fair to all of the people
> who have paid full price since 2.0 like me for upgrades and all. What I

I also did the full upgrade from 2.0 to 3.0 but I certainly don't mind that
Imag3 is being given away on a coverdisk, after all I'm sure most of the
people on the IML started with Imagine after pirating or getting it for free
off the cover of a magazine. Although I do think Impulse should have
pre-empted this action by offering free upgrades to 3.0 for 2.0 users just
to keep them happy.

Thread 770

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1.504 MSG-501 Subject: Re:3.0 for free?!?

Subject: Re:3.0 for free!?!?
Date: Monday, 20 November 1995 09:19:09
From: Kim Thomas <kdthomas@netcom.com>

Does anyone have any idea what magazine this was in? Thanks.

Dave Thomas
Moving Pixels
"I haven't actually read your script, but I have
some questions about it" - Actual client quote
kdthomas@netcom.com

Thread 506

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1.505 MSG-502 Subject: Re: 4.0 - Great Intro pic!

Subject: Re: 4.0 - Great Intro pic!
Date: Monday, 20 November 1995 09:44:10
From: Steven M Powell <afn27231@freenet.ufl.edu>

The new 4.0 pic was called imagine.ntsc

Render On.....

Phoenix

e-mail: afn27231@afn.org

Steven M Powell
Gainesville FL

Homepage: <http://www.afn.org/~afn27231>

On Fri, 17 Nov 1995, Gary Beeton - SED Systems wrote:

> >My compliments to Renderbrandt on his excellent intro pic for 4.0! I am
> >continually amazed by this man's skill and artistry. =)
>
> I'll second that! Very nice!!!
>
> But, how do I get Imagine to show the pic when it starts up. 4.0 on
> my Amiga comes up in the project editor when I launch it. There is a
> preference setting which lets you select which editor Imagine starts
> up in (project, detail, spline, etc.), but I can't seem to get the
> Imagine.pic to come up (and, yes, I have the path to Imagine.pic set
> correctly).
>

> Gary
> beeton@SEDSsystems.ca
>

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1.506 MSG-503 Subject: Boca 2m

Subject: Boca 2m
Date: Monday, 20 November 1995 10:09:02
From: Steven M Powell <afn27231@freenet.ufl.edu>

Does anybody use this card with imagine. I have a chance to get one cheap.
Any ideas?
Boca 2M PC video graphics card

Render On.....

Phoenix

e-mail: afn27231@afn.org

Steven M Powell
Gainesville FL

Homepage: <http://www.afn.org/~afn27231>

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1.507 MSG-504 Subject: Re: Gripe

Subject: Re: Gripe
Date: Monday, 20 November 1995 11:09:35
From: gregory denby <gdenby@twain.helios.nd.edu>

>SOMEONE at least looked at it...

I have ftp'd the tutorial, and have started working through it. Its been at least a year since I last made any bones objects, and this is an excellent re-introduction. I didn't know the bit about pointing the "y" axis towards the inside of the bend. The writing is clear, and

the layout is well organized.

Thanks much, really its a job well done.

Greg Denby

Thread 499

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1.508 MSG-505 Subject: Amiga Imagine 4.0 for sale

Subject: Amiga Imagine 4.0 for sale
Date: Monday, 20 November 1995 11:44:18
From: CAPKROBI@livjm.ac.uk

Since I no longer have an Amiga, and I received my IM 4.0 upgrade in the post this morning, I have no use for the disks....if anyone is interested, make me an offer.

BTW, the disks have both PAL and NTSC versions on them.

Of course, if you want to swap a set of PC 4.0 disks for them, that would be efen better....I'd even swap 'em for PC 3.3, or maybe 3.2!

John.

John Robinson, John Moores University, Liverpool, UK

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1.509 MSG-506 Subject: Re:3.0 for free?!?

Subject: Re:3.0 for free?!?
Date: Monday, 20 November 1995 12:30:07
From: Mike McCool <mikemcoo@efn.org>

On Mon, 20 Nov 1995, Kim Thomas wrote:

> Does anyone have any idea what magazine this was in? Thanks.
>

Was it CUamiga? I wish I could remember . . . I almost wish it was a pcMAG, so my bro in Atlanta could nab a copy of Imagn and not have to wade through POV . . .

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1.510 MSG-507 Subject: Re: Re: Questionz

Subject: Re: Re: Questionz
Date: Monday, 20 November 1995 12:41:00
From: Michael North <IBTLMAN@MVS.OAC.UCLA.EDU>

> I've never used the edge filter so no help there.
>

Two others have chipped away at this list of questions without saing anything about edge filter, which is one of my mainstays. Let's say you make your everyday cube by extruding your everyday plane. To make the edges nice and sharp, click on edge filter, set the percentages to just about anything and select the edges. Then hit make sharp edges. I used to go crazy picking out the edges I wanted to make sharp until they put in this thing, which can be set to pick out about 95% of the edges I want to sharpen.

Michael

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1.511 MSG-508 Subject: New to IML

Subject: New to IML
Date: Monday, 20 November 1995 13:50:46
From: bob_landry@corp.Cubic.COM

Hi All,

I'm new to the IML, and just wanted to introduce myself. I've had access to the internet for quite a while but only recently found the IML subscription address. Until now I've been able to

get my daily fix of Imagineez by following the threads on CSERVE. CSERVE and the people there have been great especially over in the GUGRPA forum. But, relative to my internet account, CSERVE has just gotten too expensive, even with their recent pricing changes. In the near future I'll probably discontinue my account their.

If anybody is interested, I was introduced to Imagine via the 3D Modelling Lab book. I upgraded to ver 3.0, and then did the constant upgrade to 4.0. I've created mostly still images which can be found on CSERVE in the GUGRPA forum or at my new web site "<http://www.n2.net/blandry>". My web pages also have images I've created with POV-RAY and Soft F/X.

Now, to begin with, I only have one question. I've been trying to access Sharkys home page @ "www.websharx.com" since last Friday and keep getting a "TCP error: Bad File Number" error message from Netscape. Has anybody else been having this problem?

- Bob

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1.512 MSG-509 Subject: 680x0 optimization of Imagine

Subject: 680x0 optimization of Imagine
Date: Monday, 20 November 1995 15:59:03
From: lund@hoa.ping.dk (Anders Lundholm)

Letter from Anders Lundholm to Chris Hall Written 18 Nov 95 At 22:12:39 O'clock

Hi Chris ...

CH> I would hope not. These processor are as old as the hills and run at
CH> about 12Mhz max. Way to slow and then they don't have an FPU.

Yes, but it's still strange that an 040 version of Imagine hasn't been compiled and put to offer when upgrading or buying directly from Impulse. Is it really that complicated to recompile the code to a different processor ?!

- Imagine is combatible with an 881 ... :(

With Regards

- Anders Lundholm . Alien Workshop . Computer Graphics -

-- Via Xenolink 1.97, XenolinkUUCP 1.1

Thread 495

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1.513 MSG-510 Subject: Re: 3.0 for free!?

Subject: Re: 3.0 for free!?
Date: Monday, 20 November 1995 17:37:49
From: Charles Blaquiere <blaq@io.org>

> From: Stephen Gifford <sgiff@airmail.net>
>
> I don't think its fair to all of the people who have paid full price
> since 2.0 like me for upgrades and all.

The difference is, people like you and me have been using, enjoying, and possibly making money with Imagine 3.0 for a year and a half now.

I have no problem with Impulse giving away obsolete software. Obsolete? Am I being too harsh? You think about it. Would you go back to 3.0? Not in your life, right? I would argue that makes 3.0 obsolete in our eyes. The fact that it's an incredible bargain for those people just getting in on the Imagine act through that magazine cover, is wonderful for them, but I personally don't feel ripped off.

Now if Impulse started giving away 6-month old software or something, that would make me upset. I guess it comes down to where each of us draws the line, I guess.

The thing that irks me just a touch is, all the newbies who'll be landing here and on CompuServe, asking the most basic questions, and we won't even be able to tell them to read the manual -- presumably, they won't have one.

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1.514 MSG-511 Subject: Re: Matrox Millenium & Imagine

Subject: Re: Matrox Millenium & Imagine
Date: Monday, 20 November 1995 17:52:40
From: Charles Blaquiere <blaq@io.org>

Greg and Joe,

there are currently three possible solutions to the Millenium incompatibility problem, and it's anybody's guess which will be out of the starting gate first:

- A new BIOS from Matrox;
- That VESA TSR from Matrox;
- UniVESA 5.1, which will support the Millenium.

Obviously, I'll keep everyone informed, should I be lucky enough to be the first to get a fix.

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1.515 MSG-512 Subject: Re: PAR PC

Subject: Re: PAR PC

Date: Monday, 20 November 1995 17:56:50
From: Charles Blaquiere <blaq@io.org>

> From: Jim Rix <jim@yakko.cs.wmich.edu>
>
> Unfortunately when Image does field rendering it will generate EVERY line
> in both fields in both the even and odd frames. It would be great if
> they could put in a simple piece of code to only render the odd lines on
> the odd frame and the even lines on the even frame.

Yes, a logical idea, but Impulse has said that they anti-alias both horizontally _and_ vertically_, which means you still need all the scanlines, in order to properly anti-alias the (odd/even) set for that particular field.

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1.516 MSG-513 Subject: Now I'm really Upset !

Subject: Now I'm really Upset !
Date: Monday, 20 November 1995 18:14:02
From: Claude GIROLET <Claude_Girolet@msn.com>

Dear Friends,

I received my upgrades this morning, I was not surprised to find no manuals with 4.0, but that's not the most important things :

I tried Blobs, made a very simple chain with only 4 primitive spheres chained, create a blob with Blob, made a state, moved one sphere made another state and save the obj

as the state anim worked well in Detail, i came in action editor, add the object and create a state morphing

Back to the stage I've got a "Bad Chunk Size" ! go back to detail i tried to reload the object and got the same error message. The only blob object that works with imagine seems to be blobdemo !

I find this is unsupportable, now i can't bear being treated like that by impulse, i was really cool since now, but now i'm upset against them...

Thanks to those who gave me mike's Email but it seem that his bos is already full (i've got a message from the server that said that this mailbox was full)

So, I don't know what you think but i think this is not very symphatic to be considered like that, anyway i wish a good evening to all of you

Claude

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1.517 MSG-514 Subject: Re: Questionz

Subject: Re: Questionz
Date: Monday, 20 November 1995 18:15:31
From: Charles Blaquiere <bla@io.org>

> From: Roger Straub <straub@csn.net>
>
> > 2. Set Edge Line

> >
> > 3. Fill To Edge Line
> >

One thing to add, is that the order in which the edges are picked is important. If you multi-pick them using a drag box, for example, the order may be all wrong, and the skin generated when you use Fill to Edge Line will be mangled. An efficient way to use these functions is to Hide Points, picking all points that don't belong to either set of edges. Then, go to Pick Edges, and shift-pick the edges one by one, in a logical progression. (For example, start at the top point, and work your way clockwise around the hole). Set Edge Line, then click anywhere to deselect and shift-pick the target edges in the same manner, before Filling to Edge Line.

>
> > 6. Edge Filter
> >
>
> I personally have never found occasion to use this, but it's pretty neat

Here's one situation where Edge Filter really shines: load any object you've previously created. Hopefully, it will have a mix of rounded areas and sharp corners; most real-life objects do. (How many spheres are lying around your apartment?) Pick the object, enter Pick Edges mode, Edge Filter. Accept the defaults. The picked edges should show a very representative outline of your object, just perfect for making into Quick Edges!

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1.518 MSG-515 Subject: Re: Referencing objects & image maps

Subject: Re: Referencing objects & image maps
Date: Monday, 20 November 1995 18:26:10
From: Charles Blaquiere <bla@io.org>

> From: Michael North <IBTLMAN@MVS.OAC.UCLA.EDU>
>
> I've always assumed that Imagine loaded one copy of an image map and
> reused that as long as it was still being used for color and not as a
> red-channel modifier like a bump map, in which case it loaded another
> version. (Charles? Aren't you the expert on this?)

Hey, you're right! (About the brushmap part, I mean B^)

I always knew that Imagine wouldn't load a brushmap more than once, even if used multiple times, but you just taught me that if you use the

brush for both color and greyscale use (e.g. altitude mapping), the brush is loaded a second time. I applied brushmaps to a deformed cube and checked how much free RAM was left when Imagine left the initialization phase:

```
Color & altitude...3422 K
Color only.....5470 K
No brushmaps.....5727 K
```

This test also proved to me the old saw about altitude maps taking up larger amounts of memory than expected.

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1.519 MSG-516 Subject: Re: Re[2]: 3.0 for free?!?

Subject: Re: Re[2]: 3.0 for free?!?
 Date: Monday, 20 November 1995 18:29:17
 From: Andrew Herbert <herbert@netcentral.co.uk>

 spack@mv.us.adobe.com wrote:

```
>
> >after all I'm sure most of the
> >people on the IML started with Imagine after pirating...
>
> Perhaps this is true for YOU. I have purchased just about every Impulse
> product, starting with Turbo Silver up to Imagine 4.0. You know MikeH
> already
> thinks this list is a bunch of pirates, thanks for driving another nail.
```

Hey, I'm only speaking my mind, and I'm sure a lot of people who Go Impulse on compuserve are pirates as well... sure I copied Imagine once, but then again if I didn't I wouldn't have bought the next release, so I guess it does have it's advantages for Impulse after all. I'm fortunate enough to have a full-time job so I can afford the new stuff, but a lot of people can't and have to resort to piracy if only to test it out before they make a purchase.

```
> >Although I do think Impulse should have
> >pre-empted this action by offering free upgrades to 3.0 for 2.0 users
> just
> >to keep them happy.
> !
> FREE??? FREE!! Impulse *owes* you nothing! Impulse is not a charity!!!
```

I can sympathise with the position many people on the IML are in. Some may have only purchased Imag3 only a few weeks ago... and people wonder why Impulse is resented so much. Sure we use their software a lot and pay money

for the privilidge, but maybe a little positive PR is needed here. I'm not in the business to hate Impulse or anybody connected with it, I would just like to see a bit more compassion for it's customers, for instance S.P.Worley shifted a whole truck load of orders for Impulse only to be dumped on when they decided to change the texture format and made violent claims in Worleys direction. I wonder why he's developing plug-ins for Lightwave now ?

Oh, and I wonder if you would have typed this message if you still had v2.

> spack@adobe.com

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1.520 MSG-517 Subject: Re: FREE

Subject: Re: FREE
Date: Monday, 20 November 1995 18:29:51
From: augioh4b@ibmmail.com

--- Received from GITD.PSG024 2164526 21NOV95 09.29
-> IBMMAIL.INTERNET IBMMAIL
Hi all,

Just saw some post regarding ImagineV3.0 free and was wondering which magazine and issue this was in, and also what platform is it for?

I personally think that giving it away for free is a great idea. It stops theives and pirates, and opens opportunities for people to buy upgrades. Hey, when I get my freebie I'd upgrade to windows version, as long as I recieve my 3.1-3.3 and 4.0]
(manual-heck what's the IML for?:>)

Cheers all.
Vic Sarmiento
(Australia)

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1.521 MSG-518 Subject: World size

Subject: World size
Date: Monday, 20 November 1995 18:48:25

From: Charles Blaquiere <blaq@io.org>

> From: Gareth Qually <glq@iafrica.com>
>
> I am having a problem with the world size in trace. I have an sphere that
> is 3380 in radius, but it doesn't show up in trace (scanline it does). I
> have tried the globals at 0,0,0 but to no avail. I have also tried
> setting it specifically, but also no joy.

If 0,0,0 doesn't work, then you know for sure it's not a world size problem. Some things to look for:

- Out of memory? Imagine will drop parts of objects in trace mode.
- The extras available in trace mode (shadows, true reflections) can come around and bite you if you're not careful. Perhaps a bad lighting setup is the culprit?

Can you tell us more about that mysterious sphere? Brushmaps, attributes?

Thread 3

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1.522 MSG-519 Subject: Waving grass/hair

Subject: Waving grass/hair
Date: Monday, 20 November 1995 18:56:51
From: Charles Blaquiere <blaq@io.org>

> From: Mike McCool <mikemcoo@efn.org>
>
> Tried Charles Blackears's method of using the boundary edges of a
> subgroup, and all members of the resultant replication DID indeed share
> the same attributes, including that quick edges quality.
>
> The problem is that the resultant group-object has then to be sliced, if
> SWAY is to work on its members. And this sliced object, when ungrouped,
> will not have the quick edges attribute, when APPLY is used on its
> members. Maybe it's that APPLY just won't apply the quick edges
> attribute?

D'OH!

You're right. In my excitement, I forgot to slice the replicated object with itself. When I did, quick edges disappeared, and redefining them & Applying the attributes to all objects did nothing to spread the

quick-edge definition.

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1.523 MSG-520 Subject: Shredder FX/Phong Problem

Subject: Shredder FX/Phong Problem
Date: Monday, 20 November 1995 19:37:35
From: Charles Blaquiere <blaq@io.org>

> From: David Alan Steiger <das@ceti.csustan.edu>
>
> But at frame 15 it gives me a "setup_phongs: weight err" message.

David,

I was faced with this gruesome bug myself, this past June. However, I can't, for the life of me, recall how I worked around it. I believe the object had several Action editor bars (long animation, several scenes) and I simply duplicated everything onto a new object in the Action editor, so that the new object's settings matched perfectly those of the old object. I then edited the Actor bars so that my old object would disappear at the frame where the setup_phongs error would happen, and the new object would appear to take its place. Clumsy, but it worked. Since there was no Actor bar for the old object at frame X, Imagine didn't process it, and I didn't get the error.

At least, I believe that's what I did. The error happened around the same time I got my Pentium, and I ported the project over to the PC around that time, possibly making other changes which I can't recall; all I can say is that I overcame the problem.

If I remember correctly, there were helpful messages from other IML regulars dealing with that problem, but I'm just not sure. Guess it's time to reseat the ole memory chips. %^S

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1.524 MSG-521 Subject: Now I'm really Upset ! -Reply

Subject: Now I'm really Upset ! -Reply
Date: Monday, 20 November 1995 20:54:06
From: Craig Andera <CANDERA@rfc.com>

This was a topic on the IML a week or so ago: Guess you must have missed it. When saving a blob object with states, it is important NOT to save Shape information. That is, the shape box in the state requestor should be unchecked.

-Craig

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1.525 MSG-522 Subject: Re:3.0 for free?!?

Subject: Re:3.0 for free?!?
Date: Monday, 20 November 1995 21:26:20
From: Mike McCool <mikemcoo@efn.org>

Hey Phil,

Thanks, you, for tipping me/us to the name of that mag. My brother's on a new pentium, and he'll be tickled not to have to hurt his wallet any deeper than the cost of a disk mag.

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1.526 MSG-523 Subject: Re: Imagine 4 in the UK

Subject: Re: Imagine 4 in the UK
Date: Monday, 20 November 1995 22:03:18
From: Chris Hall <Chris.Hall@dial.pipex.com>

At 06:42 PM 11/18/95 CST, you wrote:
>

> I havent got Imagine 4 (amiga) yet for a strange reason I wondered if anyone
>else in the UK has had the same problem as I have
>
> Its been impounded by customs and excise -They sent me some sort of
>declaration form that i have to fill out before they will release it to me
>
> Im on the constant upgrade program and this is the first time this has
>happened all the others I got ok 2.9 3.1 ...
>
> Has anyone else in the UK had this problem ??
>
> Duncan

I live in the UK and I got mine (PC) a week last tuesday. This is the third
post I've had from impulse and I have not had any trouble at all.

Hope you get it sorted out.
Chris Hall.

```
|-----|\
| You have been spoken to by Chris Hall      ||
| A very tall and generally nice bloke from Great Briton ||
|                                             ||
| E- mail me at : Chris.Hall@dial.pipex.com  ||
| Visit Web Shack at :                      ||
|      http://dspace.dial.pipex.com/town/square/fy24 ||
|                                             ||
| Today's lucky lottery numbers are :-      ||
|           46 05 12 25 20 28                ||
|-----|\
\-----\
```

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1.527 MSG-524 Subject: Re: SUNSITE

Subject: Re: SUNSITE
Date: Monday, 20 November 1995 22:03:20
From: Chris Hall <Chris.Hall@dial.pipex.com>

> Honestly folks, for ART's sake, go over there and take a look. These
>"artists" really do need to be brought up to speed.
>

I did wander over to check it out. I downloaded a picture called 3D glasses.
It was a picture of a pair of 3D glasses on guess what? You've got it, a
checkered floor. This is the only one I've bothered to get and from what I

have seen I won't be going back for more.

You have to see it to believe it. Really!
Chris Hall.

```
|-----|\
| You have been spoken to by Chris Hall      ||
| A very tall and generally nice bloke from Great Briton ||
|                                           ||
| E- mail me at : Chris.Hall@dial.pipex.com  ||
| Visit Web Shack at :                     ||
|      http://dspace.dial.pipex.com/town/square/fy24 ||
|                                           ||
| Today's lucky lottery numbers are :-      ||
|           46 05 12 25 20 28              ||
|-----|\
```

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1.528 MSG-525 Subject: Thanks for your reply about Blobs States

Subject: Thanks for your reply about Blobs States
Date: Monday, 20 November 1995 22:14:48
From: Claude GIROLET <Claude_Girolet@msn.com>

Dear Craig,

Thanks for answering to my messages about Blobs, So I'll try again straight away. I hope this bug will be corrected very soon and that next time WE WILL FINALLY GET A REAL MANUAL ! coz i'm fed up with printing a little "revisited" docs on disks each time I receive an update, don't you ?

So I'm going to test it now, thanks again, see you

Claude

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1.529 MSG-526 Subject: Tongue of Frog, Take 2 (fwd)

Subject: Tongue of Frog, Take 2 (fwd)

Date: Monday, 20 November 1995 22:17:47

From: Mike McCool <mikemcoo@efn.org>

Hey, way off topic,--but if you laugh HALF as hard as I did at this note I got today, maybe you'll forgive my spamming the list.

Poor English Translations

=====

In a Tokyo Hotel:

"Is forbidden to steal hotel towels please. If you are not a person to do such thing is please not to read notis."

In a Bucharest hotel lobby:

"The lift is being fixed for the next day. During that time we regret that you will be unbearable."

In a Leipzig elevator:

"Do not enter the lift backwards, and only when lit up."

In a Belgrade hotel elevator:

"To more the cabin, push button for wishing floor. If the cabin should enter more persons, each one should press a number of wishing floor. Driving is then going alphabetically by national order."

In a Paris hotel elevator:

"Please leave your values at the front desk."

In a hotel in Athens:

"Visitors are expected to complain at the office between the hours of 9 and 11 A.M. daily."

In a Yugoslavian hotel:

"The flattening of underwear with pleasure is the fob of the chambermaid."

In a Japanese hotel:

"You are invited to take advantage of the chambermaid."

In the lobby of a Moscow hotel across from a Russian Orthodox monastery:

"You are welcome to visit the cemetery where famous Russian and Soviet composers, artists, and writers are buried daily except Thursday."

In an Austrian hotel catering to skiers:

"Not to perambulate the corridors in the hours of repose in the boots of ascension."

On the menu of a Swiss restaurant:

"Our wines leave you nothing to hope for."

On the menu of a Polish hotel:

"Salad a firm's own make; limpid red beet soup with cheesy dumplings in the form of a finger; roasted duck let loose; beef rashers beaten up in the country people's fashion."

Outside a Hong Kong tailor shop:

"Ladies may have a fit upstairs."

In a Bangkok dry cleaner's:

"Drop your trousers here for best results."

Outside a Paris dress shop:

"Dresses for street walking."

In a Rhodes tailor shop:

"Order your summers suit. Because is big rush we will execute customers in strict rotation."

Similarly, from the Soviet Weekly:

"There will be a Moscow Exhibition of Arts by 15,000 Soviet Republic painters and sculptors. These were executed over the past two years."

A sign posted in Germany's Black forest:

"It is strictly forbidden on our black forest camping site that people of different sex, for instance, men and women, live together in one tent unless they are married with each other for that purpose."

In a Zurich hotel:

"Because of the impropriety of entertaining guests of the opposite sex in the bedroom, it is suggested that the lobby be used for this purpose."

In and advertisement by a Hong Kong dentist:

"Teeth extracted by the latest Methodists."

In a Rome laundry:

"Ladies, leave your clothes here and spend the afternoon having a good time."

In a Czechoslovakian tourist agency:

"Take one of our horse-driven city tours - we guarantee no miscarriages."

Advertisement for donkey rides in Thailand:

"Would you like to ride on your own ass?"

In a Bangkok temple:

"It is forbidden to enter a woman even a foreigner if dressed as a man."

In a Tokyo bar:

"Special cocktails for the ladies with nuts."

In a Copenhagen airline ticket office:

"We take your bags and send them in all directions."

On the door of a Moscow hotel room:

"If this is your first visit to the USSR, you are welcome to it."

In a Norwegian cocktail lounge:

"ladies are requested not to have children in the bar."

In a Budapest zoo:

"Please do not feed the animals. If you have any suitable food, give it to the guard on duty."

In the office of a Roman doctor:

"Specialist in women and other diseases."

In an Acapulco hotel:

"The manager has personally passed all the water served here."

In a Tokyo shop:

"Our nylons cost more than common, but you'll find they are best in the long run."

>From a Japanese information booklet about using a hotel air conditioner:

"Cooler and Heater: If you want just condition of warm in your room, please control yourself."

>From a brochure of a car rental firm in Tokyo:

"When passenger of foot heave in sight, tootle the horn. Trumpet him melodiously at first, but if he still obstacles your passage then tootle him with vigor."

Two signs from a Majorcan shop entrance:

"- English well talking."
"- Here speeching American."

Thread 610

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1.530 MSG-527 Subject: Re:3.0 for free?!?

Subject: Re:3.0 for free?!?

Date: Monday, 20 November 1995 22:26:07

From: Phil Stopford <pstopfor@jesus.ox.ac.uk>

On Mon, 20 Nov 1995, Kim Thomas wrote:

> Does anyone have any idea what magazine this was in? Thanks.

>

> Dave Thomas

> Moving Pixels

> "I haven't actually read your script, but I have

> some questions about it" - Actual client quote

> kdthomas@netcom.com

>

>

I saw it earlier today - I think the magazine was called Art Attack - some sort of PC art magazine. I think it's brand new and it's got a cover CD with the pastella cow on it. The picture is really small and they haven't made a big thing of it so you might not notice when browsing in your local newsagents.

It is version 3 and there is a coupon inside to upgrade to version 4 for 115 pounds sterling.

Phil Stopford.

Thread 165

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1.531 MSG-528 Subject: Anybody know how to fix bad chunk size, etc.

Subject: Anybody know how to fix bad chunk size, etc.

Date: Monday, 20 November 1995 22:31:38

From: Phil Stopford <pstopfor@jesus.ox.ac.uk>

I have converted a superb delta fighter from Lightwave format to DXF Format and was hoping to import it into Imagine v3.3 (haven't received 4 yet), but each time I try I get 'too many edges' - any ideas? Also I have the same object in Imagine format, but this refuses to load, generating a 'bad chunk size' error. I tried loading it in version 2, 3.0 and 3.3 and all won't let me load it - anybody know how to fix this?

Cheers,

Phil Stopford

Thread 539

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1.532 MSG-529 Subject: Still the

Subject: Still the "Bad Chunk Error"
Date: Monday, 20 November 1995 23:07:34
From: Claude GIROLET <Claude_Girolet@msn.com>

You wrote :

This was a topic on the IML a week or so ago: Guess you must have missed it. When saving a blob object with states, it is important NOT to save Shape information. That is, the shape box in the state requestor should be unchecked.

-Craig

After receiving your response I tried again with a brand new group of five prim spheres, I grouped them in order to get the blob i wanted, then I made a state unchecked "Shape" (leave all other checked) made another state and tested the state anim. It worked well, so I went to the action editor add 10 frames

Add the stated object (first state from 1 to 3, then second state from 4 to 10)

Save changes, back to the stage, I've got the same error message. Then, I'm wondering : What's wrong ? As usual I can't reload objects in detail after that.

Claude

Thread 575

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1.533 MSG-530 Subject: FREE

Subject: FREE
Date: Monday, 20 November 1995 23:42:46
From: Joel NewKirk <NEWKIRK@delphi.com>

The big complaint that is justified si that there are STILL dealers selling Imagine 3.0, Amiga and PC, for 200-300 US dollars. Is a manual worth THAT MUCH?

Joel

Thread 593

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1.534 MSG-531 Subject: Web Page

Subject: Web Page
Date: Monday, 20 November 1995 23:43:40
From: sgiff@airmail.net (Stephen Gifford)

I have recently completed my Home Page. Unfortunately the internet provider I use only allows 1 meg of files for a Web Page. I was wondering if anyone could sponsor it for me or if someone on the IML knows someone who has the space. The current size is between 2-3 megs.

Thanks.

s.g.

Thread 55

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1.535 MSG-532 Subject: Impulse

Subject: Impulse
Date: Tuesday, 21 November 1995 05:12:30
From: Brian V Salisbury <bvs@viewpoint.com>

If Impulse chooses to give away software to attract more potential users, then good for them. No amount griping on this list will get them to change their business plan, and just gives us all that much more crap to sift through!

Impulse is just a small company. There are obvious benefits of purchasing products from a larger company. But then again, there are programs that require plugins to do what Imagine does straight out of the box. (or manilla mailer)

Imagine is really a very powerful package for pc standards. I always lusted for high end 3d software, assuming over the years that it was so much more powerful than the amiga stuff I was exposed to. Well, I have used workstation 3d software

now for the past 3 years, and it still blows me away that Imagine has more texture and mapping control than a lot of the high end stuff!

There are features that I would like to see added, and limitations remedied, but then again I can find drawbacks to every piece of 3d software that I have ever used.

I am on this list 'cause I like to hear new Ideas and find out related info like websites and such. The continual whining and griping

gets old, and will benefit nobody.

Ok, enough griping about griping.

--

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

"If you go flying back through time and you see somebody else flying forward into the future, it's probably best to avoid eye contact."

Thread 7

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1.536 MSG-533 Subject: Re: PAR PC

Subject: Re: PAR PC
Date: Tuesday, 21 November 1995 05:52:04
From: sgiff@airmail.net (Stephen Gifford)

>Yes, a logical idea, but Impulse has said that they anti-alias both
>horizontally _and vertically_, which means you still need all the
>scanlines, in order to properly anti-alias the (odd/even) set for that
>particular field.

>
In that case it would seem to me the best way to handle fields is to render
the entire picture as one pic with anti-alias and then separate it into
fields. That way it wouldn't have to render each pic twice.

s.g.

Thread 671

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1.537 MSG-534 Subject: Re: Impulse

Subject: Re: Impulse
Date: Tuesday, 21 November 1995 05:58:10
From: sgiff@airmail.net (Stephen Gifford)

>If Impulse chooses to give away software to attract more potential users,
>then good for them. No amount griping on this list will get them to change
>their business plan, and just gives us all that much more crap to sift through!

>

>Impulse is just a small company. There are obvious benefits of purchasing
>products from a larger company. But then again, there are programs that require
>plugins to do what Imagine does straight out of the box. (or manilla mailer)

>

>Imagine is really a very powerful package for pc standards. I always lusted for
>high end 3d software, assuming over the years that it was so much more powerful
>than the amiga stuff I was exposed to. Well, I have used workstation 3d
>software

>

Your right, it is a good business plan, and in a way I'm glad they are doing it. On the flip side however, what pisses me off is that all of those newbies who will be getting it will not have to go through the pain and suffering of learning and working with 2.0. :)

By the way Brian, do you model stuff for ViewPoint using Imagine?

s.g.

Thread 190

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1.538 MSG-535 Subject: Im 4.0 intro pic (again?)

Subject: Im 4.0 intro pic (again?)
Date: Tuesday, 21 November 1995 07:13:31
From: Damon L Lacaille <nomad@ALOHA.NET>

Well, just got my version of Imagine 4.0 for the PC. And after upgrading from the Amiga version 3.0 to this, it overwhelms me what things Impulse has done to improve the software. Tell you what, I don't know about all of the people who complain about Imagine, but I think it's a tremendous piece of software and was well worth the \$150 I spent for 3.0 used for the Amiga and an additional \$200 to get the PC 4.0 version. \$350 total for a hobby, wow, but it's worth it!

Anyhow, back to the subject of the subject (eh?!). All of my quickrender and even the intro pic come up REALLY dark with a big time blue tint to them. Is this normal? What aspect of PREFERENCES am I missing? Should I

actually read the documentation file they included on the disk, or should I bug everybody here first like I'm doing now? Heh..

Thanks for any and all help.

```
+-----+-----+
| Damon L. LaCaille | Email nomad@aloha.net |
+-----+-----+
| "That's a pretty stupid John, I'm |
|   afraid I'll have to kill you." |
+-----+-----+
```

Thread 573

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1.539 MSG-536 Subject: So just HOW DO you get 3.0 for free?

Subject: So just HOW DO you get 3.0 for free?
 Date: Tuesday, 21 November 1995 07:19:06
 From: "James R. Cheseborough" <jimc@vivanet.com>

 subject says it all! Thanks a lot!

Thread 559

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1.540 MSG-537 Subject: IM 4.0 pic prob (again?)

Subject: IM 4.0 pic prob (again?)
 Date: Tuesday, 21 November 1995 08:14:39
 From: Damon LaCaille <nomad@aloha.net>

 Well, just got my version of Imagine 4.0 for the PC. And after upgrading from the Amiga version 3.0 to this, it overwhelms me what things Impulse has done to improve the software. Tell you what, I don't know about all of the people who complain about Imagine, but I think it's a tremendous piece of software and was well worth the \$150 I spent for 3.0 used for the Amiga and an additional \$200 to get the PC 4.0 version. \$350 total for a hobby, wow, but it's worth it!

Anyhow, back to the subject of the subject (eh?!). All of my quickrender and even the intro pic come up REALLY dark with a big time blue tint to

them. Is this normal? What aspect of PREFERENCES am I missing? Should I actually read the documentation file they included on the disk, or should I bug everybody here first like I'm doing now? Heh..

Thanks for any and all help.

```
+-----+-----+
| Damon L. LaCaille | Email nomad@aloha.net |
+-----+-----+
| "That's a pretty stupid John, I'm |
|   afraid I'll have to kill you." |
+-----+-----+
```

Thread 364

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1.541 MSG-538 Subject: Re: Imagine 4 in the UK

Subject: Re: Imagine 4 in the UK
 Date: Tuesday, 21 November 1995 09:15:57
 From: Phil Stopford <pstopfor@jesus.ox.ac.uk>

 On Mon, 20 Nov 1995, Chris Hall wrote:

```
> At 06:42 PM 11/18/95 CST, you wrote:
> >
> > I havent got Imagine 4 (amiga) yet for a strange reason I wondered if anyone
> >else in the UK has had the same problem as I have
> >
> > Its been impounded by customs and excise -They sent me some sort of
> >declaration form that i have to fill out before they will release it to me
> >
> > Im on the constant upgrade program and this is the first time this has
> >happened all the others I got ok 2.9 3.1 ...
> >
> > Has anyone else in the UK had this problem ??
> >
> > Duncan
> >
> I live in the UK and I got mine (PC) a week last tuesday. This is the third
> post I've had from impulse and I have not had any trouble at all.
>
> Hope you get it sorted out.
> Chris Hall.
>
> |-----|\
```

```

> | You have been spoken to by Chris Hall           ||
> | A very tall and generally nice bloke from Great Briton ||
> |                                                    ||
> | E- mail me at : Chris.Hall@dial.pipex.com       ||
> | Visit Web Shack at :                             ||
> |      http://dspace.dial.pipex.com/town/square/fy24 ||
> |                                                    ||
> | Today's lucky lottery numbers are :-            ||
> |                46 05 12 25 20 28                ||
> |-----|
> | \-----\
>
>
>
>

```

Yep - I'm still waiting for the PC version and from various bits of mail I've had it is definitely worth the wait - I was a bit surprised to hear about the manual. I mean - just how big is this thing - Am I going to have to buy up all the paper in Office World as well as several ribbons, just to be able to print the thing?

What's perhaps more important, where they had pictures in the manual for version 3 (although they were just dark squares in my manual - did anybody else have this?) what are they going to do here. If they aren't going to put pictures in - how will things be clarified? ASCII diagrams work very well on IML because most people undersand what's going on. I can see a problem when it comes to magazines reviewing it for first time users and indeed for those users upgrading from version 3 on those coverdisks which have got people so worked up.

As I said, I have yet to receive Imagine 4.0 and I could be talking out of a hole in my head (wouldn't be the first time....), but I am slightly concerned that we don't get a proper manual - for all its typos and dark pictures I thought the 3.0 manual was good ('cept for the bones bit, but thanks to the FAQs I've got that sussed now I think)

Anyway - as I'm new to IML I'll just say thanks to the powers that be, and also to those lovely people at Impulse (if they'd never given 2.0 away on both formats - who knows?)

Bye for now,

Phil.

Thread 523

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1.542 MSG-539 Subject: Re: Anybody know how to fix bad chunk size, etc.

Subject: Re: Anybody know how to fix bad chunk size, etc.
Date: Tuesday, 21 November 1995 09:34:20
From: Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>

Imagine has an undocumented limit to the number of edges allowed for an object which results in the bad chunk size error message. Same for vertices. Lightwave allows for more edges and vertices. If you have an object converter like PixelPro or Interchange, they have some limited capability for point and vertex reduction. You can also try to save out pieces and group them in Imagine.

Thread 588

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1.543 MSG-540 Subject: RE: Free imagine ...

Subject: RE: Free imagine ...
Date: Tuesday, 21 November 1995 09:50:48
From: sherman@netcad.ENET.dec.com

FROM too long. Original FROM is 'Steve NACAD::Sherman LKG2-A/R5 pole AA2 DTN 226 -6992 <sherman@netcad.ENET.dec.com>'

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

I'd venture that the 3.0 version of Imagine distributed for free is both the "lite" version and that those who get it are not registered. It probably costs to get registered and to upgrade, I'm guessing. I've got no problem with that, plus I've been able to use Imagine for quite some time now. And, I've been able to interact with developers to some extent. That's got to be worth something -- at least as much money as what I've paid to Impulse so far. I plan to continue staying on the upgrade program if for no other reason than that the payback is worth more than the money that I give them!

Now, what I *really* want to be able to do is show and fix normals on faces! I've already suggested this to Impulse. But, assuming I won't get this feature anytime soon, does anyone know of any other cheap tools for PCs to detect and fix normals? Thanks!

Steve

Thread 668

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1.544 MSG-541 Subject: Re: Anybody know how to fix bad chunk size, etc.

Subject: Re: Anybody know how to fix bad chunk size, etc.
Date: Tuesday, 21 November 1995 10:03:19
From: Phil Stopford <pstopfor@jesus.ox.ac.uk>

On 3 Jan 2000, Norman Peelman wrote:

>
> In a message dated 20 Nov 95 17:31:38, Phil Stopford wrote:
>
> PS> I have converted a superb delta fighter from Lightwave format to DXF
> PS> Format and was hoping to import it into Imagine v3.3 (haven't
> PS> received 4 yet), but each time I try I get 'too many edges' - any ideas?
> PS> Also I have the same object in Imagine format, but this refuses to
> PS> load, generating a 'bad chunk size' error. I tried loading it in version
> PS> 2, 3.0 and 3.3 and all won't let me load it - anybody know how to fix
> PS> this?
>
> PS> Phil Stopford
>
> Phil, try converting the DXF file into a TDDD file with the 'T3DLIB'
> program. It will convert alot of formats from/to each other...
>
> Norm
> --
> |Fidonet: Norman Peelman 1:363/315
> |Internet: Norman.Peelman%315@satlink.oau.org
> |
> | Standard disclaimer: The views of this user are strictly his own.
> | From C.F.Satlink +1-407-240-7781 (ANSI or Vt-100 _required_).
>

Thank you for replying Norm.

Is there a copy of that available to run on the PC - I have got the bits'n'pieces off Aminet, but I don't think I'm allowed to modify it to run on the PC. I wasn't aware of anything that will do the job except for Interchange. I got a mail some time ago from Syndesis saying that it will do the job, run on Windows, but will set me back almost 200 pounds - bit much when I've just spent 100 on the rolling upgrade to version 4 (still hasn't come - boo.). I do have access to an old A500 OS1.3 (boo.) with 5Mb RAM, but I suspect that like most things Amiga, T3DLib won't run on it. I'll have to wait til Christmas to get home and then I can try it.

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1.545 MSG-542 Subject: Re: So just HOW DO you get 3.0 for free?

Subject: Re: So just HOW DO you get 3.0 for free?
 Date: Tuesday, 21 November 1995 10:31:26
 From: "Ing. Alexander Owen Wallace" <awallace@cima.cred.uadec.mx>

 Yes!, I was just going to buy it, thanks god I got into this fantastic IML
 Can someone tell me how an where, and until when.

Thanks a lot!

```

          ///                ///
        (. .)              (. .)
+---oOO-(_)-OOo-----oOO-(_)-OOo---+
| Ing. Alexander Wallace |
| Email: awallace@cima.cred.uadec.mx |
| "Beauty is in the eye of the |
| BEER holder"... |
+-----+

```

On Tue, 21 Nov 1995, James R. Cheseborough wrote:

> subject says it all! Thanks a lot!
 >

Thread 545

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1.546 MSG-543 Subject: 3.0 for free? Don't think so but...

Subject: 3.0 for free? Don't think so but...
 Date: Tuesday, 21 November 1995 10:36:38
 From: Lynda Hallett <umhalle2@cc.UManitoba.CA>

 I have a coupon here from AMiga Format. Will Impulse still honor it?
 ANYone know before I make the long distance phone call to Impulse?

Thanks in advance!

Thread 652

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1.547 MSG-544 Subject: Re: FREE

Subject: Re: FREE
Date: Tuesday, 21 November 1995 10:52:28
From: gregory denby <gdenby@twain.helios.nd.edu>

Joel NewKirk writes:

>dealers selling Imagine 3.0, Amiga and PC, for 200-300 US dollars.
>Is a manual worth THAT MUCH?

No, I'd say maybe \$100 :-/ Like many others, I'm peeved to not get printed material with v4, but I wondered how Impulse could afford it for those who, like me, paid only the \$100 for the constant upgrade.

I really am serious about the \$100 figure. At work I use the FoxPro database. It comes with about 1100 pages of documentation (some flawed, by the way.) I still went out and bought a \$50 400 page third party manual. I also read two others from the library. I'd guess the total value of the documentation necessary to get up to speed was over \$200.

So any one out there who has at least \$10 K, time, skill, and a warehouse now has the opportunity to cash in on all the folks wondering how to Imagine.

Greg Denby

P.S. I WISH any new manual had a excellent index. That's my main gripe about the v3 manual

Thread 378

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1.548 MSG-545 Subject: Soft shadow lights?

Subject: Soft shadow lights?
Date: Tuesday, 21 November 1995 11:53:43
From: spack@mv.us.adobe.com

Hey All,

I tried setting up a simple scene using the new soft shadow light sources, but I fail to see how these work. The new manual is SOOO illuminating. I did figure

out that you cannot use the x-axis as the size for a Round light, as the x-axis is used for the shadow width. But twiddling the x-axis width didn't seem to do much (anything) for the shadow.

What I would like is a spotlight, illuminating an object and the ground, with a soft shadow blending between the bright areas lit by the light and the darkness of the rest of the scene. How can this be done?

Thanks.

-Scott
spack@adobe.com

Thread 589

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1.549 MSG-546 Subject: The manual

Subject: The manual
Date: Tuesday, 21 November 1995 11:59:45
From: cjo@esrange.ssc.se

I just made a quickrender of the manual-object that was supplied with v4. Suddenly the startup picture made all that more sense. It's nice as it is, but on a book cover it looked great!

That's the kind of manual I'd like for Imagine. A thick, bound book. Not the xerox-copies that came with v3 and the various files on the upgrade=
=20
disks.

Unfortunately they (Impulse) have created the object on a PC, so the paths=
=20
for all the textures and brushmaps contained a bunch of backslashes. Why couldn't they have fixed this when they transferred the object to the=
=20
Amiga disks? Bummer...

And the preference file contained only NTCS render settings. No PAL. :-(

Hmmm, now don't get me wrong. I just love Imagine, and v4 has some new=
=20
features that could make it the most used 3D package on this level of=
=20
platform. But all these little things tend to make you annoyed.

Q1: Anyone made any animations with blobs yet?

Q2: Does anybody know if Impulse has stated a new "last date" for ordering=
=20

the upgrade to WinImagine for the 200 bucks? If I do make the cross over to=
=20
PC I don't want to pay 1700USD for it... Or is the date just drifting?
Like perhaps two weeks from whenever you call them.

Happy tracin' y'all :-)

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1.550 MSG-547 Subject: RE: Free imagine ...

Subject: RE: Free imagine ...
Date: Tuesday, 21 November 1995 12:05:40
From: bob_landry@corp.Cubic.COM

On Tue, 21 Nov 1995 09:50:48 -0500 (EST) Steve NACAD::Sherman LKG2-A/R5 pole AA
2 DTN 226-6992 wrote:

>Now, what I *really* want to be able to do is show and fix normals on
>faces! I've already suggested this to Impulse. But, assuming I won't
>get this feature anytime soon, does anyone know of any other cheap tools
>for PCs to detect and fix normals? Thanks!
>
>Steve

Steve,

I seem to remember a disucussion on CSERVE on this subject. As I recall it was
stated
that Imagine did not make use of surface normals in the same fashion as other re
nderers, and so
any discussion about setting them was meaningless. In general if you see suface
anomallys it is
most likely due to redundant points or edges. Also, totally planar surfaces whic
h have many faces
will exhibit odd phong shading. These surfaces should have the perimeter edges s
et sharp.

- Bob

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1.551 MSG-548 Subject: Gripe

Subject: Gripe
Date: Tuesday, 21 November 1995 12:23:01
From: lund@hoa.ping.dk (Anders Lundholm)

Hi Valleyview@aol.com ...

Vac> I received 1 (one) whole letter of comment (Thank-you Roger).
Vac> Mostly though, at this point, I would have just liked to know,
Vav> after spending days to write the thing, that SOMEONE at least
Vac> looked at it. Not much incentive here to write any more tuts.

A few weeks ago, I offered to mail a rendered frontpage to all interested on this list. Lots of people wanted a copy and told that they would comment on the picture. Only 2 or 3 out of 26 made comments (good comments, thank god :-D). I find that this is a rather low number (Imho). - Could be, that the piccy got broken in cyberspace, but I don't think so!

Btw. If you've got the latest FAQ for Imagine (I remember something about #9), could you please give me a copy ?!

With Regards

- Anders Lundholm . Alien Workshop . Computer Graphics -

-- Via Xenolink 1.97, XenolinkUUCP 1.1

Thread 494

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1.552 MSG-549 Subject: Re: Re: Referencing objects & image maps

Subject: Re: Re: Referencing objects & image maps
Date: Tuesday, 21 November 1995 12:29:00
From: Michael North <IBTLMAN@MVS.OAC.UCLA.EDU>

> I always knew that Imagine wouldn't load a brushmap more than once, even
> if used multiple times, but you just taught me that if you use the
> brush for both color and greyscale use (e.g. altitude mapping), the
> brush is loaded a second time. I applied brushmaps to a deformed cube
> and checked how much free RAM was left when Imagine left the
> initialization phase:
>
> Color & altitude...3422 K
> Color only.....5470 K

> No brushmaps.....5727 K
>
> This test also proved to me the old saw about altitude maps taking up
> larger amounts of memory than expected.

But wait! I thought I heard this fact first from you! Now, the real question is why that altitude map takes so much more memory.

Michael

Thread 522

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1.553 MSG-550 Subject: New Pic

Subject: New Pic
Date: Tuesday, 21 November 1995 12:32:44
From: helmy@voyager.com

Hi Imagneers, I have again finished a rendering of a "Credit Card", I know it sounds kinda weird, but I always wanted to make a real looking credit card obj. So if anyone is interested drop me a note and I'll send you the .jpg file. Thanks.

Ali Helmy

H"E"L"M"Y PRODUCTIONS

<3D & 2D AnImAtIoN>

Los Angeles-California-US

E-Mail: Helmy@Voyager.Com

Thread 743

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1.554 MSG-551 Subject: Re: Re: Imagine 4 in the UK

Subject: Re: Re: Imagine 4 in the UK
Date: Tuesday, 21 November 1995 12:39:00

From: Michael North <IBTLMAN@MVS.OAC.UCLA.EDU>

> Yep - I'm still waiting for the PC version and from various bits of mail
> I've had it is definitely worth the wait - I was a bit surprised to hear
> about the manual. I mean - just how big is this thing - Am I going to
> have to buy up all the paper in Office World as well as several ribbons,
> just to be able to print the thing?

You should be so lucky. You know the docs you got with 3.3? Well,
add about 16 lines and you've got the docs for 4.0.

> What's perhaps more important, where they had pictures in the manual for
> version 3 (although they were just dark squares in my manual - did any
> body else have this?) what are they going to do here. If they aren't
> going to put pictures in - how will things be clarified? ASCII diagrams
> work very well on IML because most people undersand what's going on. I
> can see a problem when it comes to magazines reviewing it for first time
> users and indeed for those users upgrading from version 3 on those
> coverdisks which have got people so worked up.
>

Yes, my favorite black illustration is the one showing the effects of
diminished intensity on a light source. What they do for diagrams in
the new docs is just as informative, but it takes up a lot less space.
None, to be exact.

Just wanted to soften the shock for you.

Michael

Thread 579

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1.555 MSG-552 Subject: Anti-aliasing

Subject: Anti-aliasing
Date: Tuesday, 21 November 1995 12:47:00
From: Michael North <IBTLMAN@MVS.OAC.UCLA.EDU>

Has everybody else already noticed that the flag for "use old anti
aliasing" in the preferences editor is now set by default to F?
And the default settings are reset to 10 for threshold and 20 for
number of rays cast, which is much more sensible and usable than
before. This makes for a very nice looking picture without a
noticeable performance hit. It also seems to anti-alias out a
lot of stars in the starfield, so you have to crank up the density,
which is how I came to notice this in the first place.

Michael

Thread 597

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1.556 MSG-553 Subject: Power Imagine

Subject: Power Imagine

Date: Tuesday, 21 November 1995 13:23:24

From: milan@iriskmt.hku.nl (Milan Polle)

Hi All,

I just read in the latest Amiga Report that future amigas will be using the PowerPC chip. This is probably a smart move, as the PowerPC chip is widely used and thus cheap and available.

First PowerPC boards for the existing range of Amigas are expected to be available around summer 1996.

So Impulse, how about a PowerPC version of Imagine? There are already developer boards for making native versions of existing programmes.

Also, the Imagine pic looks good, but it sure would look better in 256 colors. I am wondering if imagine would load a 256 color picture when started in that mode. I am sure the users of PC Imagine see Renderbandt's pic in 256 colors, am I right?

Quite typical that the manual object had to be corrected first (pc slashes) and after that it rendered an ugly thing with the 3.0(!) logo on it.

I already encountered some bugs. Seems that textures have less space for the parameter texts. The textures have a bug with the mix/morph not being right (anybody noticed that ?).

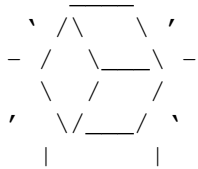
BUT NOW: THE BUMPMAP REPEAT BUG IS STILL HERE!!!! AAAAAARRRRRRGGGGGHHHHH
This is SO LAME. I remember MikeH getting impatient with me for mentioning it and he said it would be corrected by 4.0. Just shows how amaturistic Impulse really is. Imagine is by no means professional, most pd/shareware programs are much better quality. I wonder if they will ever learn, or loose all their customers. Also the rendering preview when using quarter-screen lores has the cancel button right in the middle of it! The most important part of the picture is invisible, they could have put the gadget anywhere and chose to put it right there, sigh. On the Amiga the preview could have been full color (using ham on a seperate screen), but Impulse is getting out of touch with the Amiga, it seems.

The blobs and texture previews are very cool, the increase of mapping methods is great and so is the object smoothing. I wish the cancel button would be placed somewhere else as the rendering preview is also a great improvement. I still miss the visible splines and full spline editor, also the improved action editor. But that's just Impulse, I guess...

I will shut up now.

Let your Imagination run wild,

Milan



- Radiosity killed the cat -

AMIGA:

Reply to -> milan@bmt.hku.nl

back for

- My opinions are not my own, they're my mom's -

the future

Thread 648

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1.557 MSG-554 Subject: I'M PULSE giveaway

Subject: I'M PULSE giveaway
 Date: Tuesday, 21 November 1995 13:40:00
 From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

 First off, has anyone actually verified 3.0 is freely available in this magazine?
 I have not heard first hand one person who has it yet? Second, so what? In fact,
 what Impulse should do is giveaway 4.0 and even WinImagine, then hire Steve Worley
 to write a comprehensive manual with tutorials on EVERY feature and include a v
 ideo tape. Then charge for the manual package....ps. I still haven't been able to
 straighten out my "cached check" snafu with Impulse, so maybe I can get my 4
 .0 out of a magazine pretty soon. And yes, Crowbar's mail box is stuffed, so
 I can't even complain to him. Hopefully I'll get someone with a "PULSE" o
 n the phone today!!!!!!! /-----

```

  ___  ___ | Mike van der Sommen          / ___ /___/ /___/ /_ \ /
  | Santa Barbara, Ca.                    /___/ / \ / / / / \ | mike.van
dersommen@caddy.uu.silcom.com           HAUS BBS | "It's always
somethin' -R.R.D." \ ←

```

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

Thread 608

--> RETURN TO CONTENTS!<==

1.558 MSG-555 Subject: Re: SUNSITE

Subject: Re: SUNSITE
Date: Tuesday, 21 November 1995 14:07:01
From: Scott Burton <aj754@freenet.toronto.on.ca>

On Sat, 18 Nov 1995, Mike McCool wrote:

> Holy jesus, y'all, get over there, register your home pages, and
> show them how it works. I downloaded twenty pix, deleted every one of them
> as soon as I'd looked at them. Not a SINGLE mention of Imagine or LW.
> Most of it Bryce.

Bryce is the most useless programs I've ever seen! My roommate has it for his PowerMac and he set up one of those "Chrome Balls Floating over a Watery Landscape with Mountains" pictures in all of TWO minutes (and this is after owning the program for about FIVE minutes). Basicly CLick click click...render. No skill involved, no creativity (Hmmm where should I put this next chrome sphere?), no challenge....pretty usless....

The think that really burned be about it was a couple of months back COMPUTER CRAPHICS WORLD (CGW) printed a few Bryce renders in there "Portfolio" section. HA! Time for you LWers to send CGW some cool stuff. Hell they'll print anything....

Sorry for the rant...

Scott Burton - Lightwave Moderator - Command Line BBS
AJ754@freenet.toronto.on.ca (416) 533-8321

Thread 524

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1.559 MSG-556 Subject: Re: Imagine 4.0 distribution

Subject: Re: Imagine 4.0 distribution
Date: Tuesday, 21 November 1995 14:18:24
From: Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>

On Tue, 21 Nov 1995, Ernesto Poveda wrote:

> Here are some diffs of the Im4.0 distribution for Amiga & PC, well in fact
> there are only thing that appear to be in the PC version but not in the Amiga
> one!
>
> 2- Two objects of near 500kb each one (one Skull and an A11 model) in the PC

> version, while Amiga users still playing with the cow!
>

Hmmm, I noticed in Amiga V3.3, there was a Digimax subdirectory in the Objects directory, with a human torso and a Viper (Chrysler) car. The Viper was really nice, very detailed. The human torso, eh... oh well. Wonder if the PeeCee version got these? Looks like they get a couple of goodies this time. I don't know why the cow keeps getting sent out, though. Maybe for a herd? Maybe because Minnesota is known for its dairy products.

Thread 560

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1.560 MSG-557 Subject: Re: Anybody know how to fix bad chunk size, etc.

Subject: Re: Anybody know how to fix bad chunk size, etc.

Date: Tuesday, 21 November 1995 14:23:10

From: Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>

It is not a bug, it is a limitation. So, it can't be "fixed". It would be nice to see the capability for more complex objects but that is entirely in Impulse's hands.

On Tue, 21 Nov 1995, Phil Stopford wrote:

> On Tue, 21 Nov 1995, Ted Stethem wrote:

>

> > Imagine has an undocumented limit to the number of edges allowed for an
> > object which results in the bad chunk size error message. Same for
> > vertices. Lightwave allows for more edges and vertices. If you have an
> > object converter like PixelPro or Interchange, they have some limited
> > capability for point and vertex reduction. You can also try to save out
> > pieces and group them in Imagine.

> >

> Has this been fixed in 4.0?

>

>

Thread 674

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1.561 MSG-558 Subject: It seems that I've found a viable solution for Blobs with Stat

Subject: It seems that I've found a viable solution for Blobs with ↔
Stat

Date: Tuesday, 21 November 1995 15:11:19
From: Claude GIROLET <Claude_Girolet@msn.com>

SUBJECT too long. Original SUBJECT is 'It seems that I've found a viable solution for Blobs with States'

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

For those, like me who missed the last week discussions about using 4.0 blobs with states.

It seems that when you're blob is ready, create a state and in the state requestor, UNCHECK "Shape" and "Face color", then the blobs will work properly in stage/action editor (at least it works on my pentium for now)

i hope this will help, have a nice day

Thread 414

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1.562 MSG-559 Subject: Re: So just HOW DO you get 3.0 for free?

Subject: Re: So just HOW DO you get 3.0 for free?
Date: Tuesday, 21 November 1995 15:37:52
From: Phil Stopford <pstopfor@jesus.ox.ac.uk>

On Tue, 21 Nov 1995, James R. Cheseborough wrote:

> subject says it all! Thanks a lot!

>

It's on the cd coverdisk of a magazine called art something or other - you have to look close, but you should see the pastella cow on the front in a small picture and on the disk pages there's a huge spread. I think it's a new magazine, I for one haven't seen it before. There's also a coupon inside to upgrade to 4.0 for 115 pounds sterling.

Oh in case you didn't know this verion at least is PC only.

Phil.

Thread 542

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1.563 MSG-560 Subject: Imagine 4.0 in Spain (Amiga)

Subject: Imagine 4.0 in Spain (Amiga)
 Date: Tuesday, 21 November 1995 16:36:31
 From: Ernesto Poveda <a00448@eps.ua.es>

 Hi to everybody here!!

I have just received my copy of Im4.0, and here goes a message to those who doesn't received it yet: my copy arrived 1 week later than the copy of a friend of a near town (he have the PC version), so yours should be in the way... :)

By the way, i have playing with blobs and i found it very memory expensive. I get an 'error in gimmeBiggerObj: trying to clean up' requester every time i try to create a complex obj. I found that freeing some memory (rom maps) i can get off that request, then i pick the parent blob and decrease the mesh density and same goes to 'blobs->perspective mesh dens'; then i can work a little more and save my unfinished object before the next requester :((

free tip: Any of you have tried to make a negative blob? It creates nice holes in the mesh!!!

```
+-----+
| Film Quote:                                     \ | A530 882 50Mzh 120HD | |
| 'There can be only one!'   ~The Highlanders      | Imagine 4.0 User   |
|                               |                   | ...but...   |
| email: a00448@eps.ua.es   --> Ernesto Poveda Cortes | I am not a number :D |
+-----+
```

Thread 65

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1.564 MSG-561 Subject: Re: Power Imagine

Subject: Re: Power Imagine
 Date: Tuesday, 21 November 1995 16:43:33
 From: gmartin@mv.us.adobe.com

 >Subject: Power Imagine
 >From: milan@bmt.hku.nl (Milan Polle) at cc_smtp5

>Date: 21/11/95 2:23 pm

>

>Hi All,

>

>I just read in the latest Amiga Report that future amigas will be using
>the PowerPC chip. This is probably a smart move, as the PowerPC chip is
>widely used and thus cheap and available.

>First PowerPC boards for the existing range of Amigas are expected to
>be available around summer 1996.

>So Impulse, how about a PowerPC version of Imagine? There are already
>developer boards for making native versions of existing programmes.

Thats a good one Milan!! There isn't even an 040 version of Imagine, even after

all the years 040 have been about. Perhaps Impulse don't have time to work out
the extra compile options :) Perhaps the real truth is all the Amigas they use
are pre 040's running 1.3 system OS, it would figure...

Impulse, I will PAY YOU MORE MONEY HAPPILY if you recompiled for 040 or 060.
Most on this list will agree Imagine, bar poor documentation and a few bugs, is
an excellent rendering package with bags of features capable of extremely
professional end results.

I'm awaiting my Imagine 4 upgrade with anticipation, blob modeling and object
smoothing would be really useful on my current animation.

-gary

Thread 22

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1.565 MSG-562 Subject: Re: PAR PC

Subject: Re: PAR PC

Date: Tuesday, 21 November 1995 17:00:10

From: beeton@SEDSysystems.ca (Gary Beeton - SED Systems)

>>Yes, a logical idea, but Impulse has said that they anti-alias both
>>horizontally _and vertically_, which means you still need all the
>>scanlines, in order to properly anti-alias the (odd/even) set for that
>>particular field.

>>

>In that case it would seem to me the best way to handle fields it to render
>the entire picture as one pic with anti-alias and then separate it into to
>fields. That way it wouldn't have to render each pic twice.

That would kind of defeat the purpose for field-rendering, don't you
think? Field-rendering allows you to do incremental movement between
fields to make the animation smoother. In order to do anti-aliasing,

the fields cannot have any movement between them.

Gary
beeton@SEDSsystems.ca

Thread 478

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1.566 MSG-563 Subject: Faq#9 in guide & html

Subject: Faq#9 in guide & html
Date: Tuesday, 21 November 1995 17:00:23
From: Ernesto Poveda <a00448@eps.ua.es>

Hi again!

I have translate the IML FAQ #9 into amigaguide and html formats.

The guide is uploaded in aminet under gfx/3d but i can't upload the html version and i don't know why !!! If any of you can upload it for me mail me and i will send you the .lha and .readme

Thanks in advance...

```
+-----+
| Film Quote:                                     \ | A530 882 50Mzh 120HD | |
| 'There can be only one!'   ~The Highlanders      | Imagine 4.0 User   |
|                               |                   | ...but...   |
| email: a00448@eps.ua.es   --> Ernesto Poveda Cortes | I am not a number :D |
+-----+
```

Thread 815

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1.567 MSG-564 Subject: Imagine 4.0 distribution

Subject: Imagine 4.0 distribution
Date: Tuesday, 21 November 1995 17:07:41
From: Ernesto Poveda <a00448@eps.ua.es>

Here are some diffs of the Im4.0 distribution for Amiga & PC, well in fact there are only thing that appear to be in the PC version but not in the Amiga

one!

1- An intro Pic by Tom Renderbrand of about 900kb in true color in the PC version and 2 little pics of 16 colors (one in NTSC and other in PAL) in the Amiga.

2- Two objects of near 500kb each one (one Skull and an A11 model) in the PC version, while Amiga users still playing with the cow!

3- PD (or i think so) Textures and examples in the PC version. Why they don't distribute a set of utilities and textures of PD or Share (IIUtilities, IITextures, Milan textures, FX textures, T3DLib, ISL ...) in the Amiga package???

Enough. :(

```

+-----+
| Film Quote:                                     \ | A530 882 50Mzh 120HD |
| 'There can be only one!'   ~The Highlanders      | Imagine 4.0 User   |
|                               |           ...but...   |
| email: a00448@eps.ua.es   --> Ernesto Poveda Cortes | I am not a number :D |
+-----+

```

Thread 556

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1.568 MSG-565 Subject: Lens flare effects.

Subject: Lens flare effects.

Date: Tuesday, 21 November 1995 17:14:14

From: Phil Stopford <pstopfor@jesus.ox.ac.uk>

Is there anyway of stretching lens flares to create effects like the warp flash off TNG - I tried using an altered plane, but failed miserably.

Along the same lines, what sort of parameters are people using in the lens flare requester? - at the moment it seems to be a bit hit and miss.

Another query concerns something that was on IML a while ago - it is mentioned in IMLArc 66 and I was wondering what came of it. Somebody posted something to do with removing the memory management of Imagine using some programs (can't remember the names). This apparently enabled it to run under Windows. Until I get some information about WinImagine and indeed Imagine 4.0 - could someone tell me what Impulse thought of this, whether it worked, the names and locations of the programs and whether it is really a smart idea to wait instead?

Cheers, Phil.

Thread 726

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1.569 MSG-566 Subject: THE NAME OF THE MAG WITH 3.0 FOR FREE IS.....

Subject: THE NAME OF THE MAG WITH 3.0 FOR FREE IS.....

Date: Tuesday, 21 November 1995 17:22:43
From: Phil Stopford <pstopfor@jesus.ox.ac.uk>

Computer Art. It's on the CD.
Look for the pastella cow.
I know you've all got this before, but I thought you might like to know
the name.

Cheers, Phil.

Thread 21

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1.570 MSG-567 Subject: Re: Impulse

Subject: Re: Impulse

Date: Tuesday, 21 November 1995 17:27:15
From: Kevin Alvarado <kra@Rocky.aesthetic.com>

> Imagine is really a very powerful package for pc standards. I always
> lusted for high end 3d software, assuming over the years that it was
> so much more powerful than the amiga stuff I was exposed to. Well, I
> have used workstation 3d software now for the past 3 years, and it
> still blows me away that Imagine has more texture and mapping control
> than a lot of the high end stuff!

Brian,

I agree with you. I also work in 3D on a high end unix workstation. The software that we use at work is good, but some of the effects and texture handling capabilities of Imagine by far out shine that of these workstations. You cannot get a better price/performance ratio. Imagine 4.0 costs around

\$400 if you upgraded from v1.0. The only thing on workstations that I've seen that puts Imagine to shame would be out of the price range of most everybody on the IML (including myself).

For those of you that don't know, Alias|Wavefront is one of the best 3D software packages I've seen and costs \$20,000.00 (that's right twenty-thousand =I), and that's just the software. In order to use Alias|Wavefront you need to get a SiliconGraphics workstation and those run around \$25,000.00 for a lowend system. Credits to Alias|Wavefront are Judge Dread, Jumanji, Jurassic Park, Killer Instint (arcade video game by Nintendo) and many others.

> I am on this list 'cause I like to hear new Ideas and find
> out related info like websites and such. The continual whining and griping
> gets old, and will benefit nobody.

I second that! Let's stop complaining and get back to rendering.

-KV-

--

Life is hard and nothing is easily given...
If you want anything out of life you have to fight for it...
Prepare for Kombat!

kra@aesthetic.com

- - - - -

Kevin Alvarado
(714) 597-4995
Aesthetic Solutions
92 Argonaut, Suite #220
Aliso Viejo, CA 92656

Thread 534

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1.571 MSG-568 Subject: Re: Anybody know how to fix bad chunk size, etc.

Subject: Re: Anybody know how to fix bad chunk size, etc.

Date: Tuesday, 21 November 1995 17:39:23

From: Phil Stopford <pstopfor@jesus.ox.ac.uk>

On Tue, 21 Nov 1995, Ted Stethem wrote:

> Imagine has an undocumented limit to the number of edges allowed for an
> object which results in the bad chunk size error message. Same for
> vertices. Lightwave allows for more edges and vertices. If you have an
> object converter like PixelPro or Interchange, they have some limited
> capability for point and vertex reduction. You can also try to save out
> pieces and group them in Imagine.
>

Has this been fixed in 4.0?

Thread 541

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1.572 MSG-569 Subject: Re: 4.0 - Great Intro pic!

Subject: Re: 4.0 - Great Intro pic!
Date: Tuesday, 21 November 1995 17:41:25
From: Randy Blymire <casque@yrkpa.kias.com>

Subject: Re: 4.0 - Great Intro pic!

On Fri, 17 Nov 1995, Gary Beeton - SED Systems wrote:

> But, how do I get Imagine to show the pic when it starts up. 4.0 on
> my Amiga comes up in the project editor when I launch it. There is a
> preference setting which lets you select which editor Imagine starts
> up in (project, detail, spline, etc.), but I can't seem to get the
> Imagine.pic to come up (and, yes, I have the path to Imagine.pic set
> correctly).
>

And Bill replied:

> Change the preferences so it doesn't default at 256 colors. Also, you
> might want to change the screen res. I had some problem with New Mode,
> but after changing some things it works just like the 3.x series did.
>

> Now I have to do some renders to test the other screens...
>

> see ya
>

> Bill
>

> It's a shame that I have to drop 256 color mode to view the start-up
> screen. As a 16 color picture it looks good but no where near as good as
> the 24bit (113,126 unique colors) picture that the IBMer's got. Makes me
> wonder why I have an AGA machine. Dropping 256 mode also means I don't get
> the textures to show in their little boxes (a feature I'm not willing to do
> without!).

Can anyone tell me how to change Imagine to a multisync-productivity
screen, is it possible?

Thanx,

Randy

Thread 502

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1.573 MSG-570 Subject: Re: SUNSITE

Subject: Re: SUNSITE

Date: Tuesday, 21 November 1995 17:41:39

From: CoryJ44@aol.com

>I did wander over to check it out. I downloaded a picture called 3D glasses.
>It was a picture of a pair of 3D glasses on guess what? You've got it, a
>checkered floor. This is the only one I've bothered to get and from what I
>have seen I won't be going back for more.

>

>You have to see it to believe it. Really!

Hey, just so we all remember . . . it was typical, crappy 3D artwork like that which first dropped the jaws of many who are Imagine experts today. And what an appropriate time to be_thankful_that we've surpassed that level of creativity, and now have the tools and abilities to forge the 3D masterpieces that we do!

Thread 422

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1.574 MSG-571 Subject: Re: Anybody know how to fix bad chunk size, etc.

Subject: Re: Anybody know how to fix bad chunk size, etc.

Date: Tuesday, 21 November 1995 18:13:03

From: Roger Straub <straub@csn.net>

If you get a message saying "Too Many Edges," it usually means that you've reached Detail's limit (I forget the exact number) of edges in one object. Try converting your Delta Fighter into DXF with lower resolution.

See ya,
Roger

On Mon, 20 Nov 1995, Phil Stopford wrote:

> I have converted a superb delta fighter from Lightwave format to DXF
> Format and was hoping to import it into Imagine v3.3 (haven't received 4
> yet), but each time I try I get 'too many edges' - any ideas?
> Also I have the same object in Imagine format, but this refuses to load,
> generating a 'bad chunk size' error. I tried loading it in version 2, 3.0
> and 3.3 and all won't let me load it - anybody know how to fix this?
>
> Cheers,
>
> Phil Stopford
>
>

Thread 568

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1.575 MSG-572 Subject: It's now official open, Renderbrandt

Subject: It's now official open, Renderbrandt
Date: Tuesday, 21 November 1995 18:13:12
From: Granberg Tom <tom.granberg@TV2.no>

Hi all

Just like to tell that my brand new homepage on the internet is opened, here you will find: a lot of recent rendered(Imagine3.X & 4.0 only) pictures by yours truly, plus something else for every one, check it out. I've used the best part of the previous week making it, so you'd better take a look!!

The address: <http://www.heathcomm.no/~gfxdude/>

Later

Tom "R" Granberg

Thread 344

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1.576 MSG-573 Subject: Re: Im 4.0 intro pic (again?)

Subject: Re: Im 4.0 intro pic (again?)
 Date: Tuesday, 21 November 1995 18:27:18
 From: Roger Straub <straub@csn.net>

 You probably set your Quickrender Light Intensity (QINT) too low, and=20
 your Background color (QSKY) to a blue tint. Let me know if I'm wrong. =3D)

See ya,
 Roger

On Mon, 20 Nov 1995, Damon L Lacaille wrote:

> Anyhow, back to the subject of the subject (eh?!). All of my quickrend=
 er
 > and even the intro pic come up REALLY dark with a big time blue tint to
 > them. Is this normal? What aspect of PREFERENCES am I missing? Should =
 I
 > actually read the documentation file they included on the disk, or should=
 I
 > bug everybody here first like I'm doing now? Heh..
 =FE=CE>=20
 > Thanks for any and all help.
 > +-----+-----+
 > | Damon L. LaCaille | Email nomad@aloha.net |
 > +-----+-----+
 > | "That's a pretty stupid John, I'm |
 > | afraid I'll have to kill you." |
 > +-----+-----+
 >=20
 >=20

Thread 578

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1.577 MSG-574 Subject: Imagine 4.0 (PC) in Spain

Subject: Imagine 4.0 (PC) in Spain
 Date: Tuesday, 21 November 1995 18:35:42
 From: Antonio Tortosa Botella <a00454@eps.ua.es>

 I've received the program two weeks ago the friday 10th of november,
 but I haven't got the e-mail account ready to send the message until today.
 The program is fine, the blobs are wonderful to model those organic

1.579 MSG-576 Subject: Re:3.0 for free?!?

Subject: Re:3.0 for free?!?
Date: Tuesday, 21 November 1995 19:40:53
From: Kent Marshall Worley <mumu@america.net>

On 20 Nov 1995, Granberg Tom wrote:

> Howdy
>
> I personally think it's great that they give away old software, that would
> otherwise just lay around making no money for Impulse at all.
> Why they did it? I think that after the exposure they got doing it with 2.0
> earlier, in an English magazine, it probably seemed like a good idea to encrea
se
> the user base for 4.0&Win4.0.
> Even if they just get 1/4 of the "new" user's to upgrade, it's hard cash, and

> further more, it increases knowledge of the software among the people they wan
t
> to sell it to.
> Is it unfair to us?
> I dont think so, we payed to get it when it arrived and didnt want to wait unt
il
> now to get it for free, just to realise that we are going to pay for the upgra
de
> to 4.0/win4.0 anyway.
>
> So happy rendering, and look out for my new stuff coming at Sharky's this week
!!
> [HTTP://www.websharx.com](http://www.websharx.com)
>
> Later Renderbrandt
>
I would like to add this thought. If you cannot find a way to make 100\$
in 2 years (the time it took for 3.0to 4.0) using Imagine you need to
find a new hobby. The advantage of getting the newest version of Imagine
when it comes out is to stay competitive in the marketplace.
Kent Worley

Thread 501

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1.580 MSG-577 Subject: Re: Re: Questionz

Subject: Re: Re: Questionz
Date: Tuesday, 21 November 1995 19:47:30

From: Kent Marshall Worley <mumu@america.net>

On Mon, 20 Nov 1995, Michael North wrote:

> > I've never used the edge filter so no help there.
> >
>
> Two others have chipped away at this list of questions without
> saing anything about edge filter, which is one of my mainstays.
> Let's say you make your everyday cube by extruding your everyday
> plane. To make the edges nice and sharp, click on edge filter,
> set the percentages to just about anything and select the edges.
> Then hit make sharp edges. I used to go crazy picking out the
> edges I wanted to make sharp until they put in this thing, which
> can be set to pick out about 95% of the edges I want to sharpen.
>
> Michael
>
This is one of my mainstays to! It is great for font objects
mumu

Thread 41

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1.581 MSG-578 Subject: Re: Im 4.0 intro pic (again?)

Subject: Re: Im 4.0 intro pic (again?)
Date: Tuesday, 21 November 1995 20:37:05
From: Old_Man <sea_dog@yrkpa.kias.com>

This sometimes occurs when your monitor cable is not fitted tightly

On Mon, 20 Nov 1995, Damon L Lacaille wrote:

> Well, just got my version of Imagine 4.0 for the PC. And after upgrading
> from the Amiga version 3.0 to this, it overwhelms me what things Impulse has
> done to improve the software. Tell you what, I don't know about all of the
> people who complain about Imagine, but I think it's a tremendous piece of
> software and was well worth the \$150 I spent for 3.0 used for the Amiga and
> an additional \$200 to get the PC 4.0 version. \$350 total for a hobby, wow,
> but it's worth it!
>
> Anyhow, back to the subject of the subject (eh?!). All of my quickrender
> and even the intro pic come up REALLY dark with a big time blue tint to

> them. Is this normal? What aspect of PREFERENCES am I missing? Should I
 > actually read the documentation file they included on the disk, or should I
 > bug everybody here first like I'm doing now? Heh..
 >
 > Thanks for any and all help.
 > +-----+-----+
 > | Damon L. LaCaille | Email nomad@aloha.net |
 > +-----+-----+
 > | "That's a pretty stupid John, I'm |
 > | afraid I'll have to kill you." |
 > +-----+-----+
 >
 >

Thread 537

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1.582 MSG-579 Subject: Re: Re: Imagine 4 in the UK

Subject: Re: Re: Imagine 4 in the UK
 Date: Tuesday, 21 November 1995 21:02:02
 From: Phil Stopford <pstopfor@jesus.ox.ac.uk>

 On Tue, 21 Nov 1995, Michael North wrote:

> > Yep - I'm still waiting for the PC version and from various bits of mail
 > > I've had it is definitely worth the wait - I was a bit surprised to hear
 > > about the manual. I mean - just how big is this thing - Am I going to
 > > have to buy up all the paper in Office World as well as several ribbons,
 > > just to be able to print the thing?
 >
 > You should be so lucky. You know the docs you got with 3.3? Well,
 > add about 16 lines and you've got the docs for 4.0.
 >
 > > What's perhaps more important, where they had pictures in the manual for
 > > version 3 (although they were just dark squares in my manual - did any
 > > body else have this?) what are they going to do here. If they aren't
 > > going to put pictures in - how will things be clarified? ASCII diagrams
 > > work very well on IML because most people undertsand what's going on. I
 > > can see a problem when it comes to magazines reviewing it for first time
 > > users and indeed for those users upgrading from version 3 on those
 > > coverdisks which have got people so worked up.
 > >
 > Yes, my favorite black illustration is the one showing the effects of
 > diminished intensity on a light source. What they do for diagrams in
 > the new docs is just as informative, but it takes up a lot less space.
 > None, to be exact.
 >
 > Just wanted to soften the shock for you.
 >

> Michael
>
Hmmm. I think I'll just go cry - nobody mind me.

Thread 507

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1.583 MSG-580 Subject: Bad chunk size (not a blob in sight)

Subject: Bad chunk size (not a blob in sight)
Date: Tuesday, 21 November 1995 21:42:38
From: Doug Smith <doug@defocus.demon.co.uk>

'ow do folks.

I'll firstly mention that nothing in this message has any pertinence to blobs. I've not got 4.0 and my ratracing future lies elsewhere.

Still, on with the message.

I've nearly finished writing a trivial Imagine utility, and as a result I've got a block of code that walks through the structure of an Imagine object file.

I've never had a "bad chunk size error" or anything similar, but it occurred to me that if Imagine is simply spitting out a bad size somewhere or failing to word align a subchunk or something, it should be fairly easy to spot and fix.

DON'T SEND ME YOUR OBJECTS

If you have some objects knocking about that suffer from this bad chunk error then email me.

DON'T SEND ME YOUR OBJECTS

If it's a trivial fix, I should be able to knock something up fairly quickly.

If it's a fault in the read routines in Imagine then obviously I can't fix it.
If it's a whole block of data not being written out then I can't fix it.
If it's a disk corruption then I can't fix it.
I can't do anything about blobs objects.

If I don't get more than say 3 replies I'll regard it as a rare problem that's not worth the effort fixing.

and one last time , DON'T SEND ME YOUR OBJECTS
(and don't post them to the list either!)

Cheers,

Doug.

--

Amiga 4000/40 2+12 2M CV64 - Not better, just different.

The only good Beatle is a dead Beatle.

Thread 58

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1.584 MSG-581 Subject: Re: I'M PULSE giveaway

Subject: Re: I'M PULSE giveaway

Date: Tuesday, 21 November 1995 22:57:19

From: Kevin Alvarado <kra@Rocky.aesthetic.com>

> And yes, Crowbar's mail box is stuffed, so I can't
> even complain to him.

Just curious, howcome you call him Crowbar?

--

Life is hard and nothing is easily given...

If you want anything out of life you have to fight for it...

Prepare for Kombat!

kra@aesthetic.com

Kevin Alvarado

(714) 597-4995

Aesthetic Solutions

92 Argonaut, Suite #220

Aliso Viejo, CA 92656

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1.585 MSG-582 Subject: Re: 3.0 for free? Don't think so but...

Subject: Re: 3.0 for free? Don't think so but...

Date: Tuesday, 21 November 1995 23:23:43

From: Phil Stopford <pstopfor@jesus.ox.ac.uk>

On Tue, 21 Nov 1995, Lynda Hallett wrote:

>
> I have a coupon here from AMiga Format. Will Impulse still honor it?
> ANYone know before I make the long distance phone call to Impulse?
>
> Thanks in advance!
>

I don't know - I originally tried to upgrade using the Amiga Format coupons to v3.0 Amiga, but got several letters telling me they couldn't do it because they'd made a hash of it.

The PC version is free on the coverdisk of Computer Art, but I don't know if they'll do it for the Amiga (assuming that's the one you want), but if it's going to go like version 2.0, it might just happen - after all if they hadn't put 2.0 on Amiga Format, how many fewer people would have bought 3.0 and consequently joined the upgrade scheme.....

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1.586 MSG-583 Subject: FAQ Textures

Subject: FAQ Textures

Date: Tuesday, 21 November 1995 23:26:38
From: Phil Stopford <pstopfor@jesus.ox.ac.uk>

I was trying to follow the texture part in FAQ #9 and got as far the spaceship shield thing (Imagine 2.9+ not the Essence one). It mentioned something about a texture called 'bandturb'. This isn't on the 3.3 disks and it did say it was only using textures that came with 2.9+. Was this texture only included with the Amiga version or am I missing something? I really hope this isn't an Essence texture.

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1.587 MSG-584 Subject: Re: SUNSITE

Subject: Re: SUNSITE
Date: Wednesday, 22 November 1995 00:06:48
From: CoryJ44@aol.com

Forwarded message:
From: kra@Rocky.aesthetic.com (Kevin Alvarado)

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1.588 MSG-585 Subject: Re: Soft shadow lights?

Subject: Re: Soft shadow lights?
Date: Wednesday, 22 November 1995 01:26:10
From: Fred Aderhold <fredster@netrix.net>

At 11:53 AM 11/21/95 PST, you wrote:

>What I would like is a spotlight, illuminating an object and the ground,
>with a
>soft shadow blending between the bright areas lit by the light and the
>darkness
>of the rest of the scene. How can this be done?
>

Are you looking for a soft-edged spotlight? What you need to do is make an axis in the detail editor, make it a light, and add the softedge texture. Works just fine. Now, if you want the object that is lit by the spotlight to cast soft shadows, also make the axis a soft-shadow-casting light. Keep in mind - since the size of the X axis controls the size of the soft shadows, you'll have to keep the X axis small and set the light a bit higher than usual to compensate...

Fred Aderhold
fredster@netrix.net
<http://www.netrix.net/users/fredster>

Daddy, what does formatting drive C mean?

Thread 295

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1.589 MSG-586 Subject: Re: High End 3D Software

Subject: Re: High End 3D Software
Date: Wednesday, 22 November 1995 03:59:22
From: "Kelly R. Brock" <kerby@primenet.com>

Howdy,

>Are Alias Research and Wavefront Technologies the same company? I know
>Wavefront makes Explore and are located in Santa Barbara, California and
>Alias makes Animator and PowerAnimator and are located near me in
>Toronto, Canada. I have the making videos for Terminator 2 and Jurassic
>Park both showing the systems Industrial Lights and Magic are working on
>and all I've ever seen them using is Softimage 3D Extreme by Microsoft.
>Please correct me if I'm wrong.

Nope. Alias is now owned by our favorite company Microsoft. (God help us please, but Bill is god?) In Microsoft's bid for world domination I suppose someone said that they should buy a 3D package, well they did. As it is Alias will be out for Windows NT sometime in the future. (Notice I didn't say near future like all the adds do, I'll believe it when I see it.)

Wavefront on the other hand is now a part of SGI, and no longer a separate entity. (I think this is the one that SGI bought. Not possitive, corrections?) If so, you are going to be witness to a major battle. Microsoft will obviously be pushing the 'why buy SGI slogan' and SGI will be pushing the 'if you want to do the best slogan'. What happens to everyone else is that prices will probably drop on the highend side of things. Who does this help? Everyone, in a round about sort of way since there will be more break neck competition.

Think about it, Microsoft is gonna push Alias on the market like you've never seen a 3D package pushed, they want to own everything. On the other hand Wavefront is going to have to show definate benefits over Alias in order to survive so you'll probably see a lot of wonderful rendering and modelling enhancements emerge from that package. The nice thing is that they can put in all of this effort to outdo the other and you will probably see some of the results in your favorite rendering system soon afterwords.

As to your main question, there are two reasons that those packages are used for that sort of stuff. Number one: memory is no problem if you have the bucks to buy it. Number two: time is no problem when you have a couple of systems (more like a couple dozen) to render the animations. Alias is the premier NURBS modeller, it does smooth complex surfaces, beyond what I can think of doing in 32MB with polygons, quite simply. Wavefront has one hell of a rendering system, including a NURBS modeller but it's not up to the Alias standard it seems, and the most advanced animation system for both objects and particles. Take a look at the initial scenes for Star Trek Voyager, Santa Barbara Studios did that. (The premier output area for Wavefront animations, it seems.)

Needless to say most of the animations that require organic objects is done with Alias but particle systems are left up the Wavefront.

Rendering wise both systems are set up to output RIB files to Renderman which is about the only thing used for feature movies it seems. As an idea I know that ILM is currently using both packages for a future release (kinda hearsay, kinda not. Can't say much more about it though) that incorporates mixing both Alias models and Wavefront particle systems, it should be 'very' interesting to see the end results.

Sorry for the long response,

Kelly R. Brock
<http://www.primenet.com/~kerby/kbrock.html>
(It's getting better.)

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1.590 MSG-587 Subject: All sorts of things.

Subject: All sorts of things.
Date: Wednesday, 22 November 1995 04:28:04
From: "Kelly R. Brock" <kerby@primenet.com>

Howdy All,

Since this is my first day on the mailing list I thought I'd ask a question or two.

Number one is: why do I always receive a bounce back notice when I mail? I realize that there are a good number of people on the list but I make sure that I transmit only to the list server address, so I would not think that I'd get a direct reply from someone elses server.

Number two: I'm still looking for a breakdown on the differences between V4 and V3. I quit at V3 and went elsewhere, is there any reason to come back?

That's about it,

K. Brock

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1.591 MSG-588 Subject: Re: Anybody know how to fix bad chunk size, etc.

Subject: Re: Anybody know how to fix bad chunk size, etc.
Date: Wednesday, 22 November 1995 06:05:52
From: Jim Rix <jim@yakko.cs.wmich.edu>

On Tue, 21 Nov 1995, Phil Stopford wrote:

> On Tue, 21 Nov 1995, Ted Stethem wrote:

>

> > Imagine has an undocumented limit to the number of edges allowed for an
> > object which results in the bad chunk size error message. Same for
> > vertices. Lightwave allows for more edges and vertices. If you have an
> > object converter like PixelPro or Interchange, they have some limited
> > capability for point and vertex reduction. You can also try to save out
> > pieces and group them in Imagine.

> >

> Has this been fixed in 4.0?

>

The following is pure guesswork.

When the original TDDD format was created they used 16 bit signed integers for the count on points, edges, and faces. This limited the number of points, edges, and faces to -32768 to +32767 points, edges, and faces. Since there is nothing like negative points when Imagine attempts to load in objects with more than 32767 points, edges, and faces Imagine chokes on lthe extra objects.

I'm not sure about a direct cure, perhaps they could change the signed 16bit integers to unsigned 16bit integers and just recompile the program.

What would be a real cure, and a great enhancement, would be to create a new data-type called TDDP, just like TDDD but with the last D replaced with plus. This data-would use unsigned 32 bit integers for the points, edges, and faces. There are advantages and disadvantages to this. First the good features.

The number of points, edges, and faces would range from 0 to over 4 billion, 2^{32} .

The disadvantages: Each point, edge, and face would require twice as much memory. Also, rendering would be a little slower because on 16 bit machines because it would take twice as long to load the 32bit numbers into the processor to be worked on. The speed problem would probably disappear on 32bit machines.

Jim Rix
<http://yakko.cs.wmich.edu/~jim>

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1.592 MSG-589 Subject: Re: Soft shadow lights?

Subject: Re: Soft shadow lights?
Date: Wednesday, 22 November 1995 06:13:06
From: Jim Rix <jim@yakko.cs.wmich.edu>

On Tue, 21 Nov 1995 spack@mv.us.adobe.com wrote:

> Hey All,
>
> I tried setting up a simple scene using the new soft shadow light sources, but
> I
> fail to see how these work. The new manual is SOOO illuminating. I did figur
> e
> out that you cannot use the x-axis as the size for a Round light, as the x-axi
> s
> is used for the shadow width. But twiddling the x-axis width didn't seem to d
> o
> much (anything) for the shadow.
>
In order to get larger prenumbra area you can do the following. Make the
x-axis larger, move the light closer to the object, or both. But when
you increase the size of the x-axis or move the light closer you should also
increase the number in the light array requestor.

Jim Rix
<http://yakko.cs.wmich.edu/~jim>

Have a good turkey day :-)

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1.593 MSG-590 Subject: RE:Lens flare effects.

Subject: RE:Lens flare effects.
Date: Wednesday, 22 November 1995 07:22:57
From: jbk4@email.psu.edu (The Prophet)

>Is there anyway of stretching lens flares to create effects like the warp
>flash off TNG - I tried using an altered plane, but failed miserably.

Try applying the lensflare texture to your plane, then create a DEFAULT state. In your texture settings, lock the texture to the DEFAULT state. Stretch your plane however you like it and create another state, STRETCH or whatever.

The texture should stick to the surface & get stretched with it. Don't forget to select the texture button when you create your state.

Jaeson K.

```

( | \      ( / \      ( )      _ / )
 )| )_  _  / /  _  _  _ /  _  ( X_ )
( | /~ \ / \_ ) /---~/ ) / )/ ) /~\ / \_ ) / _
 )ll/ 1/ \_ ( / ( / ( _//_// / \_ ( )
( _____ )      ( _/      ( )
    
```

Jaeson Koszarsky

Amiga 3000

cyberprophet@psu.edu

68040/25Mhz

jbk4@email.psu.edu

24Megs-ZIP

OS3.1, ShapeShifter

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1.594 MSG-591 Subject: A quickie challenge for programmer-types

Subject: A quickie challenge for programmer-types

Date: Wednesday, 22 November 1995 08:54:07

From: dgrant@dgrant.peinet.pe.ca (Dennis Grant)

I've been seeing an increasing number of little, outside-Imagine hacks for changing Imagine files, and there's a quick one I'd like to see.

You know the Info function in the Project editor? The one that will tell you how long it took to render that frame? I'd like to see a little program that would read that time from all the frames in an animation (or, more properly, all the rendered frames in a sub-project) and then calculate and display:

- 1) The time each frame took to render.
- 2) The total time to render the entire project.
- 3) The average time per frame.
- 4) The fastest frame.
- 5) The slowest frame.

The gauntlet has been cast, any takers?

 Dennis Grant
 dgrant@cycor.ca
 http://www.cycor.ca/TCave/

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1.595 MSG-592 Subject: Re: FAQ Textures

Subject: Re: FAQ Textures
 Date: Wednesday, 22 November 1995 10:17:20
 From: "Ing. Alexander Owen Wallace" <awallace@cima.cred.uadec.mx>

 Hey, I'm interested too!!!

Please let me know.

```

          ///          ///
        ( . . )      ( . . )
+---o00-(_)o0o-----o00-(_)o0o---+
| Ing. Alexander Wallace          |
| Email: awallace@cima.cred.uadec.mx |
| "Beauty is in the eye of the      |
| BEER holder"...                  |
+-----+

```

On Tue, 21 Nov 1995, Kelly R. Brock wrote:

```

> Howdy Phil and All,
>
> >I was trying to follow the texture part in FAQ #9 and got as far the
> >spaceship shield thing (Imagine 2.9+ not the Essence one). It mentioned
> >something about a texture called 'bandturb'. This isn't on the 3.3 disks
> >and it did say it was only using textures that came with 2.9+. Was this
> >texture only included with the Amiga version or am I missing something? I
> >really hope this isn't an Essence texture.
>
> It's been quite a while since I've used Imagine but I will take a
> stab at this. Bandturb is part of Essence I sorry to say. I dug out the
> book and checked, though since I dropped out it could have changed I suppose.
> Now that I have my Amiga working again ( kinda, I do most everything
> on this PC ) I thought I'd check out the internet Imagine support and try
> some stuff. My first and only real question is where can I find a breakdown
> on Imagine 4? I'd probably want to run it on my PC in either DOS or
> Windows, more likely DOS since Windows is such a hog, and wanted to find out

```

> what's going on with it. Anyone have a good breakdown they could send me
> privately?
>
> Cya,
>
> K Brock
>
>

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1.596 MSG-593 Subject: Free Imagine

Subject: Free Imagine
Date: Wednesday, 22 November 1995 10:37:42
From: Matt Savard <msavard@rain.org>

Anybody know where to get the magazine that has the free imagine in the US?

Matt

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1.597 MSG-594 Subject: Re: The manual

Subject: Re: The manual
Date: Wednesday, 22 November 1995 11:07:53
From: gregory denby <gdenby@twain.helios.nd.edu>

cjo@esrange.ssc.se asks:
>Q1: Anyone made any animations with blobs yet?

Yes. I've made several simple anims using small blob groups. I also wrapped and locked a brush that sort of looked like intestines around one. The pulsing blob looked appropriately disgusting.

I have had one problem. I made a really big blob, using 25 spheres

and five states. The state anim runs O.K. in Detail, but when I try to load it into Stage, I get an "abnormal program termination" error. So far I just suspect that setting the blob up just takes too much memory. I'll do a little more testing before I "remember what you were doing and call Impulse."

Greg Denby

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1.598 MSG-595 Subject: Getting into the biz..

Subject: Getting into the biz..
Date: Wednesday, 22 November 1995 11:24:13
From: Lynda Hallett <umhalle2@cc.UManitoba.CA>

I've been playing with Imagine since it's 1.1 days and although I can't say I've truly mastered the program I would like to take a dip into the pond so to speak and try to make some money with it. Are there any informational resources on this subject? Anyone have any practical or inspirational advice regarding this? Should I make a demo-reel and hand it out to whomever I please?

Thanks in advance!

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1.599 MSG-596 Subject: Looking for tips, trick, hops, hips, jumps...

Subject: Looking for tips, trick, hops, hips, jumps...
Date: Wednesday, 22 November 1995 11:58:43
From: Ernesto Poveda <a00448@eps.ua.es>

Here i post a message i get from 3D Artist that i think will be of interets to all of you!!

--- Begin Forwarded Message ---

We've finally got some Imagine stuff in the next issue, 3DA#22, but we're

looking for more for coming issues--both short and longer tips (but not too long!). Just to let you know in case you have some tip/trick(s) you like to pass on to friends.

//Bill Allen, Editor <ballen@3dartist.com>

 ftp.3dartist.com <> http://www.3dartist.com/
 vox: 505/982-3532 <> vox mail: 820-6929 x3
 fax: 505/820-6929 <> time: New York -2 hours

--- End Forwarded Message ---

Let's fill his mailbox!!

```

+-----+
| Film Quote:                                     \ | A530 882 50Mzh 120HD | |
| 'There can be only one!'   ~The Highlanders      | Imagine 4.0 User   |
|                               |                   | ...but...   |
| email: a00448@eps.ua.es    --> Ernesto Poveda Cortes | I am not a number :D |
+-----+

```

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1.600 MSG-597 Subject: Re: Anti-aliasing

Subject: Re: Anti-aliasing
 Date: Wednesday, 22 November 1995 13:39:41
 From: RobSampson@aol.com

 In a message dated 95-11-21 22:41:03 EST, you write:

>And the default settings are reset to 10 for threshold and 20 for
 >number of rays cast, which is much more sensible and usable than
 >before. This makes for a very nice looking picture without a
 >noticeable performance hit. <<

As I recall the last two version have had different setting by default in the original .cfg file and I think this latest round comes from discussions that were going on over on Compuserve before I canceled that service. I believe Tim Wilson (Crestline) had a lot of input on that. He is also the one who went through the trouble of creating some lighting arrays which he posted on there and which are mentioned (but as far as I can tell not included) with

Imagine 4.0. BTW if anyone wants copies of his light arrays let me know and I'll send them. They work very well. And I know Michael I promised some test results on soft shadowing, but an animation I'm working on is taking up all free cpu time right now. Shredder on 4 objects combines with motion blur over 50 frames can really turn a Pentium into a wannabe computer:) Just to mention, motion blur really opens up alot of opportunities for still renderings as well and getting them to seem more like there is some action in it. Shredder and motion blur work very well together in a scene as an effect.

Bob.....

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1.601 MSG-598 Subject: Re: Lens flare effects.

Subject: Re: Lens flare effects.

Date: Wednesday, 22 November 1995 13:39:57

From: RobSampson@aol.com

In a message dated 95-11-21 22:48:22 EST, you write:

>Is there anyway of stretching lens flares to create effects like the warp
>flash off TNG - I tried using an altered plane, but failed miserably.<<

Just a guess, I have not done this yet but you might be able to create a fog/ghost/bright attribute on a torus and then stretch it over the nacelles as you want and move it quickly with the ship over a couple of frames and apply motion blur. Something along those lines may get you close to what you want and then you could start experimenting to refine it from there.

Bob.....

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1.602 MSG-599 Subject: Free stuff for you at my place

Subject: Free stuff for you at my place
Date: Wednesday, 22 November 1995 13:57:07
From: Granberg Tom <tom.granberg@TV2.no>

Hi you guys.....and gals, if there are any???

I'm just want to give you some good news. As most of you know I have a web site now with a lot of cool images and shit on it. Today I uploaded a bunch of .zip files for you guys, these contains obj's, attributes, and image maps that I have made. Check it out, I think you are going to like it: the page is named "402u".

Later

Tom "R" Granberg

<http://www.heathcomm.no/~gfxdude>

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1.603 MSG-600 Subject: Re: SUNSITE

Subject: Re: SUNSITE
Date: Wednesday, 22 November 1995 14:09:00
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

-> From: CoryJ44@aol.com->-> Hey, just so we all remember . . . it was typical, crappy 3D artwo=rk-> that which first dropped the jaws of many who are Imagine e xperts =tod-> what an appropriate time to be_thankful_that we've surpassed that =lev-> creativity, and now have the tools and abilities to forge the 3D m=ast-> that we do!What you mean, We, Kemosabe? I still create the "typical, crappy 3DAr twork"and my jaw still drops. I did that? That's the appealof 3D render pr ograms. You can have absolutely no artistic talentwhatsoever and still create im pressive "photorealistic" crap!!! :)--- =FE InterNet - GraFX Haus BBS - Santa Ba rbara, Ca - (805) 683-1388

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1.604 MSG-601 Subject: Re: High End 3D Software

Subject: Re: High End 3D Software

Date: Wednesday, 22 November 1995 14:37:46

From: ashm@nbnet.nb.ca (Ashley Matheson)

Alias isn't owned by Microsoft. Hasn't and may never be. I think you are confusing SoftImage with Alias. You should replace 'Alias' with 'SoftImage' for the following.

> Nope. Alias is now owned by our favorite company Microsoft. (God
>help us please, but Bill is god?) In Microsoft's bid for world domination
>I suppose someone said that they should buy a 3D package, well they did. As
>it is Alias will be out for Windows NT sometime in the future. (Notice I
>didn't say near future like all the adds do, I'll beleive it when I see it.)

> Wavefront on the other hand is now a part of SGI, and no longer a
>separate entity. (I think this is the one that SGI bought. Not possitive,
>corrections?) If so, you are going to be witness to a major battle.
>Microsoft will obviously be pushing the 'why buy SGI slogan' and SGI will be
>pushing the 'if you want to do the best slogan'. What happens to everyone
>else is that prices will probably drop on the highend side of things. Who
>does this help? Everyone, in a round about sort of way since there will be
>more break neck competition.

> Think about it, Microsoft is gonna push Alias on the market like
>you've never seen a 3D package pushed, they want to own everything. On the
>other hand Wavefront is going to have to show definate benefits over Alias
>in order to survive so you'll probably see a lot of wonderful rendering and
>modelling enhancements emerge from that package. The nice thing is that
>they can put in all of this effort to outdo the other and you will probably
>see some of the results in your favorite rendering system soon afterwords.

> As to your main question, there are two reasons that those packages
>are used for that sort of stuff. Number one: memory is no problem if you
>have the bucks to buy it. Number two: time is no problem when you have a
>couple of systems (more like a couple dozen) to render the animations.
>Alias is the premier NURBS modeller, it does smooth complex surfaces, beyond
>what I can think of doing in 32MB with polygons, quite simply. Wavefront
>has one hell of a rendering system, including a NURBS modeller but it's not
>up to the Alias standard it seems, and the most advanced animation system
>for both objects and particles. Take a look at the initial scenes for Star
>Trek Voyager, Santa Barbara Studios did that. (The premier output area for
>Wavefront animations, it seems.)

> Needless to say most of the animations that require organic objects
>is done with Alias but particle systems are left up the Wavefront.
>Rendering wise both systems are set up to output RIB files to Renderman
>which is about the only thing used for feature movies it seems. As an idea
>I know that ILM is currently using both packages for a future release (
>kinda hearsay, kinda not. Can't say much more about it though) that
>incorporates mixing both Alias models and Wavefront particle systems, it
>should be 'very' interresting to see the end results.

>
> Sorry for the long response,
>
>

> Kelly R. Brock
 > http://www.primenet.com/~kerby/kbrock.html
 > (It's getting better.)
 >
 >
 >

Thread 603

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1.605 MSG-602 Subject: High End 3D Software

Subject: High End 3D Software
 Date: Wednesday, 22 November 1995 15:01:00
 From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

 -> From: C and/or A Sullivan <ctromanh@uoguelph.ca>->-> Are Alias Research and Wavefront Technologies the same company? =I k-> Wavefront makes Explore and are located in Santa Barbara, California-> Alias makes Animator and PowerAnimator and are located near me in-> Toronto, Canada. I have the making videos for Terminator 2 and Jurassic Park both showing the systems Industrial Lights and Magic are working-> and all I've ever seen them using is Softimage 3D Extreme by Microsoft-> Please correct me if I'm wrong. Alias and Wavefront Tech were independent companies that were recently bought out by Silicon Graphics. As an aside, one of the founders of Wavefront Tech. (Mark Sylvester) started out with the Atari computer and was a chef. He and his two partners started in a small office on State Street in Santa Barbara. He took me on tours over the years and the stuff they are doing is nothing short of awesome! Mark went from sweeping floors and composing letters to being VP. Local boy done good.... :) /-----<

_____| Mike van der Sommen
 / ___ /___ /___ /_ \ / | Santa Barbara, Ca. /___
 _/ / \ / / / / \ | mike.vandersommen@caddy.uu.silcom.com HAUS
 BBS | "It's always somethin' -R.R.D." _____
 ----- =FE InterNet - GraFX Haus BBS - Santa
 Barbara, Ca - (805) 683-1388

Thread 615

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1.606 MSG-603 Subject: Re: High End 3D Software

Subject: Re: High End 3D Software
 Date: Wednesday, 22 November 1995 15:13:16
 From: John Grieggs <grieggs@primenet.com>

>
> Alias isn't owned by Microsoft. Hasn't and may never be. I think you are
> confusing SoftImage with Alias. You should replace 'Alias' with 'SoftImage'
> for the following.
>
SoftImage is owned by Microsoft, and has been for the last couple of years. I
believe it is considered a division.

_john

Thread 612

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1.607 MSG-604 Subject: Re: High End 3D Software

Subject: Re: High End 3D Software
Date: Wednesday, 22 November 1995 15:19:03
From: /PN=Douglas.DEF.Smith/OU=Aerodynamics \$/ Weights/

FROM too long. Original FROM is 'Douglas Smith <"/PN=Douglas.DEF.Smith/OU=Aerody
namics \$/ Weights/"@Woodford.AVRO.bae.eurokom.ie> (Tel 0161-439-5050x4084
)'

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

Howdy,
> Nope. Alias is now owned by our favorite company Microsoft. (God
>help us please, but Bill is god?) In Microsoft's bid for world domination
>I suppose someone said that they should buy a 3D package, well they did. As
>it is Alias will be out for Windows NT sometime in the future. (Notice I
>didn't say near future like all the adds do, I'll beleive it when I see it.)

A case of mistaken identity perhaps ?

Alias and Wavefront are both owned by SGI

Micro\$loth bought SoftImage, and have a port out (in beta ?) for NT
it duplicates the old SoftImage user interface, i.e it's not windows style
guide compliant. See one of the TESS newsletters for more info.

> What happens to everyone
>else is that prices will probably drop on the highend side of things. Who
>does this help? Everyone, in a round about sort of way since there will be
>more break neck competition.

If I recall correctly \$8000 was mentioned for SoftImage NT i.e the same price that they were asking for the SGI version.

> you'll probably see a lot of wonderful rendering and
> modelling enhancements emerge from that package. The nice thing is that
> they can put in all of this effort to outdo the other and you will probably
> see some of the results in your favorite rendering system soon afterwards.

SGI are merging Alias and Wavefront in "Project MAYA". I think this will surpass anything that SoftImage will do.
(The company I work for evaluated Alias, SoftImage and Wavefront about 2 years ago. Although I'm not meant to be involved I get on well with Neil our Computer Graphics Department. We bought Alias.)

> As to your main question, there are two reasons that those packages
> are used for that sort of stuff. Number one: memory is no problem if you
> have the bucks to buy it. Number two: time is no problem when you have a
> couple of systems (more like a couple dozen) to render the animations.

You still hit hours per frame for complex stuff, Animations always expand to fill all the time, memory and processing power available.

The big advantage that I see is being able to slide maps over surfaces, using a coarse real time preview to show you where the map really is.

Being able to position lights while getting realtime feedback on where highlights are is a big bonus as well.

The extra computing power just takes out the guesswork.

> Alias is the premier NURBS modeller, it does smooth complex surfaces, beyond
> what I can think of doing in 32MB with polygons, quite simply.

Manufacturable surfaces with Stereo Lithography output for prototypes.

> Rendering wise both systems are set up to output RIB files to Renderman
> which is about the only thing used for feature movies it seems.

Alias writes "SDL" files for it's own renderer/raycaster but it will export RIB format. i.e it does have it's own built in renderer.

This is all getting just a tad off topic ;-\
>

> Kelly R. Brock
> <http://www.primenet.com/~kerby/kbrock.html>
> (It's getting better.)

I couldn't access your homepage last night.

Cheers,

Doug.

--

Home: doug@defocus.demon.co.uk

Work: douglas.d.e.f.smith@woodford.avro.bae.eurokom.ie (no binaries please)

Thread 601

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1.608 MSG-605 Subject: Re: High End 3D Software

Subject: Re: High End 3D Software
Date: Wednesday, 22 November 1995 15:28:09
From: "Kelly R. Brock" <kerby@primenet.com>

Howdy everyone,

>I'm sorry, but I would like to point out that Alias and Wavefront have merged!
> They are now known as Alias|Wavefront a Silicon Graphics Company.
>

Ok guys, my appologies. I shouldn't write E-Mail at four in the morning with a couple of beers in me. The point is still valid just change everything that says Alias to SoftImage and bingo instant fix. To bad this thing doesn't have a global replace function over the net. ;-) Thanks for the corrections though.

Cya,

K Brock

Thread 628

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1.609 MSG-606 Subject: RE:Lens flare effects. -Reply

Subject: RE:Lens flare effects. -Reply
Date: Wednesday, 22 November 1995 15:30:37
From: Craig Andera <CANDERA@rfc.com>

I guess I would caution on the use of the DEFAULT state, which will not work with animations (Imagine uses it for something or other internally, I think). I would create the DEFAULT state, then create an identical state ONE and lock all textures to that.

>>> The Prophet <jbk4@email.psu.edu> 11/22/95 09:03am >>>
Try applying the lensflare texture to your plane, then create a DEFAULT

state. In your texture settings, lock the texture to the DEFAULT state. Stretch your plane however you like it and create another state, STRETCH or whatever.

The texture should stick to the surface & get stretched with it. Don't forget to select the texture button when you create your state.

Jaeson K.

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1.610 MSG-607 Subject: Capt. Video

Subject: Capt. Video

Date: Wednesday, 22 November 1995 15:38:00

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

-> From: "Granberg Tom" <tom.granberg@TV2.no>->-> Just like to tell that my brand new homepage on the internet is open-> will find: a lot of recent rendered (Imagine 3.X & 4.0 only) pictures truly, plus something else for every one, check it out. I've used the of the previous week making it, so you'd better take a look!!->-> The address: http://www.heathcomm.no/~gfxdude/Looks nice, Tom. At least now I can reach it. Whatever happened to Sharky's Page? I haven't been able to reach it lately? And... THANK YOU for the cool attrib files!! When I requested sharing attrib files awhile back I got a lot of lip service on how good an idea it was, but no action. Thank you for sharing your hard work and probably many hours of experimentation! I'm playing with them right now, and so far the ones I've seen are AWESOME! Thanks again. Come on guys, lets get a dumping site for attrib files! They are the one shareable thing that everyone can use! And they take up so little space. Portable attribs (with texture settings) is the most powerful feature of Imagine. /-----

_____| Mike van der Sommen /_____/_____/_____/_____
 \ / | Santa Barbara, Ca. /_____/ / \ / / / / \ | mik
e.vandersommen@caddy.uu.silcom.com HAUS BBS | "It's al
ways somethin' -R.R.D." _____
----- --- =FE InterNet - GraFX Haus BBS - Santa Barbara, Ca - (805) 683-1388

Thread 139

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1.611 MSG-608 Subject: Re: I'M PULSE giveaway

Subject: Re: I'M PULSE giveaway
Date: Wednesday, 22 November 1995 15:49:19
From: Roger Straub <straub@csn.net>

Crowbar Mike is a name Mike Halvorsen picked up sometime over the summer.
It's okay, he likes it! =)

See ya,
Roger

On Tue, 21 Nov 1995, Kevin Alvarado wrote:

> > And yes, Crowbar's mail box is stuffed, so I can't
> > even complain to him.
>
> Just curious, howcome you call him Crowbar?
>
> --
> Life is hard and nothing is easily given...
> If you want anything out of life you have to fight for it...
> Prepare for Kombat!
>
> kra@aesthetic.com
> - - - - -
> Kevin Alvarado
> (714) 597-4995
> Aesthetic Solutions
> 92 Argonaut, Suite #220
> Aliso Viejo, CA 92656
>

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1.612 MSG-609 Subject: Minor tips

Subject: Minor tips
Date: Wednesday, 22 November 1995 15:59:00
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

Grossly minor tips (hey, I gotta contribute something):1. On PC (maybe Amiga?), instead of hitting ESC to get from startup Imagine PIC to the program, hit left mouse button with a real quick snap. (ok, everyone knew this but me... but I tend to take program instructions too literally.)2. If an attribute file has texture settings in it, when you load it, it will ADD the texture setting to existing ones. Makes for some interesting combinations. :) /-----

```

-----
| Mike van der Sommen
/ / \ / / / / \ / | Santa Barbara, Ca.
/ / \ / / / / \ | mike.vandersommen@caddy.uu.silcom.com HAUS B
BS | "It's always somethin' -R.R.D."
----- =FE InterNet - GraFX Haus BBS - Santa B
arbara, Ca - (805) 683-1388

```

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1.613 MSG-610 Subject: Re: Tongue of Frog

```

Subject: Re: Tongue of Frog
Date: Wednesday, 22 November 1995 16:06:57
From: Rob Caunt <rgreb@emmetpub.demon.co.uk>

```

Mike McCool, you wrote

>Hey, way off topic,--but if you laugh HALF as hard as I did at this note
>I got today, maybe you'll forgive my spamming the list.

>

>Poor English Translations

Not so off-topic: as Imagine users, we are used to dreadful English, sloppy syntax and botched spelling from people with good intentions and our best interests at heart :)

Here's hoping none of us ever makes a mistake (sic).

They ARE amusing, though. Thanks for sharing them.

--

"if you don't use the bins you can't come in."

Rob

Thread 808

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1.614 MSG-611 Subject: Re: High End 3D Software

```

Subject: Re: High End 3D Software
Date: Wednesday, 22 November 1995 17:36:30
From: "Kelly R. Brock" <kerby@primenet.com>

```

Howdy,

>3d models for Jurassic Park & Mask were modeled with Alias, animated with
>Softimage, and in house software was used in the rendering process.
>

Most of this 'in house' rendering software is shaders written for Renderman or components added to various parts of the modeling and animation process. At least in the case of Jurassic, they used Alias to create the original models with digitizing equipment and manual editing, transported them to SoftImage for animation, used what is now called Matador Paint to create textures (I believe that's the new name it used to be Colorburst) and then rendered everything with Renderman. On top of this there were over 100 additional custom routines in use that extended the commercial software for various purposes, but it was not custom rendering software. Who needs custom rendering software when Renderman allows you to basically rewrite any component from lighting models to rendering methods.

Possibly the reason that Alias was used for creating the original models was do to the fact that it had/has the best NURBS modelling interface. SoftImage at that time did not (may not still) support NURBS, it used b-splines which are similiar but not quite as flexible. The conversion between the two is not that hard but the overall ease of modelling may be the biggest difference. Possibly the conversion process was one of those in house pieces of software but I believe that there was a builtin module that would perform the conversion. The converter could have been a recent addition though.

>3d Studio Max is looking to compete with Softimage in the Windows NT market.
>

>To me it looks like a showdown between WindowsNT and Unix. I hope there will be

>a lot of competition, 'cause that will mean lower prices and faster, better
>products for everyone.

It's gonna be fun watching from the sidelines for a while, things are sure to heat up and make the competition quite spectacular. I used 3DS at work for a couple of months and personally would have rather been using just about any other piece of software including Imagine or Lightwave. I don't think that 3DS Max is going to have a chance at competing with SoftImage though, even with plug in spline modelling and all those goodies it's still just a polygon modeller at heart.

Enough said,

K Brock

Thread

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1.615 MSG-612 Subject: Re: High End 3D Software

Subject: Re: High End 3D Software
Date: Wednesday, 22 November 1995 18:00:32
From: sgiff@airmail.net (Stephen Gifford)

> Nope. Alias is now owned by our favorite company Microsoft. (God
>help us please, but Bill is god?) In Microsoft's bid for world domination
>I suppose someone said that they should buy a 3D package, well they did. As
>it is Alias will be out for Windows NT sometime in the future. (Notice I
>didn't say near future like all the adds do, I'll beleive it when I see it.)

I believe Alias is not owned by Microsoft. I believe they bought out Wavefront, but at any rate Microsoft bought SoftImage about a year ago and they should have a Windows NT version of SoftImage available soon if it's not already out.

s.g.

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1.616 MSG-613 Subject: Re: Free stuff for you at my place

Subject: Re: Free stuff for you at my place
Date: Wednesday, 22 November 1995 18:15:36
From: Vance Schowalter <vikings@freenet.edmonton.ab.ca>

On 22 Nov 1995, Granberg Tom wrote:

> Hi you guys.....and gals, if there are any???
>
> I'm just want to give you some good news. As most of you know I have a web site
> now with a lot of cool images and shit on it.
> Today I uploaded a bunch of .zip files for you guys, these contains
> obj's, attributes, and image maps that I have made. Check it out, I think you are
> going to like it: the page is named "402u".
>
> Later
>
> Tom "R" Granberg
>

> <http://www.heathcomm.no/~gfxdude>

Any chance that we Amiga Imagine 4.0 users can get a a higher colour version of the Imagine 4.0 pic from you? I use a Retina grfx card and would like to see the opening screen in more than 16 colours. If not, I'll live. *8^)

```
*****
* Vance Schowalter >>Image Master<< *
* *
* Internet: viking@freenet.edmonton.ab.ca *
* *
* "Affable little snow creature." *
*****
```

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1.617 MSG-614 Subject: Re: Getting into the biz..

Subject: Re: Getting into the biz..
 Date: Wednesday, 22 November 1995 18:21:26
 From: Vance Schowalter <viking@freenet.edmonton.ab.ca>

 On Wed, 22 Nov 1995, Lynda Hallett wrote:

```
>
> I've been playing with Imagine since it's 1.1 days and although I can't
> say I've truly mastered the program I would like to take a dip into the
> pond so to speak and try to make some money with it. Are there any
> informational resources on this subject? Anyone have any practical or
> inspirational advice regarding this? Should I make a demo-reel and hand
> it out to whomever I please?
>
> Thanks in advance!
```

If you'd like to try your hand at making graphics for PC games, you could make a couple of disks of your best work in JPEG form, with various themes (try and keep logos to a minimum), and make your rounds. Imagine 3.0 was used for my demo disks and it clinched my new job in making game and other graphically-oriented software.

```
*****
* Vance Schowalter >>Image Master<< *
* *
* Internet: viking@freenet.edmonton.ab.ca *
* *
* "Affable little snow creature." *
*****
```

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1.618 MSG-615 Subject: High End 3D Software

Subject: High End 3D Software
Date: Wednesday, 22 November 1995 18:46:39
From: Brian V Salisbury <bvs@viewpoint.com>

TDI Explore was bought out by Wavefront a couple years ago. Silicon Graphics bought both Wavefront and Alias recently. There is going to be a new product, "Project Maya", from SGI that will essentially be parts of Wavefront, Alias and TDI Explore all in a new interface.

Microsoft bought Softimage.

3d models for Jurassic Park & Mask were modeled with Alias, animated with Softimage, and in house software was used in the rendering process.

3d Studio Max is looking to compete with Softimage in the Windows NT market.

To me it looks like a showdown between WindowsNT and Unix. I hope there will be a lot of competition, 'cause that will mean lower prices and faster, better products for everyone.

--

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

"If you go flying back through time and you see somebody else flying forward into the future, it's probably best to avoid eye contact."

Thread 586

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1.619 MSG-616 Subject: Free Imagine

Subject: Free Imagine
 Date: Wednesday, 22 November 1995 18:55:20
 From: Chris Hall <Chris.Hall@dial.pipex.com>

 Imagine 3.0 is being given away on the cover of Computer Arts magazine here in the UK. It's for the PC only. The magazine cost =A35 but I couldn't tell wether it was the full version or the lite version of Imagine. They are doing the upgrade to 4.0 for about =A3115.

Chris Hall.

```
|-----|\
| You have been spoken to by Chris Hall      ||
| A very tall and generally nice bloke from Great Briton ||
|                                             ||
| E- mail me at : Chris.Hall@dial.pipex.com  ||
| Visit Web Shack at :                      ||
|      http://dspace.dial.pipex.com/town/square/fy24 ||
|                                             ||
| Today's lucky lottery numbers are :-      ||
|              39 46 20 33 19 30           ||
|-----|\
\-----\
```

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1.620 MSG-617 Subject: Re: Free stuff for you at my place

Subject: Re: Free stuff for you at my place
 Date: Wednesday, 22 November 1995 18:55:53
 From: Mike McCool <mikemcoo@efn.org>

 Hey Tom,

Thanks again, guy, for sharing this site with us. Unfortunately, when I tried to log on there last night, I got an "unable to connect to remote host" message. I plan to try again right now.

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1.621 MSG-618 Subject: Re: Getting into the biz..

Subject: Re: Getting into the biz..
Date: Wednesday, 22 November 1995 19:23:04
From: Mike McCool <mikemcoo@efn.org>

Hey Lynda,

By all means, make your demo reel. Besides being fabulously fun to get your creations onto tape, you'll have something "hard copy" to show folks not priveleged enough to have cyber equipment.

As a fledgling myself, I can say nothing opens doors for you like a demo reel. I'm still way new at the money side of this, but requests are trickling in, and it's all on the strength of things seen on tape.

The next step is to get your tape into as many hands as you can. And not just what you perceive to be potential customers, but EVERYone you know. Big get-together's like Thanksgiving weekend are great opportunities to lay it on your friends and family.

As my tapes tend to lean more towards entertainment than commercial value, friends and relations are the best recipients. And really, they're much better received than you might imagine. This IS a video culture, after all.

And since the only real growth in our country's economy outside the public sector has been in small businesses, chances are there are several members of your family and many of your friends who are in business for themselves--and none of these people are immune to a craving to see themselves and their logo's on television.

You're going to get lots of enthusiastic and much higher-end advice than mine--but I'm sure they'll all concur on the wisdom of a demo reel.

Best,

Mike McCool

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1.622 MSG-619 Subject: Great IML!

Subject: Great IML!

Date: Wednesday, 22 November 1995 19:29:54

From: "Ing. Alexander Owen Wallace" <awallace@cima.cred.uadec.mx>

Hi All!!!!!!

Hey I'm still waiting for my first copy of Imagine 3.0, but already got into this fantastic IML. The first day I got something like 80 messages, and read them all in a wile. To day just got like 20!, What's going on you people!? I'm HUNGRY for more!

Keep up the good job, controversy, tips and all that!

Congratulations!

```

                ///                ///
                (. .)                (. .)
+---oOO-(_)-OOo-----oOO-(_)-OOo----+
| Ing. Alexander Wallace |
| Email: awallace@cima.cred.uadec.mx |
| "Beauty is in the eye of the |
| BEER holder"... |
+-----+

```

Thread 491

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1.623 MSG-620 Subject: Re: SUNSITE

Subject: Re: SUNSITE

Date: Wednesday, 22 November 1995 20:14:36

From: Mike McCool <mikemcoo@efn.org>

>
> You know I saw the original post on both the lightwave list and here. It's
> one thing to have a gripe about a company or software or some professional
> animation or the like but the guy who was running down the efforts of people
> who are just having some fun with a 3D program was way out of line.
> Thankfully, he recieved a major flame on the lightwave list and I don't
> think he will repeat the mistake:)
>

Hey Bob,

As the original poster, I can assure you that the REAL mistake is

the god awful volume of cyber space and energy applied to the feeble ends I encountered at the sito site.

I DID forward them my post, in case you doubt my sincerity. Assuming the "stuff" I downloaded was luck of the first draw, I've been persuaded to go back and give it another chance. (And I found pix rendered with POV that put the Dek Alpha and PowerPC stuff there to shame).

But EVERYONE at that site who responded to me, EVERYONE, even the ones whose egos were singed, grudgingly agreed with my appraisal.

I surely had no intention to crush anyone, only light a fire under them. But it's one thing to "fool around and have fun with 3d tools," it's quite another to set oneself up as an artist, to advertise oneself accordingly, and take up room on websites and time in downloading.

Surely you must appreciate that the greatest threat to the survival of the Internet--even greater than that posed by the rebublicans and the christians--is the sheer drowning mass of all this kind of drivel.

It's not just a hackneyed cliché that none of us are artists till someone ELSE says we're artists. Vanity and self-indulgence will not help these people get there.

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1.624 MSG-621 Subject: Re: FAQ Textures

Subject: Re: FAQ Textures
Date: Wednesday, 22 November 1995 20:21:58
From: dunc <dunc@eraser.demon.co.uk>

PS> and it did say it was only using textures that came with 2.9+. Was this
PS> texture only included with the Amiga version or am I missing something? I
PS> really hope this isn't an Essence texture.

No but there was a cow ;-)

--

Duncan

Thread 563

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1.625 MSG-622 Subject: 3d Modeling

Subject: 3d Modeling
Date: Wednesday, 22 November 1995 20:22:44
From: Brian V Salisbury <bvs@viewpoint.com>

>
> By the way Brian, do you model stuff for ViewPoint using Imagine?
>
> s.g.
>
>-- End of excerpt from Stephen Gifford

Imagine is a good modeler, but we don't and won't use it here.
We use a combination of several SGI programs to build our models.
The key is the right combination for different phases of the model.
I jump in and out of different programs all day long.
(Can't & won't say which ones, cause we choose to stay neutral on the subject)

By the way, Viewpoint models render really nice in Imagine.
Check out the web page: <http://www.viewpoint.com>

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

"If you go flying back through time and you see somebody else flying
forward into the future, it's probably best to avoid eye contact."

Thread 800

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1.626 MSG-623 Subject: Toy Story

Subject: Toy Story
Date: Wednesday, 22 November 1995 20:44:24
From: helmy@voyager.com

Hi Imagineers, well I just got back from seeing Toy Story, and all I can say is "WOW!", the amount of detail in the movie is incredible! Before seeing it I thought it would be one of those "simple&clean" animation movies, but it turns out that they have given attention to any little detail you could imagine. Some of the characters even have hair (which actually moves!). The lighting and character movements are unbelievable, lots of Soft Shadows. All I can say is go see it!

Ali Helmy

H"E"L"M"Y PRODUCTIONS

<3D & 2D AnImAtIoN>

Los Angeles-California-US

E-Mail: Helmy@Voyager.Com

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1.627 MSG-624 Subject: Credit card object

Subject: Credit card object
Date: Wednesday, 22 November 1995 20:45:06
From: bobm@microunity.com (Bob Morgan)

Hi Ali,
I took a look at your credit card jpg. Very nice. I had to dither it a bit to make up for some jpg graininess, but it still looks good. I'm glad to see you kept it simple. It looks very realistic. I like the presentation too, floating over the city. Personally I would have shown it floating over a checkerboard. ;)

I'm copying this to the list because I have a couple questions which other people might be interested in. First, how did you get the hologram effect on the right hand side of the card? Second, what did you do to adjust the light reflection over the face of the card? Did you focus the light more on the upper right corner, or did you bend the plain a little?

Thanks, and good job,
Bob

1.629 MSG-626 Subject: Re: Credit card object

Subject: Re: Credit card object
Date: Wednesday, 22 November 1995 20:49:25
From: Mike McCool <mikemcoo@efn.org>

> I took a look at your credit card jpg. Very nice.

Ditto.

> which other people might be interested in. First, how did you
> get the hologram effect on the right hand side of the card?

Woah. All I got in that hologram-dove portion of the card was a dithery interference pattern. I better go back and try uncompressing that jpeg, to straight 24-bit, see if the hologram shows up.

(It really is a very neat credit card).

Thread 750

--> RETURN TO CONTENTS!<--

1.630 MSG-627 Subject: Re: High End 3D Software

Subject: Re: High End 3D Software
Date: Wednesday, 22 November 1995 21:17:29
From: Kevin Alvarado <kra@Rocky.aesthetic.com>

---- Insert from letter by Kelly R. Brock ----
>> Are Alias Research and Wavefront Technologies the same company?
> Nope. Alias is now owned by our favorite company Microsoft.
---- End of insert ----

Kelly,

I'm sorry, but I would like to point out that Alias and Wavefront have merged!
They are now known as Alias|Wavefront a Silicon Graphics Company.

visit the Alias|Wavefront web page at:

<http://www.aw.sgi.com>

Every one on the mailing list should check this site out. It's got a lot of cool, and I mean Cool! images.

-KV-

--

Life is hard and nothing is easily given...
If you want anything out of life you have to fight for it...
Prepat for Kombat!

kra@aesthetic.com

- - - - -

Kevin Alvarado
(714) 597-4995
Aesthetic Solutions
92 Argonaut, Suite #220
Aliso Viejo, CA 92656

Thread 745

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1.631 MSG-628 Subject: Re: High End 3D Software

Subject: Re: High End 3D Software

Date: Wednesday, 22 November 1995 22:04:00

From: Kevin Alvarado <kra@Rocky.aesthetic.com>

> Are Alias Research and Wavefront Techonologies the same company?

They are now! They were bought out by Silicon Graphics and were merged together a few months before Sirgraph 95 in Los Angeles.I have the making videos for

> Terminator 2 and Jurrasic Park both showing the systems Industrial Lights
> and Magic are working on and all I've ever seen them using is Softimage 3D
> Extreme by Microsoft. Please correct me if I'm wrong.

I stand corrected. I do know that the systems Industrial Lights and Magic use are Silicon Graphics workstations. I assumed that Alias was used for the project. As it stands right now, Alias|Wavefront and SGI are for the most part synonmis.

-KV-

--

Life is hard and nothing is easily given...
If you want anything out of life you have to fight for it...
Prepat for Kombat!

kra@aesthetic.com

- - - - -

Kevin Alvarado

(714) 597-4995
 Aesthetic Solutions
 92 Argonaut, Suite #220
 Aliso Viejo, CA 92656

Thread 604

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1.632 MSG-629 Subject: Re: Power Imagine

Subject: Re: Power Imagine
 Date: Wednesday, 22 November 1995 23:22:08
 From: jbk4@email.psu.edu (The Prophet)

>> Impulse, I will PAY YOU MORE MONEY HAPPILY if you recompiled for 040 or 060

>I agree 100% with you.

How about releasing Imagine4.1 with 040 & 060 versions. Make it the next improvement. Everyone cried long & hard for motion blur, maybe we'll see 040, 060, & PPC versions someday too.

Is there any word on the constant upgrade program beyond 4.0? Will another 100\$ or so take me to 5.0?

Jaeson K.

```

( | \      ( / \      ( )      _ / )
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 ( _____ )      ( _ /      ( _ )
    
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Jaeson Koszarsky	Amiga 3000
-----	-----
cyberprophet@psu.edu	68040/25Mhz
jbk4@email.psu.edu	24Megs-ZIP
	OS3.1, ShapeShifter

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1.633 MSG-630 Subject: Re: Power Imagine

Subject: Re: Power Imagine
Date: Thursday, 23 November 1995 00:04:35
From: Marco Dufour <marduf@galactica.it>

On Tue, 21 Nov 1995 gmartin@mv.us.adobe.com wrote:

> >Subject: Power Imagine

> Impulse, I will PAY YOU MORE MONEY HAPPILY if you recompiled for 040 or 060.

I agree 100% with you.

Marco Dufour

marduf@galactica.it

Thread 625

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1.634 MSG-631 Subject: Re: SUNSITE

Subject: Re: SUNSITE
Date: Thursday, 23 November 1995 00:44:07
From: RobSampson@aol.com

In a message dated 95-11-22 18:01:13 EST, you write:

>What you mean, We, Kemosabe? I still create the "typical, crappy 3D
>Artwork"and my jaw still drops. I did that? That's the appeal
>of 3D render programs. You can have absolutely no artistic talent
>whatsoever and still create impressive "photorealistic" crap!!! :)

You know I saw the original post on both the lightwave list and here. It's one thing to have a gripe about a company or software or some professional animation or the like but the guy who was running down the efforts of people who are just having some fun with a 3D program was way out of line.

Thankfully, he recieved a major flame on the lightwave list and I don't think he will repeat the mistake:)

Bob.....

Thread 555

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1.635 MSG-632 Subject: Tim Wilson's light arrays

Subject: Tim Wilson's light arrays
Date: Thursday, 23 November 1995 00:49:51
From: RobSampson@aol.com

Since there has been quite a few requests for the light arrays by Tim and since the file is so small I can paste the uue in this message I'll just send it to everyone.

section 1 of 1 of file lights.zip < uuencode 95 (v40) by R.E.M. >

--> ATTACHEMENT: lights.zip <--
sum -r/size 25245/2891 section (from "begin" to "end")
sum -r/size 59951/2077 entire input file

Thread 739

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1.636 MSG-633 Subject: Re: All sorts of things.

Subject: Re: All sorts of things.
Date: Thursday, 23 November 1995 02:22:15
From: "Kelly R. Brock" <kerby@primenet.com>

Howdy Anders,

> kRB> Number two: I'm still looking for a breakdown on the
> kRB> differences between V4 and V3. I quit at V3 and went
> KRB> elsewhere, is there any reason to come back?
>

>Do I have a head shaped like an amusing icecube ?!

I suppose I do.

>
>- If you want to play with blobs, realtime texturerendering, motionblur,
>softshadows I guess you /could/ try it! :)
>

With the exception of the blobs/metaballs what's new? I can find a

blobby modeller on the internet for free that outputs to various formats, anything else? Has the interface changed, is mapping still controlled by axis' or is it done with representative objects ect.... I'm not trying to be a jerk, I just want to find out what is new and where the improvements have been made.

Cya,

K Brock

Thread 733

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1.637 MSG-634 Subject: 3.0 for FREE and some help

Subject: 3.0 for FREE and some help
Date: Thursday, 23 November 1995 02:31:42
From: mikael@pip.dknet.dk

I bought Imagine 3.0 for PC just TWO MONTHS ago from PCFORMAT.
That purchase pulled 140 pound sterling out of my wallet, and what did I get!!!

A manuel and 2 disks wrapped in plastic
NO box, NO registration card

About a month ago I sent a copy of my receipt to IMPULSE, and asked to be registered in their userbase and to include me in the constant upgrade program via my VISA card. I have heard from them yet.

What can I do. HELP HELP, please!!!

mikael@pip.dknet.dk

Thread 644

--> RETURN TO CONTENTS!<==

1.638 MSG-635 Subject: Altitude map animation HELP

Subject: Altitude map animation HELP
Date: Thursday, 23 November 1995 02:49:44
From: mikael@pip.dknet.dk

I am having some trouble with animating an object with an altitude mapping brush. The objects colors flicker at all the edges in the brush.

I am using Imagine 3.0 PC

Thanks

mikael@pip.dknet.dk

Thread 725

--> RETURN TO CONTENTS!<==

1.639 MSG-636 Subject: Newflare.fx

Subject: Newflare.fx

Date: Thursday, 23 November 1995 05:17:05

From: cv773@cleveland.Freenet.Edu (Matthew C. Polak)

Ok, quick question!

Has anyone gotten the revised lensflare with 4.0 to work correctly? As I remember in the docs, it is supposed to be ~smart~ and turn off flare if there is an object blocking the lightsource. I played with this and tried different techniques for almost 1 1/2 hours, and couldn't get it to work! Does it really work right, has no one else tried it, no one cares, or do I have to manually turn off lightflare in every frame when the lightsource shouldn't flare?

Please tell me, am I just missing something REALLY STUPID? :-)

Thanks in advance for ANY input you can give me!

-M. Polak

(P.S. To all of you who have posted your Imagine pictures to me and to the IML, keep up the outstanding work! Maybe sometime i'll post up a good picture, but I just need the time to make a really good one! [I bet everyone could use a few more hours in the day! :-)]

Also, has that FTP link been set up to Sharky's yet? I'd really like to get some of the pictures from there, but don't currently browse the WWW.)

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1.640 MSG-637 Subject: Re: 3.0 for FREE and some help

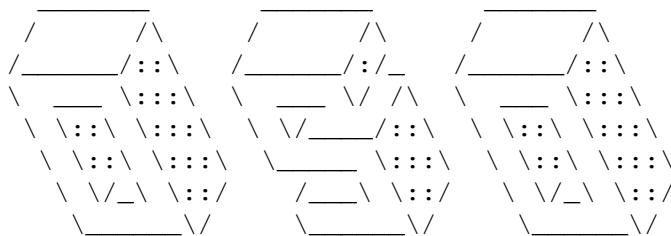
Subject: Re: 3.0 for FREE and some help
 Date: Thursday, 23 November 1995 10:28:16
 From: Antonio Tortosa Botella <a00454@eps.ua.es>

 Mike tree months ago I've made the same and I've received the program in about two weeks. They charged \$100 + \$10 for shipping.

I guess that you haven't filled in all the numbers of the VISA card and therefore they don't process your order. Maybe the mail gone away ...

I think that you must send certified air mail with the same order and hope they don't charge more because prices had grown.

-->> Time flies like an arrow, but fruit flies like a banana! <<--



```

.------.
| 486DX50 16MB RAM |
| 240MB + 516MB HD |
|  IMAGINE 4.0 !!! |
|                   |
| a00454@eps.ua.es |
| Antonio Tortosa  |
|-----|

```

Thread 543

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1.641 MSG-638 Subject: Re: Blob-Modeling ?!

Subject: Re: Blob-Modeling ?!
 Date: Thursday, 23 November 1995 10:49:15
 From: "Alex..." <A.Craig@dcs.warwick.ac.uk>

 Anders wrote about Imagine 4.0, and asked:

> And btw, what could we use Metaballs for ?! .. Mostly for surrealtic
 > Images, but what about photorealistic modelling ?! ..

Well, I don't know just how good Imagines Metaballs are, but when I first heard about the whole "meta-ball/meta-blob" concept it was used in an IPAS module for 3D Studio.

A friend had a graphics mag. (can't remember which one - sorry) that had an article about this IPAS module, and some examples of models created with it. Some guy had used it to create a female torso - and we are talking photo-realistic like you wouldn't believe *;o) Seriously, the model was really amazing - I just wish I could point you guys to a copy of the

picture... Actually there where two copies of the torso pic., one fully rendered one and another showing just the meta-ball structure that had been used to create the model - the attraction/repulsion strengths of each ball was indicated by its colour.

Anyway, in summary, I guess the quick answer to your question is that they are best suited to modelling any objects of organic nature - although I should think they will really start to show their worth when you animate the object, since the objects surface will always be contorted in a smooth, natural, manner.

Enough rambling for now, have fun with them ball,
regards,
Alex...

--
 \|\|/ Alexander Craig
 @ @ Parallel Systems Group Mail: A.Craig@dcs.warwick.ac.uk
-oOO-(_)-OOo- University of Warwick http://www.dcs.warwick.ac.uk/~eezer/

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1.642 MSG-639 Subject: Re: Re: anti-aliasing

Subject: Re: Re: anti-aliasing
Date: Thursday, 23 November 1995 11:13:00
From: Michael North <IBTLMAN@MVS.OAC.UCLA.EDU>

> As I recall the last two version have had different setting by default in the
> original .cfg file and I think this latest round comes from discussions that
> were going on over on Compuserve before I canceled that service. I beleive
> Tim Wilson (Crestline) had allot of input on that. He is also the one who
> went through the trouble of creating some lighting arrays which he posted on

Right. I think Tim's recommendations were for 9 and 8 for an optimum combination of quality and speed.

> there and which are mentioned (but as far as I can tell not included) with
> Imagine 4.0. BTW if anyone wants copies of his light arrays let me know and
> I'll send them. They work very well. And I know Michael I promised some
> test results on soft shadowing, but an animation I'm working on is taking up
> all free cpu time right now. Shredder on 4 objects combines with motion blur

I couldn't find the light arrays either, but I still have them from Cserve. They do result in a lot more banding than the new feature from 4.0, in my limited experience.

And don't let my joshing about the soft shadow test divert you from something more diverting. I've done a pretty complex scene and gotten

good results using the softedge texture on a spot and a setting of 25 lights. The x size makes a lot of difference and makes setting up a spot a little more complicated. (And soft shadows will not work with parallel lines checked in the light requester.) The rendering time went from 25 minutes to almost 4 hours with 25 lights and the anti-aliasing at 9 and 20.

I haven't tried motion blur yet. It's pathetic what these wonderful features can do to a wimpy computer like a P90 <g>.

Michael

Thread 551

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1.643 MSG-640 Subject: Re: Lens flare effects.

Subject: Re: Lens flare effects.

Date: Thursday, 23 November 1995 11:34:00

From: Michael North <IBTLMAN@MVS.OAC.UCLA.EDU>

> Another query concerns something that was on IML a while ago - it is
> mentioned in IMLArc 66 and I was wondering what came of it. Somebody
> posted something to do with removing the memory management of Imagine
> using some programs (can't remember the names). This apparently enabled
> it to run under Windows. Until I get some information about WinImagine
> and indeed Imagine 4.0 - could someone tell me what Impulse thought of
> this, whether it worked, the names and locations of the programs and
> whether it is really a smart idea to wait instead?

Phil:

As you don't seem to have received anyreply on this part of your message I'll try to help. The fix you're remembering involves Phar Lap and a pretty serious hack of Imagine. It's expensive and difficult, according to those on Cserve who have done it. In short, I think it's probably a better idea to wait.

Michael

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1.644 MSG-641 Subject: Re: Re: All sorts of things.

Subject: Re: Re: All sorts of things.

Date: Thursday, 23 November 1995 11:41:00

From: Michael North <IBTILMAN@MVS.OAC.UCLA.EDU>

> With the exception of the blobs/metaballs what's new? I can find a
> blobby modeller on the internet for free that outputs to various formats,
> anything else? Has the interface changed, is mapping still controlled by
> axis' or is it done with representative objects ect.... I'm not trying to be
> a jerk, I just want to find out what is new and where the improvements have
> been made.

Maybe you could get a copy of the well-known glossy brochure, which lists all the changes. There are thirty or forty features listed on it, which may be why you're getting generally vague answers. The interface has changed in one respect: you do get a texture preview in the texture requester. You can also quick-render from that requester. Divisions between editors are also breaking down, so that stage effects are available in the detail editor and you can modify textures in stage. Modelling has also improved in many ways too numerous to mention. That, plus soft shadows, motion blur and metaballs.

And, of course, there's all the fun of learning to use the program on your own. No pushy intrusions from the documentation.

In short, upgrade.

Michael

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1.645 MSG-642 Subject: Imagine 3.0

Subject: Imagine 3.0

Date: Thursday, 23 November 1995 12:12:26

From: surentrr%vax.sbu.ac.uk@planet8.eag.unisysgsg.com

Over here in the UK, I anticipated the Magazine Computer Arts.
(from an advert in PC Format)

It includes Im 3.0 and five viewpoint models worth 250 pounds each ,

Also they say that the rrp of Imagine 3.0 is 500 pounds.

However when Pcformat released Imagine 2.0 on its cover CD ,

The rrp for Imagine 3.0 was just 200 pounds ! Which price is correct ?

I here that Imagine 4.0 is the latest version,

what are the main differences between 3.0 and 4.0?

Can anyone confirm that It is the full version rather than the LTE version.
How is the lensflare effect in Version 3.0 ?

For fellow Uk readers, the current 3d Magazines available are :

3D Artist : Excellent Price : 2.65 (UK POUNDS)
Digital Video : Pretty good Price : 3:00 (UK POUNDS)

The above do not currently include a cover disk or CD

and:

Computer artist : Price : 4:99 NEW , next issue to be released early next year

Ramesh Suren.

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1.646 MSG-643 Subject: Re: Toy Story

Subject: Re: Toy Story

Date: Thursday, 23 November 1995 13:17:06

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

On Thu, 23 Nov 1995 helmy@voyager.com wrote:

> Hi Imagineers, well I just got back from seeing Toy Story, and all I can
> say is "WOW!", the amount of detail in the movie is incredible! Before
> seeing it I thought it would be one of those "simple&clean" animation
> movies, but it turns out that they have given attention to any little
> detail you could imagine. Some of the characters even have hair (which
> actually moves!). The lighting and character movements are
> unbelievable, lots of Soft Shadows. All I can say is go see it!
>

Yes.. thumbs up to Pixar. Wish I could of stayed on the West Coast a
few years back.. I always wanted to work for those guys..

It is easily the highest mark set on the animation ladder. The world
is wide open for anything now.

Bill

PS: It is definately NOT a G film though! ;'> wonderful script!

Thread 785

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1.647 MSG-644 Subject: Re: 3.0 for FREE and some help

Subject: Re: 3.0 for FREE and some help
Date: Thursday, 23 November 1995 13:34:24
From: rgreb@emmetpub.demon.co.uk (Rob Caunt)

In message <Chameleon.4.00.4.951123023819.mikael@p1558.pip.dknet.dk>
mikael@pip.dknet.dk writes:
>I bought Imagine 3.0 for PC just TWO MONTHS ago from PCFORMAT.
>That purchase pulled 140 pound sterling out of my wallet, and what did I
>get!!!
>
>A manuel and 2 disks wraped in plastic
>NO box, NO registration card
>
>About a month ago I sent a copy of my receipt to IMPULSE, and asked
>to be registered in their userbase and to include me in the constant up-
>grade program via my VISA card. I have heard from them yet.

I upgraded via Amiga Format in a similar fashion. Although I got no reg. card,
I AM registered with Impulse. I suspect the Format upgrades are automatically
registered, enabling you to buy 4 etc. I certainly did. Looks like yours
slipped through the net; Impulse may need reminding.
Hope this helps.

--

"if you don't use the bins you can't come in."

Rob

Thread 637

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1.648 MSG-645 Subject: Blobs problem

Subject: Blobs problem
Date: Thursday, 23 November 1995 13:34:45
From: Dave Hardenbrook <DAVEH47@delphi.com>

I've been having a problem with blobs...every time I try to render a blobs object in the Detail editor I get a requester that says: "Encountered an error in gimmeBiggerObj - trying to clean up"; and if I click "OK", the requester just pops back, and in the end I have to reboot. Has anyone else encountered this nasty message or now how to deal with it?

-- Dave

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1.649 MSG-646 Subject: Imagine 4.0 Amiga problems

Subject: Imagine 4.0 Amiga problems
Date: Thursday, 23 November 1995 13:51:47
From: SPICE@DRYCAS.CLUB.CC.CMU.EDU

I just installed Imagine 4.0 for the Amiga and I seem to be having a problem. When I loaded the Manual object and attempted to render it, I got an error message stating Error - cant load texture: textures\pebbled I know there shouldnt be a "\" in the pathname but how do I change it? And will the change be global or will I have to have the pathname of each and every file?

Also I have a CyberVision 64 board and I'd like to be able to run Imagine on it. I see a setting in Preferences for the Retina but I dont see a setting for CyberGraphics or retargetable graphics in general. Do I use the Retina settings instead? Could someone tell me the setting to make Imagine 4.0 Amiga run on a RTG card?

Thanks

Scott Corley

spice@drycas.club.cc.cmu.edu

Thread 690

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1.650 MSG-647 Subject: Re: Blob-Modeling ?!

Subject: Re: Blob-Modeling ?!
Date: Thursday, 23 November 1995 14:12:22
From: /PN=Douglas.DEF.Smith/OU=Aerodynamics \$/ Weights/

FROM too long. Original FROM is 'Douglas Smith <"/PN=Douglas.DEF.Smith/OU=Aerodynamics \$/ Weights/"@Woodford.AVRO.bae.eurokom.ie> (Tel 0161-439-5050x4084)'

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

>> And btw, what could we use Metaballs for ?! .. Mostly for surrealtic
>> Images, but what about photorealistic modelling ?! ..
>
>A friend had a graphics mag. (can't remember which one - sorry) that had an
>article about this IPAS module, and some examples of models created with
>it. Some guy had used it to create a female torso - and we are talking
>_photo-realistic_ like you wouldn't believe *;o)
>

It was on the back of last month's 3d artist in an advert.

>Anyway, in summary, I guess the quick answer to your question is that they
>are best suited to modelling any objects of organic nature - although I
>should think they will really start to show their worth when you animate
>the object, since the objects surface will always be contorted in a smooth,
>natural, manner.
>

One interesting point is that Aerodynamicists have been using blobs for many
many years, they are known as "Source - Sink distributions" grab a book on
potential flow theory you might learn something about how to model using
them (probably more fun to just play though).

Funnily enough Aerodynamicists are moving away from blobs now as it tends to
be a bit difficult to visualise what you're modelling :-/

Maybe "Multiblock" will be the next big thing to hit the 3d world.

Come to think of it, some of the adaptive meshes that automatically
subdivide around areas of curvature etc. might be useful.

Anyway, I'll get back on topic.

How well do blobs texture ?

What happens when you try to lock a texture to a blobby state ?

I can't see how this could possibly work. The surface has to be calculated
depending on where the blob generators are, and it's going to change numbers
of polygons etc throughout an animation, how can a locked texture manage
this.

Has anyone given this a go ?

cheers,

Doug.

--

Home: doug@defocus.demon.co.uk

Work: douglas.d.e.f.smith@woodford.avro.bae.eurokom.ie (no binaries please)

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--> RETURN TO CONTENTS!<==

1.651 MSG-648 Subject: Re: Power Imagine

Subject: Re: Power Imagine

Date: Thursday, 23 November 1995 14:40:01

From: Roger Straub <straub@csn.net>

Consider it "fourthed," even though I only have a puny '030. =)

See ya,
Roger

On Wed, 22 Nov 1995, Drift Dennis wrote:

> >On Tue, 21 Nov 1995 gmartin@mv.us.adobe.com wrote:

> >

> >> >Subject: Power Imagine

> >

> >> Impulse, I will PAY YOU MORE MONEY HAPPILY if you recompiled for 040 or 060

.

> >

> >I agree 100% with you.

> >

> > Marco Dufour

> >

> > -----
> > marduf@galactica.it

> >

> I third the motion!

> Drift Dennis

> {kc7ot}

> drift@nighthawk.com

May The Force Be With You

>

> 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 at <http://www.nighthawk.com>
 > Using Amiga and PC technologies in symbotic harmony
 > *****
 > *****
 > A2k-030@50mhz+20Meg/A4k-040@40Mhz+50Meg/PAR/1stopMusicShop/+6gigHDspace&PC+20M
 eg
 > ****
 > ^^^^^
 >
 >

Thread 630

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1.652 MSG-649 Subject: Re: Motion Blur?

Subject: Re: Motion Blur?
 Date: Thursday, 23 November 1995 14:43:30
 From: Roger Straub <straub@csn.net>

 I've tried all of these, and still can't get any motion blur! Have any other Amiga users out there gotten any blur? Impulse? Are you out there?

See ya,
 Roger

On Sun, 19 Nov 1995 Valleyview@aol.com wrote:

> Roger,
 >
 > I've tried straight object movement, blobs movement, blobs state animation
 > without other movement, regular object state animation, and they all work
 > fine with motion blur.
 >
 > I have a PC and I believe you said Amiga, so maybe there's a problem with
 > your software?
 >
 > Just to review, because I forget what you've done in your other posts, first
 > make a normal blobs animation without blur and render it. If that looks good
 > with good "object motion" then go to modify subproject and add about 3 frames
 > of motion blur. If it still doesn't work it has to be a software problem.
 >
 > Rick
 >

Thread 443

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1.653 MSG-650 Subject: Re: Blobs problem

Subject: Re: Blobs problem
Date: Thursday, 23 November 1995 14:50:46
From: Roger Straub <straub@csn.net>

I sent this same complaint a few weeks back! No solutions yet, though.
Are you using the Amiga version? From what I hear, this problem doesn't
appear on the PC version.

Also, have you tried Motion Blur yet? Tell me if it works for you. =)

See ya,
Roger

On Thu, 23 Nov 1995, Dave Hardenbrook wrote:

> I've been having a problem with blobs...every time I try to render a blobs
> object in the Detail editor I get a requester that says: "Encountered an error
> in gimmeBiggerObj - trying to clean up"; and if I click "OK", the requester
> just pops back, and in the end I have to reboot. Has anyone else encountered
> this nasty message or now how to deal with it?
>
> -- Dave
>
>

Thread 716

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1.654 MSG-651 Subject: Re: Altitude map animation HELP

Subject: Re: Altitude map animation HELP
Date: Thursday, 23 November 1995 17:16:47
From: RobSampson@aol.com

In a message dated 95-11-22 23:20:49 EST, you write:

>I am having some trouble with animating an object with an altitude mapping
>brush. The objects colors flicker at all the edges in the brush.
>
>I am using Imagine 3.0 PC
>
>Thanks
>

>mikael@pip.dknet.dk

If your using Imagine to put the animation together, try using DTA or Dave's Targa Animator. You can find it most anywhere, it's a shareware program and it will probably help you out.

Bob.....

Thread 813

--> RETURN TO CONTENTS!<==

1.655 MSG-652 Subject: Re: 3.0 for free? Don't think so but...

Subject: Re: 3.0 for free? Don't think so but...

Date: Thursday, 23 November 1995 18:47:04

From: dunc <dunc@eraser.demon.co.uk>

PS> I don't know - I originally tried to upgrade using the Amiga
PS> Format coupons to v3.0 Amiga, but got several letters telling me they
PS> couldn't do it because they'd made a hash of it.

Yeah they gave away 2.0 on the cover then said you can upgrade for 75 then after you sent off your money they sent back a letter saying they forgot the VAT and it would cost 95 Or something very similar Then you waited for along time and got 2.9 ;-)

--

PS> The PC version is free on the coverdisk of Computer Art, but I
PS> don't know if they'll do it for the Amiga (assuming that's the one you
PS> want), but if it's going to go like version 2.0, it might just happen -
PS> after all if they hadn't put 2.0 on Amiga Format, how many fewer people
PS> would have bought 3.0 and consequently joined the upgrade scheme.....

Alot of UK software retailers will upgrade you to Imagine 3 from *ANY* 3D package for a certain amount (might be around 100) So if you got Sculpt 4dJNR from Amiga format years ago (Those were the days) You can use that to get Imagine 3 -Although saying that It only costs a bit more to buy outright in the UK

Giving it away free -I look forward to all the new people joining and asking Why doesnt this work and this should work but

Not to mention the amount of unregistered users on the IML ;-)

--

Duncan

Thread 582

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1.656 MSG-653 Subject: Re: Orchid Kelvin 64 won't display.

Subject: Re: Orchid Kelvin 64 won't display.

Date: Thursday, 23 November 1995 19:16:26

From: Chris Hall <Chris.Hall@dial.pipex.com>

At 11:47 AM 11/19/95 +0000, you wrote:

>
>Hi all.
>I recently upgraded my VLB graphics card from a Cirrus Logic 5426 to a
>VLB Orchid Kelvin64 - 2meg dram, and the display in Imagine (3.3) won't
>do anything except screwed-up lines. This only happens when displaying
>the final render, the greyscale view while rendering is ok. The actual
>GUI is fine too - I use 800x600, but I can't work like this at all, so
>any help would be greatfully received.
>Btw, I was using Univesa.exe before with the Cirrus, and that makes no
>difference to the results (except 640x480 is the only screen mode
>available without it).
>
>I look forward eagerly to your replies (pleeeeee). ;-)
>
>Paul.

Hi.

The only thing I can think of is that the card is set to a to high refresh rate and the monitor can't handle it. I get this when I change mine to above 60Hz for 800x600 mode. The picture just seem to line across the screen. If you can check the monitor manual and see the maximum refresh rates it can take and then set them on the card.

Hope this helps.

Chris Hall.

```
|-----|\
| You have been spoken to by Chris Hall      ||
| A very tall and generally nice bloke from Great Briton ||
|                                             ||
| E- mail me at : Chris.Hall@dial.pipex.com  ||
| Visit Web Shack at :                      ||
|      http://dspace.dial.pipex.com/town/square/fy24 ||
|                                             ||
| Today's lucky lottery numbers are :-      ||
|              30 03 18 46 25 43           ||
|-----|\
\-----\
```

Thread 45

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1.657 MSG-654 Subject: Free Imagine v.3.0

Subject: Free Imagine v.3.0
Date: Thursday, 23 November 1995 19:33:29
From: Angelo Casalini <sat00a36@ns1.sat.it>

Hi Imagineers!

Anyone know where to buy the magazine with free Imagine CD in Italy?

If possible, show me the way to order it directly in UK.

Thanks.
Angelo

Angelo Casalini	Undergraduate in Dentistry
Internet: sat00a36@pt.sat.it	Parma University (http://www.unipr.it/)
Fidonet: 2:332/801	Copyright (c) 1995 by Casalini Angelo

Not tonight Dear...I have a modem!

Thread 599

--> RETURN TO CONTENTS!<==

1.658 MSG-655 Subject: Blob-Modeling ?!

Subject: Blob-Modeling ?!
Date: Thursday, 23 November 1995 22:18:48
From: lund@hoa.ping.dk (Anders Lundholm)

Just got Im4.0 for the Amiga (Denmark). No trouble what so ever with Impulse!. I've played around with them metaballs, and find them rather cool. However, the limitation concerning an blob-mesh's complexity seems quite annoying!.

And btw, what could we use Metaballs for ?! .. Mostly for surrealtic

Images, but what about photorealistic modeling ?! ..

With Regards

- Anders Lundholm . Alien Workshop . Computer Graphics -

-- Via Xenolink 1.97, XenolinkUUCP 1.1

Thread 786

--> RETURN TO CONTENTS!<==

1.659 MSG-656 Subject: Re: Blob-Modeling ?!

Subject: Re: Blob-Modeling ?!

Date: Thursday, 23 November 1995 22:23:59

From: Charles Blaquiere <blaq@io.org>

> From: Douglas Smith </PN=Douglas.DEF.Smith/OU=Aerodynamics \$/
>
> How well do blobs texture ?
>
> What happens when you try to lock a texture to a blobby state ?
>
> I can't see how this could possibly work. The surface has to be
> calculated depending on where the blob generators are, and it's going to
> change numbers of polygons etc throughout an animation, how can a locked
> texture manage this.
>
> Has anyone given this a go ?

From what I've been told, you can use blob objects in two different ways.

1) You generate the skinned object in the Detail editor, and you now have a wonderfully smooth standard Imagine object, which you can texture at will. You can then add bones to it, deform it into different states, and animate the whole lot.

2) You can create states using just the group of primitive spheres that make up the blob skeleton, without generating the mesh first. When such an object is brought into an animation, Imagine will generate the mesh dynamically, at every frame. This means that you can animate blobs merging into and away from each other, like the purple Klingon blood floating in zero-g in "Star Trek VI: The Undiscovered Country". I have a hunch that such an object can't have locked textures, since the number of polygons will be different in every frame and state, so there's no one-to-one reference that Imagine can use when looking up the Lockstate information.

I haven't tried blobs much. Any errors are entirely my fault; just call

me a premature educator. *%^S

Thread 209

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1.660 MSG-657 Subject: All sorts of things.

Subject: All sorts of things.
Date: Thursday, 23 November 1995 22:27:03
From: lund@hoa.ping.dk (Anders Lundholm)

Letter from Anders Lundholm to "kelly R. Brock" Written 22 Nov 95 At 04:28:04
O'clock

Hi kelly ...

kRB> Number two: I'm still looking for a breakdown on the
kRB> differences between V4 and V3. I quit at V3 and went
kRB> elsewhere, is there any reason to come back?

Do I have a head shaped like an amusing icecube ?!

- If you want to play with blobs, realtime texturerendering, motionblur,
softshadows I guess you /could/ try it! :)

With Regards

- Anders Lundholm . Alien Workshop . Computer Graphics -

-- Via Xenolink 1.97, XenolinkUUCP 1.1

Thread 679

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1.661 MSG-658 Subject: Re: Credit card object

Subject: Re: Credit card object
Date: Thursday, 23 November 1995 22:39:14
From: sgiff@airmail.net (Stephen Gifford)

>> I took a look at your credit card jpg. Very nice.

>
>Ditto.

>(It really is a very neat credit card).
>
Could someone please send me the Credit Card pic. The encoded version I recieved did not decode properly. No need to encode it, if you have Mime. Just send it.

s.g.>

Thread 695

--> RETURN TO CONTENTS!<==

1.662 MSG-659 Subject: Re: Toy Story

Subject: Re: Toy Story

Date: Thursday, 23 November 1995 22:47:10
From: sgiff@airmail.net (Stephen Gifford)

>Hi Imagineers, well I just got back from seeing Toy Story, and all I can
>say is "WOW!", the amount of detail in the movie is incredible! Before
>seeing it I thought it would be one of those "simple&clean" animation
>movies, but it turns out that they have given attention to any little
>detail you could imagine. Some of the characters even have hair (which
>actually moves!). The lighting and character movements are
>unbelievable, lots of Soft Shadows. All I can say is go see it!

Look, I'm sure that the movie is a wonderful piece of 3D work and I will probably see it sooner or later. From the commercials I have seen everything looks kind of plastic and that really turns me off. Has anyone else had the same experience?

Hope everyone has a nice Thanksgiving weekend. The Cowboys kicked some ass so I am happy.

Stephen

Thread 720

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1.663 MSG-660 Subject: Getting into the biz..

Subject: Getting into the biz..
Date: Thursday, 23 November 1995 22:53:56
From: Charles Blaquiere <blaq@io.org>

Lynda,

welcome to the IML! Always nice to see a new face, especially when they ask such a great question.

I went back into my archive of CompuServe messages and pulled out some relevant discussions. I hope you, and the rest of the gang, find them interesting.

#: 91950 S3/NewTek
05-Oct-94 14:19:50
Sb: #Pricing Our Wares
Fm: Sean Hannon 74743,1316

Thread 595

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1.664 MSG-661 Subject: Re: Toy Story

Subject: Re: Toy Story
Date: Thursday, 23 November 1995 22:55:41
From: sgiff@airmail.net (Stephen Gifford)

>
> Yes.. thumbs up to Pixar. Wish I could of stayed on the West Coast a
> few years back.. I always wanted to work for those guys..
>
> It is easily the highest mark set on the animation ladder. The world
> is wide open for anything now.
>
> Bill
>
>
> PS: It is definately NOT a G film though! ;'> wonderful script!
>
> Isn't Pixar billing this as the first computer animated movie. I thought
> Tim Burton's piece The Night Before Christmas was.

s.g.

Thread 663

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1.665 MSG-662 Subject: Brightness tricking lightsources!

Subject: Brightness tricking lightsources!
Date: Thursday, 23 November 1995 23:07:01
From: lund@hoa.ping.dk (Anders Lundholm)

Here's a tip I came on when trying to get a decent lighting setup in my current CocaCola Scenario!

Using a small amount of Brightness on most of your objects in your scene can help 'Black' shadows to appear a whole lot more realistic. Before, I mostly got a few 'All Black' areas from the shadowing lightsources. One way to avoid this could be adding a lot of lightsources to your scene, which just would increase rendering.

- Just try to put adding 20 - 35 to the brightness on the darkest objects! A kind of radiosity-effect!

- but remember, too much will make your renderings look like 3D-Studio <yuck> .. Plastic-rendering! :)

With Regards

- Anders Lundholm . Alien Workshop . Computer Graphics -

-- Via Xenolink 1.97, XenolinkUUCP 1.1

Thread 700

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1.666 MSG-663 Subject: Re: Toy Story

Subject: Re: Toy Story
Date: Thursday, 23 November 1995 23:40:29
From: das@deneb.csustan.edu (David Alan Steiger)

Nightmare Before Christmas was traditional stop-motion. It may have had

computers to handle the camera work, or the puppet motion. As far as I know, no CG. It would have shown at the Electronic Theater at SIGGRAPH, *the* computer graphics organization, and *the* cg forum for the hottest stuff.

Thread 670

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1.667 MSG-664 Subject: Re: All sorts of things.

Subject: Re: All sorts of things.

Date: Friday, 24 November 1995 00:01:17

From: gbeeton@eagle.wbm.ca (Gary Beeton)

> With the exception of the blobs/metaballs what's new? I can find a
> blobby modeller on the internet for free that outputs to various formats,
> anything else? Has the interface changed, is mapping still controlled by
> axis' or is it done with representative objects ect.... I'm not trying to b
> a jerk, I just want to find out what is new and where the improvements have
> been made.

Here's an extract from the readme file that came with 4.0 for the Amiga.

--
Gary Beeton - gbeeton@eagle.wbm.ca
--

Imagine ReadMe Documentation

=====
Imagine 4.0 Installation

Rev 1.0 10-15-95 S.Kirvan
Copyright 1995 Impulse Inc., Mpls, MN 55444

>...

Features Added or Improved Since the Manual was Printed

=====
These features are all explained in the file "manual.txt."

New in Version 3.1

1. Added an "About" Box.
2. Extended "States" to include object attributes.

3. Impoved and Extended DXF loading and saving.
4. Added FLC and ANIM global brush and backdrop support.
5. Added FLC and ANIM brush support.
6. Added ability to view Stills and Animations from within Imagine.
7. Added Field Rendering.
8. Added access to object attributs from Stage Editor.
9. Added perspective viewing from objects and lights to Stage Editor.
10. Added "Smart Bones" to speed up subgroup assignment in objects.

New in Version 3.2

11. Added support for Hi-Res graphics workspace.
12. Added support for 256 color graphics workspace.
13. Added "Quick Attributes."
14. Added "Set/Fill Edge Line" for stitching object together.
15. Added "Pick More" to aid in picking face groups.
16. Added "Hide Unpicked", "Unhide All", "Unhide Subgroup".
17. Added "Smooth Edge Line" for object smoothing.
18. Added Backdrops in editors for rotoscoping and persp matching.
19. Added Fracture in Object mode to anti-laticize an object.
20. Added "Scrub" bar to animation preview controls.

New in Version 3.3

21. Added Smooth fracture.
22. Added Variable Brightness to object attributes.
23. Moved Randomize Colors to function menu.
24. Added Mix/Morph control for intensity on ALL textures and brushes.
25. Added Specular Mapping.
26. Added Hardness Mapping.
27. Added Shininess Mapping.
28. Added Brightness Mapping.
29. Added Fog Length Mapping.
30. Added Index Of Refraction Mapping.
31. Added Ambient Light Mapping.
32. Added Roughness Mapping.
33. Added Previous/Next buttons for traversing texture list quickly.
34. Added Browse buttons to texture and brush requesters.
35. Added 256 Color real-time texture preview.
36. Added 256 color color pickers in texture requester.
37. View Brush added to previewing brushes.
38. QuickRender access directly from all attrib/txtr requesters.
39. User defined Texture/brush labels added for clarifying texture list.

40. "Dup" Added to attrib req for copying textures/brushes.
41. "Drop" Added to attrib req for dropping textures/brushes quickly.
42. "Disable/Enable" button added for turning textures on/off.
43. Interactive point-and-click support added to text in texture list.
44. Real time previewing of renders as they happen in 256 col displays.
45. Support for unfinished FLC's added.
47. Default object attributes added to preferences.
48. Shaded View Edge drawing control added to Prefs (PC only).
49. Replaced "Reflection Mapping" with "Environment Mapping."
50. Added preferences option for startup editor.
51. Added preferences option to set number of points in CSG sphere.

New in Version 4.0

52. Soft Shadows added to detail editor shadow casting light sources.
 53. Motion Blur in Project Images.
-

- 54. Blob Modelling with both faceted and animatable soft object output.
- 55. Cascade Object Heirarchy Grouping.
- 56. Delete File in the Detail Editor for deleting temporary work files.
- 57. Stage Effects in Detail Editor.
- 58. Smoothing Tool for smoothing objects.
- 59. Auto-Load Backdrop Images in Stage (for rotoscoping).
- 60. Automatic Picking of Pasted Objects in Detail Editor.
- 61. Improved Imagine's Starfield.

Thread 633

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1.668 **MSG-665 Subject: Re: High End 3D Software**

Subject: Re: High End 3D Software
 Date: Friday, 24 November 1995 00:14:03
 From: Dylan Neill <dylann@pcug.org.au>

 On Wed, 22 Nov 1995, C and/or A Sullivan wrote:

> Are Alias Research and Wavefront Technologies the same company?

They are now :)

```

  | \ / |
  |  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/ |
  |_____|
  
```

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1.669 **MSG-666 Subject: Re: Toy Story**

Subject: Re: Toy Story
 Date: Friday, 24 November 1995 00:26:58
 From: Roger Straub <straub@csn.net>

A Nightmare Before Christmas was all claymation, stop-motion photography. The only computer work was some compositing and MAYBE some image alteration. For the most part, though, it was all done the old-fashioned way. =)

See ya,
Roger

On Thu, 23 Nov 1995, Stephen Gifford wrote:
> Isn't Pixar billing this as the first computer animated movie. I thought
> Tim Burton's piece The Night Before Christmas was.
>
>
> s.g.
>
>

Thread 669

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1.670 MSG-667 Subject: Re: Anti-aliasing

Subject: Re: Anti-aliasing
Date: Friday, 24 November 1995 01:55:43
From: RobSampson@aol.com

In a message dated 95-11-23 14:13:19 EST, you write:

>I haven't tried motion blur yet. It's pathetic what these wonderful
>features can do to a wimpy computer like a P90 <g>.
>
>Michael

Your not kidding. Motion blur is actually not that bad, but motion blur with 4 shredder effects in the scene is a killer and my P90 seems like a pathetic little machine when it's chugging through all of it:) Raytracing would be totally out. Would be nice to have shadows in scanline:)

Bob.....

Thread 528

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1.671 MSG-668 Subject: RE: Free imagine ...

Subject: RE: Free imagine ...
Date: Friday, 24 November 1995 04:01:13
From: "Kelly R. Brock" <kerby@primenet.com>

Howdy,

>>On Tue, 21 Nov 1995 09:50:48 -0500 (EST) Steve NACAD::Sherman LKG2-A/R5
>pole AA2 DTN 226-6992 wrote:
>>>Now, what I *really* want to be able to do is show and fix normals on
>>>faces! I've already suggested this to Impulse. But, assuming I won't
>>>get this feature anytime soon, does anyone know of any other cheap tools
>>>for PCs to detect and fix normals? Thanks!

>> I seem to remember a disucussion on CSERVE on this subject. As I recall
>it was stated
>>that Imagine did not make use of surface normals in the same fashion as
>other renderers, and so
>
>Correct. Surface normals are relevant when dealing with single sided
>polygons, while Imagine uses double sided polygons. However, converting
>objects to packages such as Lightwave which do allow single sided ones can
>cause problems. Turn on double-sided in the target software to get around
>this.
>
>Perhaps Steve, you could tell us what the problem is that leads to the
>request. I'd be curious.

Both 3DS and Imagine suffer from this problem, you could try using a
program called PolyForm on the PC to do this. (Don't know the actual price
but it's probably in the hundred dollar range, it's basically a PC port of
Pixel Pro 2.) There is an autoflip polygons command that should help you
out, it's not perfect but it reduces a good portion of the work. Other wise
you could find someone with Lightwave and have them do a unify normals on
the object, this does much the same thing. Once either of these are done
then you'll need to check if the entire surface is in the proper orientation
and if not just reverse the normals. I got a lot of practice in this when
the game company I worked for went over to Lightwave from 3DS, if you have
any questions let me know.

Cya,

K Brock

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1.672 MSG-669 Subject: Re: Toy Story

Subject: Re: Toy Story
Date: Friday, 24 November 1995 04:09:52
From: "Kelly R. Brock" <kerby@primenet.com>

Howdy,

>Look, I'm sure that the movie is a wonderful piece of 3D work and I will
>probably see it sooner or later. From the commercials I have seen
>everything looks kind of plastic and that really turns me off. Has anyone
>else had the same experience?

Well, um, err? Aren't they supposed to be toys, made out of plastic
you know? Not all of them but most at least.

Cya,

K. Brock

Thread 661

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1.673 MSG-670 Subject: Re: Toy Story

Subject: Re: Toy Story
Date: Friday, 24 November 1995 06:39:01
From: "Anime a day..." <b7655@hopi.dtcc.edu>

On Thu, 23 Nov 1995, Stephen Gifford wrote:

> >
> Isn't Pixar billing this as the first computer animated movie. I thought
> Tim Burton's piece The Night Before Christmas was.
>

Toy Story is 100% all computer generated. I am pretty sure Nightmare
Before Christmas had many stop motion models to go with any 3D they might
of used.

Bill

Thread 683

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1.674 MSG-671 Subject: Re: PAR PC

Subject: Re: PAR PC

Date: Friday, 24 November 1995 07:05:43

From: Bill Boyce <bilboyce@iconz.co.nz>

At 11:00 AM 21/11/95 -0600, you wrote:

>>>Yes, a logical idea, but Impulse has said that they anti-alias both
>>>horizontally and vertically, which means you still need all the
>>>scanlines, in order to properly anti-alias the (odd/even) set for that
>>>particular field.

>>>

>>In that case it would seem to me the best way to handle fields it to render
>>the entire picture as one pic with anti-alias and then separate it into to
>>fields. That way it wouldn't have to render each pic twice.

>

>That would kind of defeat the purpose for field-rendering, don't you
>think? Field-rendering allows you to do incremental movement between
>fields to make the animation smoother. In order to do anti-aliasing,
>the fields cannot have any movement between them.

>

Field rendering works by showing 50 (60 NTSC) images per second, rather than
25 (30/29.97). So Imagine should be rendering two independant images at half
the normal vertical resolution, then interleaving them. This should give an
acceptable result.

Has anyone checked the initial claim of doubled rendering times? From memory
I didn't notice THAT much of an increase in rendering speed when I used
field rendering. There is an increase attributable to initialising twice,
which on a simple scene could amount to double. In fact Im sure of it, because
I just finished a big project, and I used field rendering. I would certainly
notice my frames taking forty minutes instead of twenty.

Bill Boyce

Thread 293

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1.675 MSG-672 Subject: RE: Free imagine ...

Subject: RE: Free imagine ...
Date: Friday, 24 November 1995 07:05:47
From: Bill Boyce <bilboyce@iconz.co.nz>

At 12:05 PM 21/11/95 PST, you wrote:

>
>On Tue, 21 Nov 1995 09:50:48 -0500 (EST) Steve NACAD::Sherman LKG2-A/R5
>pole AA2 DTN 226-6992 wrote:
>>Now, what I *really* want to be able to do is show and fix normals on
>>faces! I've already suggested this to Impulse. But, assuming I won't
>>get this feature anytime soon, does anyone know of any other cheap tools
>>for PCs to detect and fix normals? Thanks!
>>
>>Steve
>
>Steve,
>
> I seem to remember a disucussion on CSERVE on this subject. As I recall
it was stated
>that Imagine did not make use of surface normals in the same fashion as
other renderers, and so

Correct. Surface normals are relevant when dealing with single sided
polygons, while Imagine uses double sided polygons. However, converting
objects to packages such as Lightwave which do allow single sided ones can
cause problems. Turn on double-sided in the target software to get around
this.

Perhaps Steve, you could tell us what the problem is that leads to the
request. I'd be curious.

Bill Boyce

Thread 540

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1.676 MSG-673 Subject: Re: 4.0 - Great Intro pic!

Subject: Re: 4.0 - Great Intro pic!
Date: Friday, 24 November 1995 07:05:52
From: Bill Boyce <bilboyce@iconz.co.nz>

>On Fri, 17 Nov 1995, Gary Beeton - SED Systems wrote:
>> But, how do I get Imagine to show the pic when it starts up. 4.0 on
>> my Amiga comes up in the project editor when I launch it. There is a

>> preference setting which lets you select which editor Imagine starts
>> up in (project, detail, spline, etc.), but I can't seem to get the
>> Imagine.pic to come up (and, yes, I have the path to Imagine.pic set
>> correctly).

> It's a shame that I have to drop 256 color mode to view the start-up

You're right - it's not an ideal solution. Attack it from the other end.
Try converting the picture to 256 colours...

Bill Boyce

....which doesn't work - lucky my server wasn't accepting mail today. For
once I got to correct my post! I tried converting the file to 256
colours, but it didn't even try to load. I suspect if you start
imagine in 256 colour (AGA) mode it doesn't even bother to try to
load the pic.

By the way, if you want to play with it (the picture!) the only thing
which would load it was Opalpaint. ADPro and DPaint spat the dummy.

Go figure.

Bill

Thread 457

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1.677 MSG-674 Subject: Re: Anybody know how to fix bad chunk size, etc.

Subject: Re: Anybody know how to fix bad chunk size, etc.
Date: Friday, 24 November 1995 07:05:57
From: Bill Boyce <bilboyce@iconz.co.nz>

>> On Tue, 21 Nov 1995, Ted Stethem wrote:

>>

>> > Imagine has an undocumented limit to the number of edges allowed for an
>> > object which results in the bad chunk size error message. Same for

>The following is pure guesswork.

>

>When the original TDDD format was created they used 16 bit signed
>integers for the count on points, edges, and faces. This limited the
>number of points, edges, and faces to -32768 to +32767 points, edges, and
>faces. Since there is nothing like negative points when Imagine attempts
>to load in objects with more than 32767 points, edges, and faces Imagine
>chokes on lthe extra objects.

Bingo, I'd say. The limit is indeed 32000-odd edges, points or faces. For what

are no doubt geometric reasons my brain refuses to go into at this stage, edges is usually the wall you run into first.

Thread 2

--> RETURN TO CONTENTS!<==

1.678 MSG-675 Subject: Re: Getting into the biz..

Subject: Re: Getting into the biz..

Date: Friday, 24 November 1995 07:06:03

From: Bill Boyce <bilboyce@iconz.co.nz>

At 11:24 AM 22/11/95 -0600, you wrote:

>
>I've been playing with Imagine since it's 1.1 days and although I can't
>say I've truly mastered the program I would like to take a dip into the
>pond so to speak and try to make some money with it. Are there any
>informational resources on this subject? Anyone have any practical or
>inspirational advice regarding this? Should I make a demo-reel and hand
>it out to whomever I please?
>
> Thanks in advance!

A good demo reel is (almost) essential, and the first place to start. I say almost because I've been self employed full time doing graphics for over 2 years now and still haven't found time to do one, nor needed to - though it's top of my list. I have the good fortune to have several excellent contacts in 'the biz', so have relied on word of mouth. Rather than handing out video tapes left, right and center, have a good full-colour business card made, and make sure it has 'ask for our demo reel' or words to that effect, on it. These can be produced quite cheaply now, and can and should be given to all and sundry. By all means hand out the actual reel to people who will be your clients.

For the actual reel, go for variety. Don't have too much of a particular type of animation on it - one of each of your best will do - and have a strong (copyright clear!) music track underneath them. Never underestimate the impact of a good audio track! If you can find someone you know in the industry to critique it for you, I think you'd find it very helpful. Get used to having to change things when asked now! It can be painful changing something you think is great, to suit the client, but it's just got to be done!!

Phew, what a ramble. Hope this is helpful to someone!

Bill Boyce

Thread 614

--> RETURN TO CONTENTS!<==

1.679 MSG-676 Subject: Re: Altitude map animation HELP

Subject: Re: Altitude map animation HELP
Date: Friday, 24 November 1995 07:06:08
From: Bill Boyce <bilboyce@iconz.co.nz>

At 02:49 AM 23/11/95 PST, you wrote:

>I am having some trouble with animating an object with an altitude mapping
>brush. The objects colors flicker at all the edges in the brush.

>

>I am using Imagine 3.0 PC

>

Do you mean the edges where there is an altitude change, or the square outline of the brush?

If it's the first, soften (blur) your image map in an image processor, and/or up the anti-aliasing settings. The transitions in altitude are too fine.

If it's the later, welcome to a long-time bug in Imagine :(Make sure the edges of you brush are at 0 ie black ie flat.

Bill Boyce

Thread 651

--> RETURN TO CONTENTS!<==

1.680 MSG-677 Subject: Re: Blob-Modeling ?!

Subject: Re: Blob-Modeling ?!
Date: Friday, 24 November 1995 07:06:13
From: Bill Boyce <bilboyce@iconz.co.nz>

At 11:18 PM 23/11/95 +0100, you wrote:

>

> Just got Im4.0 for the Amiga (Denmark). No trouble what so ever with
>Impulse!. I've played around with them metaballs, and find them rather
>cool. However, the limitation concerning an blob-mesh's complexity seems

>quite annoying!.

>

> And btw, what could we use Metaballs for ?! .. Mostly for surrealtic
>Images, but what about photorealistic modeling ?! ..

>

Think : liquids (fountains, water falls, melted T2's, Mexican currency),
organic objects (hands, cows, dinosaurs, fast cars, slow women), silly
putty (on the desk next to me, if you must know) etc etc etc.

Anything you wouldn't want to make out of lego, basically.

Bill Boyce

And I wish I had time to install V4 on my Amiga. It's sat on the desk next
to the computer for two days while I finished a job for a client.
Whaaah!

Thread 656

--> RETURN TO CONTENTS!<==

1.681 MSG-678 Subject: Re: 3.0 to 4.0. What's New

Subject: Re: 3.0 to 4.0. What's New

Date: Friday, 24 November 1995 07:06:18

From: Bill Boyce <bilboyce@iconz.co.nz>

Given the interest in what's new, heres a list of the changes from
3.0 to 4.0 (again!) Could this go in the FAQ, perchance?
hope nobody minds, it's kinda long.

We've come a long way!!

Features Added or Improved Since the Manual was Printed

=====

New in Version 3.1

1. Added an "About" Box.
2. Extended "States" to include object attributes.
3. Improved and Extended DXF loading and saving.
4. Added FLC and ANIM global brush and backdrop support.
5. Added FLC and ANIM brush support.
6. Added ability to view Stills and Animations from within Imagine.
7. Added Field Rendering.
8. Added access to object attributes from Stage Editor.
9. Added perspective viewing from objects and lights to Stage Editor.
10. Added "Smart Bones" to speed up subgroup assignment in objects.

New in Version 3.2

11. Added support for Hi-Res graphics workspace.
12. Added support for 256 color graphics workspace.
13. Added "Quick Attributes."
14. Added "Set/Fill Edge Line" for stitching object together.
15. Added "Pick More" to aid in picking face groups.
16. Added "Hide Unpicked", "Unhide All", "Unhide Subgroup".
17. Added "Smooth Edge Line" for object smoothing.
18. Added Backdrops in editors for rotoscoping and persp matching.
19. Added Fracture in Object mode to anti-laticize an object.
20. Added "Scrub" bar to animation preview controls.

New in Version 3.3

21. Added Smooth fracture.
22. Added Variable Brightness to object attributes.
23. Moved Randomize Colors to function menu.
24. Added Mix/Morph control for intensity on ALL textures and brushes.
25. Added Specular Mapping.
26. Added Hardness Mapping.
27. Added Shininess Mapping.
28. Added Brightness Mapping.
29. Added Fog Length Mapping.
30. Added Index Of Refraction Mapping.
31. Added Ambient Light Mapping.
32. Added Roughness Mapping.
33. Added Previous/Next buttons for traversing texture list quickly.
34. Added Browse buttons to texture and brush requesters.
35. Added 256 Color real-time texture preview.
36. Added 256 color color pickers in texture requester.
37. View Brush added to previewing brushes.
38. QuickRender access directly from all attrib/txtr requesters.
39. User defined Texture/brush labels added for clarifying texture list.

40. "Dup" Added to attrib req for copying textures/brushes.
41. "Drop" Added to attrib req for dropping textures/brushes quickly.
42. "Disable/Enable" button added for turning textures on/off.
43. Interactive point-and-click support added to text in texture list.
44. Real time previewing of renders as they happen in 256 col displays.
45. Support for unfinished FLC's added.
47. Default object attributes added to preferences.
48. Shaded View Edge drawing control added to Prefs (PC only).
49. Replaced "Reflection Mapping" with "Environment Mapping."
50. Added preferences option for startup editor.
51. Added preferences option to set number of points in CSG sphere.

New Features in 4.0

52. Soft Shadows added to detail editor shadow light sources.
 53. Motion Blur in Project Images.
 54. Blob Modelling with both faceted and animatable soft object output.
 55. Cascade Object Heirarchy Grouping.
"Cascade Group"groups objects, one to the next, in the order that they were picked.
 56. Delete File in the Detail Editor for deleting temporary work files.
 57. Stage Effects in Detail Editor.
This lets you load an FX module and apply it to an object in
-

the detail editor.
58. Smoothing Tool for smoothing objects.
This is amazing. If you haven't used it yet people, do it!!
59. Auto-Load Backdrop Images in Stage (for rotoscoping).
60. Automatic Picking of Pasted Objects in Detail Editor.
61. Improved Imagine's Starfield. (colours vary - big improvement!)

Thread 64

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1.682 MSG-679 Subject: Re: All sorts of things.

Subject: Re: All sorts of things.
Date: Friday, 24 November 1995 07:06:25
From: Bill Boyce <bilboyce@iconz.co.nz>

> With the exception of the blobs/metaballs what's new? I can find a
>blobby modeller on the internet for free that outputs to various formats,
>anything else? Has the interface changed, is mapping still controlled by
>axis' or is it done with representative objects ect.... I'm not trying to be
>a jerk, I just want to find out what is new and where the improvements have
>been made.

>
> Cya,
>
> K Brock

But will it let you animate the source objects (not the mesh) in stage and
detail??? Probably not. See the list I put up of other additions. Blobs and
object smoothing alone make it worthwhile.

Thread 664

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1.683 MSG-680 Subject: Imagine registration???

Subject: Imagine registration???
Date: Friday, 24 November 1995 07:25:17
From: Gabriele Scibilia <minix5@disi.unige.it>

Hi fellows,

>> I have Imagine 2.0 Amiga, unregistered for a (possibly) unique reason:
>> I purchased the original disks, along with those for PageStream 2.2,
>> Lattice C 5.02, and several other fairly expensive packages, from an
>> associate (also A customer of my security business) for about \$150, due
>> to the fact that his apartment burned up, with original
>> disks and other important/valuable items in a fire safe. No docs, no
>> packages, no Amiga, no use to him.

>

>If that's the case, he could've written you a transfer of ownership
>letter, which you could've mailed to the relevant software companies.
>Most of them would have agreed to transfer the registration from your
>friend's name to yours. It's still not too late to do this, you know.

I got Im3.3 second hand, how should I register it? Any1 faxed Impulse Inc
. a
"transfer ownership letter"? How?

*** cc to minix5@disi.unige.it please!

Thread 697

--> RETURN TO CONTENTS!<--

1.684 MSG-681 Subject: Re: Toy Story

Subject: Re: Toy Story

Date: Friday, 24 November 1995 07:29:03

From: Bill Boyce <bilboyce@iconz.co.nz>

At 10:55 PM 23/11/95 -0600, you wrote:

>>

>> It is easily the highest mark set on the animation ladder. The world
>>is wide open for anything now.

>>

>Isn't Pixar billing this as the first computer animated movie. I thought
>Tim Burton's piece The Night Before Christmas was.

>

>

>s.g.

>

T.N.B.Xmas was generated using 'puppets' and stop motion photography, and
was almost certainly recorded using computer control and previewing,
whereas Toy Story is fully computer-rendered animation.

BB

Thread 659

--> RETURN TO CONTENTS!<==

1.685 MSG-682 Subject: Re: Brightness tricking lightsources!

Subject: Re: Brightness tricking lightsources!
Date: Friday, 24 November 1995 07:32:58
From: Bill Boyce <bilboyce@iconz.co.nz>

At 12:07 AM 24/11/95 +0100, you wrote:

>
> Here's a tip I came on when trying to get a decent lighting setup in my
>current CocaCola Scenario!
>
> Using a small amount of Brightness on most of your objects in your scene
>can help 'Black' shadows to appear a whole lot more realistic. Before, I
>mostly got a few 'All Black' areas from the shadowing lightsources. One way
>to avoid this could be adding a lot of lightsources to your scene, which
>just would increase rendering.
>- Just try to put adding 20 - 35 to the brightness on the darkest objects!
>A kind of radiosity-effect!

Er, isn't this what ambient lighting in the Globals Bar is for? Or are you getting a different effect? Are shadows black regardless of ambient level?

BB

Thread 758

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1.686 MSG-683 Subject: Re: Toy Story

Subject: Re: Toy Story
Date: Friday, 24 November 1995 07:36:24
From: "Anime a day..." <b7655@hopi.dtcc.edu>

On Thu, 23 Nov 1995, Stephen Gifford wrote:

> Look, I'm sure that the movie is a wonderful piece of 3D work and I will
> probably see it sooner or later. From the commercials I have seen
> everything looks kind of plastic and that really turns me off. Has anyone
> else had the same experience?
>

They are toys you know... and what are toys made of???? There is
a lot of detail on other objects too. Everything is mostly bright in the
picture.. so that illusion will tend to give most things that shiny look.

Bill

Thread 693

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1.687 MSG-684 Subject: Re: Blobs problem

Subject: Re: Blobs problem
Date: Friday, 24 November 1995 07:43:15
From: Bill Boyce <bilboyce@iconz.co.nz>

At 01:34 PM 23/11/95 -0500, you wrote:

>I've been having a problem with blobs...every time I try to render a blobs
>object in the Detail editor I get a requester that says: "Encountered an error
>in gimmeBiggerObj - trying to clean up"; and if I click "OK", the requester
>just pops back, and in the end I have to reboot. Has anyone else encountered
>this nasty message or now how to deal with it?
>

>

> -- Dave

Haven't run into this one yet, having stuck to small meshes while I
experiment, but I'd say that this is happening when the mesh exceeds
32000+ edges/points/faces at which point Imagine creates a new separate
object (creating a jagged edge in your object). It sounds like the subroutine
Imagine calls (GimmeBiggerObj) has a bug.

To test this, create a mesh and see how many edges (usually run out of
edges first) it has, and up the complexity until the message appears. If
it's the 32768 (or around there) figure, bingo bango, you got yourself
a bug.

Answer - stick to lower density meshes.

BB

PS aren't blobs cool!

Thread 689

--> RETURN TO CONTENTS!<==

1.688 MSG-685 Subject: Re: Imagine 4.0 Amiga problems

Subject: Re: Imagine 4.0 Amiga problems

Date: Friday, 24 November 1995 07:45:40

From: Bill Boyce <bilboyce@iconz.co.nz>

At 01:51 PM 23/11/95 -0400, you wrote:

>I just installed Imagine 4.0 for the Amiga and I seem to be having a
>problem. When I loaded the Manual object and attempted to render it,
>I got an error message stating Error - cant load texture: textures\pebbled
>I know there shouldnt be a "\" in the pathname but how do I change it?
>And will the change be global or will I have to have the pathname of each
>and every file?

Go into attributes and acknowlege the 'can't find texture' requester, then change
the \ to a /

Click OK and when you go back into the texture, all will be hunky dory.

Unfortunately this will have to be done to all objects with this problem
by hand, individually, but it's not too hard.

BB

Thread 498

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1.689 MSG-686 Subject: Re: Power Imagine

Subject: Re: Power Imagine

Date: Friday, 24 November 1995 07:48:24

From: Bill Boyce <bilboyce@iconz.co.nz>

At 02:40 PM 23/11/95 -0700, you wrote:

>Consider it "fourthed," even though I only have a puny '030. =)

>
>See ya,
> Roger
>
>On Wed, 22 Nov 1995, Drift Dennis wrote:
>
>> >On Tue, 21 Nov 1995 gmartin@mv.us.adobe.com wrote:
>> >
>> >> >Subject: Power Imagine
>> >
>> >> Impulse, I will PAY YOU MORE MONEY HAPPILY if you recompiled for 040
or 060.
>> >
>> >I agree 100% with you.

Fifth'd!!

Please, Mike H.. How about this for a christmas pressie - we don't mind paying!!

BB

Thread 711

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1.690 MSG-687 Subject: Rendering times V4.0

Subject: Rendering times V4.0
Date: Friday, 24 November 1995 08:49:43
From: kit@vianet.net.au (Chris)

hey folks, got v4.0 last week. anyone else having problems with the rendering times?
for the same script and preferences settings version 3.3 outdoes version 4.0.

version 4.0 renders almost pixel by pixel (if you know what i mean)

God, i hope i'm not the only one.

thanks.....chris

Thread 713

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1.691 MSG-688 Subject: Re: Credit card object

Subject: Re: Credit card object
 Date: Friday, 24 November 1995 09:33:46
 From: Ernesto Poveda <a00448@eps.ua.es>

```

-----
: >> I took a look at your credit card jpg. Very nice.
: >
: >Ditto.
:
: >(It really is a very neat credit card).
: >
: Could someone please send me the Credit Card pic. The encoded version I
: recieved did not decode properly. No need to encode it, if you have Mime.
: Just send it.
:
: s.g.>

```

I received my jpg in two part and after decoding it i had a half well looking pic and half bad looking pic. Can anyone send it to me in one part, please? I want see that hologram :)

```

+-----+
| Film Quote:                                     \ | A530 882 50Mzh 120HD |
| 'There can be only one!' ~The Highlanders      | Imagine 4.0 User   |
|                                               | ...but...       |
| email: a00448@eps.ua.es  --> Ernesto Poveda Cortes | I am not a number :D |
+-----+

```

Thread 658

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1.692 MSG-689 Subject: Re: Blobs problem

Subject: Re: Blobs problem
 Date: Friday, 24 November 1995 09:40:36
 From: Ernesto Poveda <a00448@eps.ua.es>

```

-----
: I've been having a problem with blobs...every time I try to render a blobs
: object in the Detail editor I get a requester that says: "Encountered an
: error
: in gimmeBiggerObj - trying to clean up"; and if I click "OK", the requester
: just pops back, and in the end I have to reboot. Has anyone else encountered
: this nasty message or now how to deal with it?
:

```

: -- Dave
:

Hi Dave,

I own an Amiga and had the same problem. The cause and solution i found follows...

It seems to be a memory problem; when your object grows in complexity, the mesh it needs grows, and Imagine looks for the memory in one chunk.

The Solution(s):

- Before the requester appears, try to make the mesh density at 5 or 4, as it default to 8 when the parent blob is created.
- When the requester is on the screen, flip back to the Workbench and free some memory, I usually free the memory that i use for remaping the rom into Fast Ram 32bit, this gives me 512kb more. Then, return to Imagine and hit the OK button, and if you had freeing the memory that imagine is waiting for... the requester will dissapear. Save your object and continue your work or lower the mesh density or reduce the number of blobs or generate the mesh and work with it (seems that imagine uses less memory with meshes than with blobs :().

Hope this helps...

See ya.

```

+-----+
| Film Quote:                                \ | A530 882 50Mzh 120HD |
| 'There can be only one!' ~The Highlanders   | Imagine 4.0 User   |
|                                             | ...but...       |
| email: a00448@eps.ua.es --> Ernesto Poveda Cortes | I am not a number :D |
+-----+
    
```

Thread 707

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1.693 MSG-690 Subject: Re: Imagine 4.0 Amiga problems

Subject: Re: Imagine 4.0 Amiga problems
Date: Friday, 24 November 1995 09:43:00
From: Ernesto Poveda <a00448@eps.ua.es>

: I just installed Imagine 4.0 for the Amiga and I seem to be having a
: problem. When I loaded the Manual object and attempted to render it,
: I got an error message stating Error - cant load texture: textures\pebbled
: I know there shouldnt be a "\" in the pathname but how do I change it?
: And will the change be global or will I have to have the pathname of each
: and every file?

:
:
: Thanks
:
:
: Scott Corley

Hi Scott,

just click in the text gadget and change the '\ ' by a '/', exit the request by accepting and reenter it. All should work this way :)

See ya.

```

+-----+
| Film Quote:                                     \ | A530 882 50Mzh 120HD |
| 'There can be only one!' ~The Highlanders      | Imagine 4.0 User   |
|                                                 | ...but...        |
| email: a00448@eps.ua.es --> Ernesto Poveda Cortes | I am not a number :D |
+-----+

```

Thread 694

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1.694 MSG-691 Subject: Re: Toy Story

Subject: Re: Toy Story
 Date: Friday, 24 November 1995 10:00:23
 From: Jynx <premiergfx@liberty.liberty.com>

 On Thu, 23 Nov 1995, Stephen Gifford wrote:

```

> >
> > Yes.. thumbs up to Pixar. Wish I could of stayed on the West Coast a
> > few years back.. I always wanted to work for those guys..
> >
> > It is easily the highest mark set on the animation ladder. The world
> > is wide open for anything now.
> >
> > Bill
> >
> >
> > PS: It is definately NOT a G film though! ;'> wonderful script!
> >
> Isn't Pixar billing this as the first computer animated movie. I thought
> Tim Burton's piece The Night Before Christmas was.
>
The nightmare before christmas was a stop-motion film...

```

brent warp

Thread 736

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1.695 MSG-692 Subject: Re[2]: Toy Story

Subject: Re[2]: Toy Story
Date: Friday, 24 November 1995 10:15:09
From: gmartin@mv.us.adobe.com

Subject: Re: Toy Story
From: sgiff@airmail.net (Stephen Gifford) at cc_sntp2
Date: 23/11/95 11:19 pm

> >
> > Yes.. thumbs up to Pixar. Wish I could of stayed on the West Coast a
> > few years back.. I always wanted to work for those guys..
> >
> > It is easily the highest mark set on the animation ladder. The world
> > is wide open for anything now.
> >
> > Bill
> >
> >
> > PS: It is definately NOT a G film though! ;'> wonderful script!
> >
> Isn't Pixar billing this as the first computer animated movie. I thought
> Tim Burton's piece The Night Before Christmas was.
>
>
> s.g.

Tim Burtons The Nightmare Before Christmas was stop motion, fabulus all the way.

Perhaps they heavilly used computer controlled cameras for the pan and zoom?
Really, my goal would be to put that kind of character animation quality/story
into my computer animated work.

I think TNBC is out on video soon here in the UK - I can hear my video slow'mo
button growing from here :)

-gary

Thread 195

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1.696 MSG-693 Subject: Re: Toy Story

Subject: Re: Toy Story
Date: Friday, 24 November 1995 10:30:32
From: Mike McCool <mikemcoo@efn.org>

> Look, I'm sure that the movie is a wonderful piece of 3D work and I will
> probably see it sooner or later. From the commercials I have seen
> everything looks kind of plastic and that really turns me off. Has anyone

Hey Stephen,

I'm glad you threw in your two cents worth about first impressions. I, too, have been a bit put off by the commercials. (Oh god, not another one of these mcCoolean diatribes . . .).

But hey, the same night I saw the first blurbs, someone ran an ad for the original Snow White and the Seven Dwarves, being re-released on video for a limited bla bla--and the colors were SO rich and deep.

I was really a bit disappointed to see that the first exclusively CG feature film was so pale and over-exposed looking. No dark depths, no deep rich tones. All sunburned and washed out looking.

The movements and the shapes are fantastic, and I hope its creators are proud of what they've managed, because it is really beautiful stuff--I just would have craved a bit darker background and higher f-stop. (A bit less SpeelBlurb and a bit more Ridley Scott?).

* Just my demented slant. No offense. The creators really have done something here.

* (Token touchy-feely bit).

Thread 818

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1.697 MSG-694 Subject: Re: Imagine 4.0 Amiga problems

Subject: Re: Imagine 4.0 Amiga problems
Date: Friday, 24 November 1995 10:32:43
From: rgreb@emmetpub.demon.co.uk (Rob Caunt)

SPICE@DRYCAS.CLUB.CC.CMU.EDU writes:

>I just installed Imagine 4.0 for the Amiga and I seem to be having a
>problem. When I loaded the Manual object and attempted to render it,
>I got an error message stating Error - cant load texture: textures\pebbled
>I know there shouldnt be a "\" in the pathname but how do I change it?
>And will the change be global or will I have to have the pathname of each
>and every file?

Call up the attribute requester for each object in the Manual group. There are 5 or so I think. Double click on "Pebbles" in the texture list. You will get an error message saying "can't find...". OK it. Top left of the texture requester is a field which says "textures\pebbled" change \ to /. OK it. Do this for all objects, and also change the brush map on PLANE from "imagine.pic" to "imagine.ntsc" (or .pal). The thing will now render.

C'mon Impulse, this is sloppy. (Perhaps it's supposed to be a joke... the only manual you get with IM4 is a virtual one, and even then it doesn't work on an Amiga...)

--

"if you don't use the bins you can't come in."

Rob

Thread 685

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1.698 MSG-695 Subject: Re: Credit card object

Subject: Re: Credit card object

Date: Friday, 24 November 1995 10:35:43

From: Mike McCool <mikemcoo@efn.org>

>
> I received my jpg in two part and after decoding it i had a half well looking
> pic and half bad looking pic. Can anyone send it to me in one part, please?
> I want see that hologram :)
>

Try using a split/join utility on your original two downloaded pieces, then uuencode the combined result, and see if your pic doesn't come out whole.

Thread 626

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1.699 MSG-696 Subject: Where's my Imagine.pic?

Subject: Where's my Imagine.pic?
 Date: Friday, 24 November 1995 10:39:09
 From: C and/or A Sullivan <ctromanh@uoguelph.ca>

 Just installed Imagine4.0 for Amiga NTSC and got no startup pic that everyone has be talking about. I even separately unarchived each disk into ram just to check and it's not on any of the three disks. If someone would be so kind, could they mail me a copy of the pic? Thanks.

 * Be prepared to be amazed. -Sully :Amiga4000/030, SGI Indy R4400SC *
 * *

Thread 721

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1.700 MSG-697 Subject: Re: Imagine registration???

Subject: Re: Imagine registration???
 Date: Friday, 24 November 1995 10:46:39
 From: C and/or A Sullivan <ctromanh@uoguelph.ca>

 On Fri, 24 Nov 1995, Gabriele Scibilia wrote:

> I got Im3.3 second hand, how should I register it? Any1 faxed Impulse Inc
 . a
 > "transfer ownership letter"? How?

I bought 3.0 a year ago second hand and the owner sent a letter (snail) to Impulse requesting the transfer of ownership and he cc'd to me. I received no conformation from Impulse but I sent in the money for the upgrade to 4.0 around Oct. 26 with a photocopy of the transfer letter and now I'm amongst the proud owners of 4.0.

 * Be prepared to be amazed. -Sully :Amiga4000/030, SGI Indy R4400SC *
 * *

*

Thread 698

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1.701 MSG-698 Subject: Imagine SGI

Subject: Imagine SGI
Date: Friday, 24 November 1995 10:54:26
From: C and/or A Sullivan <ctroman@uoguelph.ca>

So here I sit, looking at a full-page advertisement for Imagine by Impulse from the October/November 1993 that's 1993 Desktop Video World where it states and I quote, "Soon to be released for SGI Indigo." When I sent in my upgrade money I also sent a letter asking how this project was going or even if it existed. Well, I received no response and I'm still dying to know if it will ever be available so I can have both my machines working on the same projects.

*
* Be prepared to be amazed. -Sully :Amiga4000/030, SGI Indy R4400SC
*

Thread 107

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1.702 MSG-699 Subject: Toy Story and Nightmare Pre-Xmas

Subject: Toy Story and Nightmare Pre-Xmas
Date: Friday, 24 November 1995 11:06:16
From: C and/or A Sullivan <ctroman@uoguelph.ca>

Siskel and Ebert gave two thumbs up to Toy Story and showed more extensive clips than ads have shown. The outdoor scenes look spectacular. A lot of work went into making things less perfect from what I understand. Dents, dings and scratches in wood objects, fingerprints on doors, etc.

As far as The Nightmare Before Christmas goes, it took Tim Burton two years to complete it. Many have already stated that it was filmed in go-motion but computers were used extensively for speeding up the process. They had a large storage of the main characters' heads in numbered cells each with an individual pose which were then digitized into the computer as stills and classified by its phonetic pose. Then the dialogue could be typed into the computer and it would tell you which heads would be needed for the shot and in what sequence to use them in order to take out the guesswork. Mind you I don't recall how they worked the timing out I guess they still had some fiddling to do.

```
*****
*
*      Be prepared to be amazed. -Sully :Amiga4000/030, SGI Indy R4400SC
*
*
*****
```

Thread 772

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1.703 MSG-700 Subject: Re: Brightness tricking lightsources!

Subject: Re: Brightness tricking lightsources!
 Date: Friday, 24 November 1995 11:14:47
 From: C and/or A Sullivan <ctromanh@uoguelph.ca>

On Fri, 24 Nov 1995, Bill Boyce wrote:

```
> At 12:07 AM 24/11/95 +0100, you wrote:
> >
> > Here's a tip I came on when trying to get a decent lighting setup in my
> > current CocaCola Scenario!
> >
> > Using a small amount of Brightness on most of your objects in your scene
> > can help 'Black' shadows to appear a whole lot more realistic. Before, I
> > mostly got a few 'All Black' areas from the shadowing lightsources. One way
```

> >to avoid this could be adding a lot of lightsources to your scene, which
 > >just would increase rendering.
 > >- Just try to put adding 20 - 35 to the brightness on the darkest objects!
 > >A kind of radiosity-effect!
 >
 > Er, isn't this what ambient lighting in the Globals Bar is for? Or are you
 > getting a different effect? Are shadows black regardless of ambient level?
 >
 Doesn't brightness only affect the object's apparent brightness to the
 camera, not actually giving off light, having no effect on the shadow it
 casts. I can see this working for an object that has a shadow obscuring
 it cast by another object.

```
*****
*
*      Be prepared to be amazed. -Sully :Amiga4000/030, SGI Indy R4400SC
*
*
*****
```

Thread 682

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1.704 MSG-701 Subject: Re: Where's my Imagine.pic?

Subject: Re: Where's my Imagine.pic?
 Date: Friday, 24 November 1995 11:28:23
 From: C and/or A Sullivan <ctromanh@uoguelph.ca>

On Fri, 24 Nov 1995, C and/or A Sullivan wrote:

>
 > Just installed Imagine4.0 for Amiga NTSC and got no startup pic that
 > everyone has be talking about. I even separately unarchived each disk
 > into ram just to check and it's not on any of the three disks. If
 > someone would be so kind, could they mail me a copy of the pic? Thanks.

-Yeah Houston, we seem to be having a problem with the gray matter up
 here. Please advise. Over.

-Sully, go to bed man. There's plenty of time to Imagine. You need your
 sleep! Houston out.

-Copy that Houston. Over and out.

```
*****
```

*
* Be prepared to be dazed. -Sully :Amiga4000/030, SGI Indy R4400SC *
*

Thread 33

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1.705 MSG-702 Subject: Motion Blur

Subject: Motion Blur

Date: Friday, 24 November 1995 11:42:36

From: helmy@voyager.com

Ok guys, Here is a small tutorial for anyone who has been having problems with the motion blur feature in 4.0. I will be brief and to the point:

1. Go to detail editor, add a primitive sphere and save it as "BALL" (or whatever you'd like).
2. Go to Action editor and type in "20" in the frames box.
3. Go to stage editor and load your sphere.
4. On frame 1 move the sphere so that its in the right hand corner of the screen.
5. Go to frame 20 and move the sphere so that its in the left hand corner of the screen, dont forget to save your position using the "position bar" option.
6. Go to Project editor and click on the "Modify" button. Type in something like 3 in the Motion Blur Extra Frames box, and move the slider next to it to the half way point.
7. Now choose frame 10 and render it. (Dont forget to add a lightsource in your scene of course!). Once rendered you should see a cool blurring effect. CAUTION: Rendering the last frame of an animation will not show any blur because Imagine considers that frame the "stop" frame) If I'm wrong then please feel free to correct me.

Hope this helps Imagineers.

Ali Helmy

H"E"L"M"Y PRODUCTIONS

<3D & 2D AnImAtIoN>

Los Angeles-California-US

E-Mail: Helmy@Voyager.Com

Thread 756

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1.706 MSG-703 Subject: Blobs/metaballs???

Subject: Blobs/metaballs???

Date: Friday, 24 November 1995 11:44:34

From: 129275 J PADFIELD <CS9H4PJQ@swansea.ac.uk>

Hi all.

Forgive me if this seems a really stupid question, but WHAT ARE BLOBS? I'm still waiting for my copy of 4.0 from Impulse (surprise surprise) so I haven't had a chance to play with them yet. I've gained a vague idea of what they are from all the discussions, but it would be appreciated if someone could give me a full description.

Cheers, Jimmy

Thread 348

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1.707 MSG-704 Subject: Re[2]: PAR PC

Subject: Re[2]: PAR PC

Date: Friday, 24 November 1995 12:22:29

From: gmartin@mv.us.adobe.com

>Subject: Re: PAR PC
>From: Bill Boyce <bilboyce@iconz.co.nz> at cc_smtp2
>Date: 24/11/95 4:13 am
>
>At 11:00 AM 21/11/95 -0600, you wrote:
>>>>Yes, a logical idea, but Impulse has said that they anti-alias both
>>>>horizontally _and vertically_, which means you still need all the
>>>>scanlines, in order to properly anti-alias the (odd/even) set for that
>>>>particular field.
>>>>
>>>>In that case it would seem to me the best way to handle fields it to render
>>>>the entire picture as one pic with anti-alias and then separate it into to
>>>fields. That way it wouldn't have to render each pic twice.
>>
>>That would kind of defeat the purpose for field-rendering, don't you
>>think? Field-rendering allows you to do incremental movement between
>>fields to make the animation smoother. In order to do anti-aliasing,
>>the fields cannot have any movement between them.
>>
>
>Field rendering works by showing 50 (60 NTSC) images per second, rather than
>25 (30/29.97). So Imagine should be rendering two independant images at half
>the normal vertical resolution, then interleaving them. This should give an
>acceptable result.
>
>Has anyone checked the initial claim of doubled rendering times? From memory
>I didn't notice THAT much of an increase in rendering speed when I used
>field rendering. There is an increase attributable to initialising twice,
>which on a simple scene could amount to double. In fact Im sure of it, because
>I just finished a big project, and I used field rendering. I would certainly
>notice my frames taking forty minutes instead of twenty.
>
>Bill Boyce

Rendering times are doubled (at least on Amiga I3.3, my I4.0 is stuck in a postal strike!! arrrrgh), but this had me going for a while when I first started

using field rendering heavily with vlab-motion, surprise, surprise there is a slight bugett in the information Imagine stores about how long it takes to generate each frame... Yes you guessed it Imagine happily tells you how long it

took to render the odd field and forgets all about the even field it rendered for that frame previously - check the difference between file creation dates...

And there you were, you trusting little soles :)

With regard to the rendering pass of each field generating scanlines not in the final image, well, if this is what is really going on and not antialiasing going jippy on us all, I can't decide if this is a bug or an enhancement to quality of the final field rendered frame. It would be nice to have the option to skip these lines for a quicker field render, perhaps dropping the antialiasing for field rendering will give a similar speedup/quality to a normal render at a higher setting.

-gary

Thread 734

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1.708 MSG-705 Subject: Re[2]: Brightness tricking lightsources!

Subject: Re[2]: Brightness tricking lightsources!
Date: Friday, 24 November 1995 12:38:57
From: gmartin@mv.us.adobe.com

>>- Just try to put adding 20 - 35 to the brightness on the darkest objects!
>>A kind of radiosity-effect!
>
>Er, isn't this what ambient lighting in the Globals Bar is for? Or are you
>getting a different effect? Are shadows black regardless of ambient level?
>
>BB

Ambient lighting will ramp up all brightness levels on objects, the goal here is, I think, to leave any cast shadows (rather than object shading) alone for contrast purposes. Not so much a radiosity effect - if you want that have a play

with some carefully place ambient maps, for all you 'pixel necked geeks' ;)

-gary

Thread 342

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1.709 MSG-706 Subject: Millenium Bios

Subject: Millenium Bios
Date: Friday, 24 November 1995 12:42:06
From: Greg Stritmater <senip@j51.com>

I received email from Matrox tech support the other day stating that the new (supposedly Imagine Friendly) Millenium bios is out (v1.9 btw) and on

their 'online services'. Now the bad news :(I've tried their FTP site, no good. Even bit the bullet and called their BBS, found the new Direct Draw win95 drivers, but no new bios. The only other 'online service' they have is Compuserve, so could someone who's interested in this card working with Imagine PLEASE check 'GO MATROX' for the new bios? If they find it, can they let me (and the list) know, and possibly send it to me? I'll be checking the ftp sites, and waiting for another response from Matrox tech support in the meantime.

Greg Stritmater
senip@j51.com

Thread 77

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1.710 MSG-707 Subject: Blobs and textures

Subject: Blobs and textures
Date: Friday, 24 November 1995 13:31:54
From: gregory denby <gdenby@twain.helios.nd.edu>

Doug Smith asks:

>What happens when you try to lock a texture to a blobby state ?

As far as I can tell, the blob just moves through the texture space. Brushes, however, seem to tack pretty well. On the few simple things I've done, the brush seems stable at the outer limits of the blob, with the intermediate parts covered with appropriately stretched markings. I've only done color brushes. I suppose altitude could get pretty strange.

Greg Denby

Thread 358

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1.711 MSG-708 Subject: Re[2]: Power Imagine

Subject: Re[2]: Power Imagine
Date: Friday, 24 November 1995 13:33:37
From: gmartin@mv.us.adobe.com

>Subject: Re: Power Imagine
>From: Mike Halvorson
>Date: 22/11/95 6:02 pm
>
>Gary
>
>I hate to tell people they are wrong, but the Amiga version IS compiled for the

>040 CPU, I have no idea why you think differently, if you are just repeating
>what some idiot said from something you read, I am sorry, but we were ahead of
>everyone on this arena. We has the first 040 code, long before Newtek or anyone

>else.
>
>So if you want to send more money for what we have done, make it a big check
>something like 200K or so, I can take a vacation and I will send you a new
>version of the software eveyday for a year.
>
>Ok back to reality
>
>Mike

First, thanks to Mike for responding to this thread, it's nice to now we are not
alone out here in Imagine land :)

Perhaps I am missing something here, I apologize to Mike if so, for every
version of Imagine I have ever installed my best install option has been for
"030+fpv". This excludes I4, my upgrade is stuck in a postal strike somewhere in
Edinburgh :(perhaps this has changed?

Amiga I4 owners care to comment on the install options?

Mike, is the Imagine installer sneaking in 040 code behind our backs after all
this time?

I have a cheque book wavering in my hand, then again I think my bank would
probably bounce that one, sorry :(interesting offer though...

-gary

Thread 692

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1.712 MSG-709 Subject: Re: Re: All sorts of things

Subject: Re: Re: All sorts of things
Date: Friday, 24 November 1995 13:38:06
From: gregory denby <gdenby@twain.helios.nd.edu>

Kelly Brock asks:

>I can find blobby modeller on the internet for free...anything else?

For what its worth, Imagine's blob modeller was written by one of the WinBlob team members, Alfonso Hermida. Imagine handles the blobs much more easily than WinBlob, the smoothing routine has been improved which has also allowed all Imagine mesh objects to be much smoother, and the mesh output is more imagine friendly than the WinBlob dxf mesh.

Greg Denby

Thread 719

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1.713 MSG-710 Subject: Computer Art in Canada? USA?

Subject: Computer Art in Canada? USA?

Date: Friday, 24 November 1995 13:41:00

From: KEN_ROBERTSON@robelle.com

Do you think that the magazine "Computer Art" would be available in Canada or the US, or is this strictly a UK mag?

\KenR

Thread 747

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1.714 MSG-711 Subject: Re: Power Imagine

Subject: Re: Power Imagine

Date: Friday, 24 November 1995 14:42:14

From: Andrew Herbert <herbert@netcentral.co.uk>

Bill Boyce wrote:

>

> At 02:40 PM 23/11/95 -0700, you wrote:

> >Consider it "fourthed," even though I only have a puny '030. =)

> >
> >See ya,
> > Roger
> >
> >On Wed, 22 Nov 1995, Drift Dennis wrote:
> >
> >> >On Tue, 21 Nov 1995 gmartin@mv.us.adobe.com wrote:
> >> >
> >> >> >Subject: Power Imagine
> >> >
> >> >> Impulse, I will PAY YOU MORE MONEY HAPPILY if you recompiled for 040
> or 060.
> >> >
> >> >> >I agree 100% with you.
>
> Fifth'd!!
>
> Please, Mike H.. How about this for a christmas pressie - we don't mind
paying!!
>

Hey, I don't even own an Amiga but consider this sixth'd

- Herbert

Thread 561

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1.715 MSG-712 Subject: Goodbyeeee!

Subject: Goodbyeeee!
Date: Friday, 24 November 1995 14:54:27
From: S.A.Jalim@exeter.ac.uk

Hiya all,

Please don't take this personally, but I'm unsubscribing from the list for a while.. i just have too much other stuff to do at the mo to keep up with this as well.

Thanks to everyone for all the class advice... especially you, MIke (McCool) and you Conny... cheers

by the way.. here's my last bit of advice for people wanting to get to grips with lensflare..

get some glasses! I just did and it's so wierd seeing how it works IRL :)

bye for now

Steve... signing off

| Steve -> S.A.Jalim@ex.ac.uk | WWW <http://www.ex.ac.uk/~ge94saj/steve1.html> |

Thread 619

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1.716 MSG-713 Subject: Re: Rendering times V4.0

Subject: Re: Rendering times V4.0
Date: Friday, 24 November 1995 14:55:00
From: Michael North <IBTLMAN@MVS.OAC.UCLA.EDU>

> hey folks, got v4.0 last week. anyone else having problems with the
> rendering times?
> for the same script and preferences settings version 3.3 outdoes version 4.0.
>
> version 4.0 renders almost pixel by pixel (if you know what i mean)
>
> God, i hope i'm not the only one.
>

Check the anti-aliasing settings. If you used the defaults under 3.3 and the defaults under 4.0 you would get slower rendering times simply because the defaults have changed. The "old" anti-aliasing used to be the default and now the "new" is, though the default settings have been adjusted so the "new" isn't as slow as it used to be.

Uh, got that?

Michael

Thread 516

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1.717 MSG-714 Subject: Free Imagine 3.0

Subject: Free Imagine 3.0
 Date: Friday, 24 November 1995 15:10:39
 From: surentrr@vax.sbu.ac.uk

 Hi to All!,
 Just bought my copy of computer art.
 Yes it does include the full version of Imagine 3.0 and not the LT version.
 It also include a trailer for toy story in AVI Format which looks great.
 The only trouble is that the documentation is very sparse,
 although some topics are covered in text files.

I suppose the best tip for beginners I can offer is to load a VESA driver before using it. I can now Use the Show button in the project menu to display true colour images immediately rather than waiting for Imagine to change the palette.

It truly looks to be a great program and I cant wait to get home and use it!

PS: Where do I get a user guide for version 3.0 ? I have been using 2.0 for about 7 months now, and would appreciate any docs which can help. Ideally something like the IML FAQ but a bit more deeper.

Thanks.
 Ramesh Suren.

Thread 812

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1.718 MSG-715 Subject: 1st CAM

Subject: 1st CAM
 Date: Friday, 24 November 1995 15:30:00
 From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

 -> Isn't Pixar billing this as the first computer animated movie. I =tho-> Tim Burton's piece The Night Before Christmas was.Night Before Christmas was stop action, ala gumby. Toy Story is the first movie where every scene was computer rendered. /-----
 an der Sommen / _ /_/ /_/ /_ \ / | Mike v
 . /___/ / \ / / / / \ | Santa Barbara, Ca
 ilcom.com HAUS BBS | "It's always somethin' -R.R.D."
 _____--- =FE InterNet
 - GraFX Haus BBS - Santa Barbara, Ca - (805) 683-1388

Thread 14

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1.719 MSG-716 Subject: Re: Blobs problem

Subject: Re: Blobs problem
Date: Friday, 24 November 1995 15:31:14
From: Roger Straub <straub@csn.net>

The first Blob object I created was just 2 spheres. I ran into the requester. Starting from a clean boot, nothing else running, it worked fine with the exact same settings. I generated the mesh, and the edge count didn't even come near the limit.

Just out of curiosity, have any PC users ran into this problem? From what I've read, it's just Amiga users.

Also, d'ya think that the PC users could upload the objects that came with PC 4.0 and not Amy 4.0 to the aol site? Maybe the attributes that we didn't get, also. ;)

See ya,
Roger

On Fri, 24 Nov 1995, Bill Boyce wrote:

> Haven't run into this one yet, having stuck to small meshes while I
> experiment, but I'd say that this is happening when the mesh exceeds
> 32000+ edges/points/faces at which point Imagine creates a new seperate
> object (creating a jagged edge in your object). It sounds like the subroutine
> Imagine calls (GimmeBiggerObj) has a bug.
>
> To test this, create a mesh and see how many edges (usually run out of
> edges first) it has, and up the complexity until the message appears. If
> it's the 32768 (or around there) figure, bingo bango, you got yourself
> a bug.
>
> Answer - stick to lower density meshes.
>
> BB
>
> PS aren't blobs cool!
>
>
>

Thread 703

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1.720 MSG-717 Subject: Re: Toy Story

Subject: Re: Toy Story
Date: Friday, 24 November 1995 15:36:09
From: Roger Straub <straub@csn.net>

Also, have you looked at any other things in the picture besides the characters? Like the backgrounds? I'm not sure, but I think a lot of the scenery was done on computer as well. =D

See ya,
Roger

On Fri, 24 Nov 1995, Anime a day... wrote:

> On Thu, 23 Nov 1995, Stephen Gifford wrote:

>

> > Look, I'm sure that the movie is a wonderful piece of 3D work and I will
> > probably see it sooner or later. From the commercials I have seen
> > everything looks kind of plastic and that really turns me off. Has anyone
> > else had the same experience?

> >

>

> They are toys you know... and what are toys made of???? There is
> a lot of detail on other objects too. Everything is mostly bright in the
> picture.. so that illusion will tend to give most things that shiny look.

>

> Bill

>

>

>

Thread 809

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1.721 MSG-718 Subject: 4.0 Dynamic View Bug (?)

Subject: 4.0 Dynamic View Bug (?)
Date: Friday, 24 November 1995 16:32:25
From: Curcio Nicholas <curcion@db.erau.edu>

Hi, everyone.

I just installed 4.0 (Amiga) about 20 minutes ago, and I ran into a problem already. It seems that when I rotate the perspective view

dynamically the viewpoint jumps wildly at certain angles. It seems to happen as I move through the 'zero' point. This is in the detail editor, btw. Could someone confirm this?

nik

P.S. I got the price list from SGI, so I'll be mailing all those people who wanted the info as soon as I get some time.

Thread 724

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1.722 MSG-719 Subject: Re: Re: All sorts of things

Subject: Re: Re: All sorts of things
Date: Friday, 24 November 1995 16:44:08
From: "Kelly R. Brock" <kerby@primenet.com>

Howdy All,

>Kelly Brock asks:

>>I can find blobby modeller on the internet for free...anything else?
>

>For what its worth, Imagine's blob modeller was written by one of the
>WinBlob team members, Alfonso Hermida. Imagine handles the blobs
>much more easily than WinBlob, the smoothing routine has been improved
>which has also allowed all Imagine mesh objects to be much smoother, and
>the mesh output is more imagine friendly than the WinBlob dxf mesh.

I very much appreciate all the information that I've received, there have been some very useful descriptions to help in the decision process. (As well as one really snide remark.) To all of you that have decided to support the package and help out people like myself in making well educated decisions, my thanks. See ya around Imagine land.

Enjoy,

K Brock

Thread 639

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1.723 MSG-720 Subject: Re: Toy Story

Subject: Re: Toy Story
Date: Friday, 24 November 1995 18:03:59
From: "Kelly R. Brock" <kerby@primenet.com>

Howdy Roger,

At 03:36 PM 11/24/95 -0700, Roger Straub wrote:

>Also, have you looked at any other things in the picture besides the
>characters? Like the backgrounds? I'm not sure, but I think a lot of the
>scenery was done on computer as well. =D

It's all digital, down to the asphalt on the road surface and cars driving on them. If you go by the CGW article about it here are some of the numbers:

Characters: 76
Objects: 366
Lines of code: 4.5 million
Hairs on Andy's head: 12,384
ect.

Leaves on a typical tree: 10,000
Trees on the block: 100+
Total leaves: 1.2 million approx.

Texture maps: 2000+
Shaders: 1300+

Total file size to be run through Renderman: 34 terabytes.

Resolution: 1526x922

ect.

A bit complex, ain't it.

Cya,

Thread 691

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1.724 MSG-721 Subject: Re: Where's my Imagine.pic?

Subject: Re: Where's my Imagine.pic?
Date: Friday, 24 November 1995 19:21:32

From: beeton@SEDSsystems.ca (Gary Beeton - SED Systems)

 >Just installed Imagine4.0 for Amiga NTSC and got no startup pic that
 >everyone has be talking about. I even separately unarchived each disk
 >into ram just to check and it's not on any of the three disks. If
 >someone would be so kind, could they mail me a copy of the pic? Thanks.

The pic is called Imagine.ntsc or Imagine.pal. You should have a copy
 of each in the drawer Imagine is installed. But this image will not
 come up when you run Imagine in 256 colour mode :(

Gary
 beeton@SEDSsystems.ca

Thread 701

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1.725 MSG-722 Subject: Address of free imagine mag.

Subject: Address of free imagine mag.

Date: Friday, 24 November 1995 19:44:11
 From: Chris Hall <Chris.Hall@dial.pipex.com>

 For all those interested here is the address of the mag that is giving away
 imagine 3 in the UK.

Future Publishing LTD
 30 Monmouth St
 Bath
 Avon
 BA1 2BW

Tel: UK 01225 442244
 Fax: UK 01225 822519

Give them a call or fax them and they might be able to fix something up for
 you. Okay.
 Chris Hall.

```
|-----|\
| You have been spoken to by Chris Hall      ||
| A very tall and generally nice bloke from Great Briton ||
|                                             ||
| E- mail me at : Chris.Hall@dial.pipex.com  ||
| Visit Web Shack at :                       ||
```

```

|      http://dspace.dial.pipex.com/town/square/fy24      ||
|                                                         ||
| Today's lucky lottery numbers are :-                  ||
|               43 35 02 01 04 05                       ||
|-----||
| \-----\

```

Thread 752

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1.726 MSG-723 Subject: Re: 4.0 Dynamic View Bug (?)

Subject: Re: 4.0 Dynamic View Bug (?)
Date: Friday, 24 November 1995 20:28:50
From: Curcio Nicholas <curcion@db.erau.edu>

Hey everybody.

I am printing a retraction to my post concerning the dynamic view bug. When I quit Imagine and ran it again, everything worked fine. It also worked fine ever since. I don't know how I got it not to work the first time. Sorry about that.

nik

Thread 23

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1.727 MSG-724 Subject: 4.0 Dynamic View Bug (?)

Subject: 4.0 Dynamic View Bug (?)
Date: Friday, 24 November 1995 21:53:31
From: Charles Blaquiere <blaq@io.org>

> From: Curcio Nicholas <curcion@db.erau.edu>
>
> It seems that when I rotate the perspective view dynamically the
> viewpoint jumps wildly at certain angles.

You sure it's not because some object is very close to the camera, and part of it swings by really fast when it grazes the camera as you rotate the view?

Thread 723

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1.728 MSG-725 Subject: Re: Altitude map animation HELP

Subject: Re: Altitude map animation HELP
Date: Friday, 24 November 1995 21:56:51
From: Charles Blaquiere <blaq@io.org>

> From: Bill Boyce <bilboyce@iconz.co.nz>
>
> If it's the later, welcome to a long-time bug in Imagine :(Make sure
> the edges of you brush are at 0 ie black ie flat.

Alex Trebek: No, sorry.

\$300 gets deducted from Bill's score.

Charles buzzes in.

Alex: Charles?

Charles: "What is 'your edges must be 128, i.e. 50% grey, i.e. flat?'"

Alex: That's right. You get control of the board.

Thread 676

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1.729 MSG-726 Subject: Lens flare effects.

Subject: Lens flare effects.
Date: Friday, 24 November 1995 22:15:11
From: Charles Blaquiere <blaq@io.org>

> From: Phil Stopford <pstopfor@jesus.ox.ac.uk>

>
> Somebody posted something to do with removing the memory management of
> Imagine using some programs (can't remember the names). This apparently
> enabled it to run under Windows. Until I get some information about
> WinImagine and indeed Imagine 4.0 - could someone tell me what Impulse
> thought of this, whether it worked, the names and locations of the
> programs and whether it is really a smart idea to wait instead?

The reason why Imagine is so picky about expanded, um, extended, um, anyway, RAM, is that Impulse coded their own memory manager into Imagine. People (GreG Tsadilas among others) have stripped the program file from its memory manager, and transplanted the standard Phar Lap memory manager, which turns Imagine into the best-behaved little tyke you ever saw. I believe it even runs in a DOS box on Windows!

Bad news is, Phar Lap costs \$500 US. So my advice to you would be, unless you're in a situation where having to run under DOS, in a certain configuration, affects your productivity so much that you're losing money because of it, do the Phar Lap hack. Otherwise, save your pennies and wait for WinImagine -- I am.

Thread 640

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1.730 MSG-727 Subject: Compiling Textures

Subject: Compiling Textures
Date: Friday, 24 November 1995 22:16:02
From: Kinesthesia <kinesthesia@mailhost.net>

Does anyone know if it is possible to compile an imagine texture file for the PC without using metaware's c/c++ compiler and Phar Lap's linker? I have symantec c/c++ 6.1 and it seems unreasonable to lay out the cash for the whole metaware package when all i need is the 32bit DOS compiler. Are there any other compiler/linkers out there that can do it that are either free or not too expensive?

Are 3.0 textures upwardly compatible with 4.0 textures?

TIA

-Kelvin M.

Thread 160

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1.731 MSG-728 Subject: Millenium Bios

Subject: Millenium Bios
Date: Friday, 24 November 1995 22:18:57
From: Charles Blaquiere <blaq@io.org>

> From: Greg Stritmater <senip@j51.com>
>
> The only other 'online service' they have is Compuserve, so could someone
> who's interested in this card working with Imagine PLEASE check 'GO
> MATROX' for the new bios?

I know you're eager, Greg; so am I. At this point, it's "any day now".
If they said the files are up, it means they're being passed on to the
person who's in charge of uploading them. That can take a day or two.

Thread 706

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1.732 MSG-729 Subject: Re: PAR PC

Subject: Re: PAR PC
Date: Friday, 24 November 1995 22:23:57
From: Charles Blaquiere <blaq@io.org>

> From: Stephen Gifford <sgiff@airmail.net>
>
> In that case it would seem to me the best way to handle fields it to
> render the entire picture as one pic with anti-alias and then separate it
> into to fields. That way it wouldn't have to render each pic twice.

But you can't do that, since the two sets of fields describe the scene
at two different moments in time! Therefore, Imagine can't simply render
a single image with both fields. It has to do the odd scanlines, then
reload the scene and compute all time-dependent information (object
morphing, positions, etc.) to set up the second field and render the
even scanlines.

Thread 562

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1.733 MSG-730 Subject: Help, Imagine 4 wont run !!

Subject: Help, Imagine 4 wont run !!
Date: Friday, 24 November 1995 23:15:51
From: toby.e@ukonline.co.uk

Argh, I got all excited, Imagine 4 has arrived at last !
I installed it to c:\im40 (accepted the default), even
read the readme.txt on the disk (strange, I never usually
read documentation, must have been the beer I had a lunchtime !), followed what
it said, run IMAGINE /NOXMS, ok screen changes resolution, still blank, hmm,
pops back to DOS with, wait for it 'Abnormal Program Termination Please make a n
ote of what you were doing and phone Impulse'. Ok, I can handle that , I phone
Impulse, no
answer, Whats it doing ? what have I done ? what have I missed ? Anyone got any
ideas ???

My system is a AMD DX4 100 16 Meg ram Diamond Stealth Video 64 with 1 mb VRAM,
I run EMM386 WITHOUT the /NOEMS ;-)

All I want to do is play with my blobs ...

Thanks in advance for any help

Toby

BTW Please reply to mail rather than list, because I dont
get the list here, (this is my home account).

Thread 602

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1.734 MSG-731 Subject: Bad chunk size

Subject: Bad chunk size
Date: Saturday, 25 November 1995 01:19:43
From: Brian V Salisbury <bvs@viewpoint.com>

On Nov 23, 8:19am, Douglas Smith wrote:

>
> I'm always amazed by the quality of viewpoint models. Good work very well
> done.
>

>
> One point though, I got hold of the "Computer Art" magazine coverdisk, and on
> it there were several free models; General,Skyscraper,Lasertruck,Skyscraper
> and Monster.
>
> Monster suffered from "bad chunk" error.

> It think that Viewpoint have too many points/edges/faces in one chunk to
> load. I'd doubt that Imagine models are a great moneyspinner for Viewpoint,
> but it might be an idea to mention it to whoever maintains your object
> conversion utilities.

>
>-- End of excerpt from Douglas Smith 0161-439-5050x4084

The problem is that Imagine will only allow a certain number faces or edges per group. If your object exceeds that limit, then the only thing that can be done is to split the model into more groups. That doesn't help though, if it is a single skin object intended for skeletal animation.

This is one of my only complaints with the program. I have called about it, but did not get a definite response as to whether or not they'd change it.

IF EVERY ONE WHO WANTS THE ABILITY TO READ IN LARGE FILES writes Impulse a note, hopefully they'll change their file format in the next release. Don't count on them monitoring this list, but call, fax or write them.

If you bring in models from Viewpoint, or other models in Ligtwave or Truespace format, they will mostly be 4 sided polygons. during the conversion to Imagine, they are triangulated, doubling the polygon count. If these models have a LOT of polygons, chances are that they will exceed Imagine's polygon per group limit (not to be confused with polygons per object as a whole). I don't know the exact limit, but I have met it many times. Hopefully the 32 bit Windows version will be easier to work this out.

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

"If you go flying back through time and you see somebody else flying forward into the future, it's probably best to avoid eye contact."

Thread 580

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1.735 MSG-732 Subject: 3.0 for FREE and some HELP

Subject: 3.0 for FREE and some HELP
Date: Saturday, 25 November 1995 01:41:44
From: mikael@pip.dknet.dk

Hello there!

I complained 2 or 3 days ago on this list about me not getting any response from IMPULSE. But yesterday I got my response I GOT IMAGINE 4.0 in the mail, how's THAT for a fast service. Actually I think I was just a little bit impatient. Thanks Impulse.

Now what about those glossy brochures I haven't got yet

So to all (who have 3.1+), can you give me some hints to the new features, as I just went through a major upgrade 3.0 to 4.0. BTW I REALLY LOVE the preview window in the attributes. Any tutorials are welcome, or any small hint. I will try and give you some feedback.

Thanks Guyz!!

Thread 634

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1.736 MSG-733 Subject: Altitude map animation HELP

Subject: Altitude map animation HELP
Date: Saturday, 25 November 1995 01:52:43
From: mikael@pip.dknet.dk

>
>Do you mean the edges where there is an altitude change, or the square
>outline of the brush?
>
>If it's the first, soften (blur) your image map in an image processor,
>and/or up the anti-aliasing settings. The transitions in altitude are
>too fine.
>
>If it's the later, welcome to a long-time bug in Imagine :(Make sure
>the edges of you brush are at 0 ie black ie flat.

I used brush mapping on a reflecting surface, and it's the specular colors that change at every frame. I solved this partially by increasing the size of my object. And yes the brush map is a blurred image, that I have made my-

self.

Thread 635

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1.737 MSG-734 Subject: Re: Re[2]: PAR PC

Subject: Re: Re[2]: PAR PC
Date: Saturday, 25 November 1995 06:40:55
From: "Kelly R. Brock" <kerby@primenet.com>

Howdy,

>A little discussion about anti-aliasing.

>

>When a still picture in a paint program is anit-aliased all the pixels
>are used in computing the final image.

>

>It is a little more complicated in ray-tracing. To begin the ray-tracer
>does not look at already generated pixels. The pixel is generated by
>shooting rays into the space containing your objects. By shooting
>several rays at slightly different angles and averaging the returned
>values that pixel is generated with anti-aliasing.

This is not always necessary, I obviously don't have the code to
Imagine but I have seen other code and done some myself. Basically you can
buffer three scanlines of the render at a time and use adaptive super
sampling to handle your anti-aliasing. You render two additional lines for
this at $y=-1$ and $y=height+1$. (actually $y=height$ since you're counting from
0 to $height-1$) Render three lines without top to bottom anti-aliasing back
up to the center line and look for differences in the pixels between the
center line and it's surrounding pixels, if the the pixels vary by a certain
threshold value then you start shifting the rays in order to take more
samples at that point. When done with that output the line, shift the lines
up in the buffer, render a new line and repeat the process for the center.
It's a little more complicated than this but as an outline you can probably
see the idea.

>With this information I still wonder why IMAGINE STILL RENDERS ALL LINES
>FOR THE EVEN AND ODD FRAMES when it totally unnecessary to do so!

I have no idea why this would be the case unless it's for higher
quality. Then again if you are dropping every other line I would think that
you would have to reanti-alias the valid lines against each other top to bottom.

Cya,

K Brock

Thread 735

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1.738 MSG-735 Subject: Re: Re[2]: PAR PC

Subject: Re: Re[2]: PAR PC
Date: Saturday, 25 November 1995 07:04:11
From: Jim Rix <jim@yakko.cs.wmich.edu>

On Fri, 24 Nov 1995 gmartin@mv.us.adobe.com wrote:

> With regard to the rendering pass of each field generating scanlines not in the
> final image, well, if this is what is really going on and not antialiasing going
> jippy on us all, I can't decide if this is a bug or an enhancement to quality of
> the final field rendered frame. It would be nice to have the option to skip
> these lines for a quicker field render, perhaps dropping the antialiasing for
> field rendering will give a similar speedup/quality to a normal render at a
> higher setting.
>
> -gary
>
A little discussion about anti-aliasing.

When a still picture in a paint program is anti-aliased all the pixels are used in computing the final image.

It is a little more complicated in ray-tracing. To begin the ray-tracer does not look at already generated pixels. The pixel is generated by shooting rays into the space containing your objects. By shooting several rays at slightly different angles and averaging the returned values that pixel is generated with anti-aliasing.

With this information I still wonder why IMAGINE STILL RENDERS ALL LINES FOR THE EVEN AND ODD FRAMES when it totally unnecessary to do so!

If Mike is listening please place a little if statement to generate only even lines in the even frame and off lines in the odd frame!

Jim Rix

Thread 708

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1.739 MSG-736 Subject: Re: Toy Story

Subject: Re: Toy Story

Date: Saturday, 25 November 1995 07:11:19

From: Jim Rix <jim@yakko.cs.wmich.edu>

On Fri, 24 Nov 1995, Kelly R. Brock wrote:

> Howdy Roger,
>
> At 03:36 PM 11/24/95 -0700, Roger Straub wrote:
> >Also, have you looked at any other things in the picture besides the
> >characters? Like the backgrounds? I'm not sure, but I think a lot of the
> >scenery was done on computer as well. =D
>
> It's all digital, down to the asphalt on the road surface and cars
> driving on them. If you go by the CGW article about it here are some of the
> numbers:
>
> Characters: 76
> Objects: 366
> Lines of code: 4.5 million
> Hairs on Andy's head: 12,384
> ect.
>
> Leaves on a typical tree: 10,000
> Trees on the block: 100+
> Total leaves: 1.2 million approx.
>
> Texture maps: 2000+
> Shaders: 1300+
>
> Total file size to be run through Renderman: 34 terabytes.
>
> Resolution: 1526x922
>
> ect.
>
> A bit complex, ain't it.
>
> Cya,
>
>
No wonder each frame required 3 hours to produce. The computers used
were SUNspace work stations.

Thread 717

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1.740 MSG-737 Subject: Re: Imagine Image Formats

Subject: Re: Imagine Image Formats
Date: Saturday, 25 November 1995 08:14:02
From: sgiff@airmail.net (Stephen Gifford)

>I hope I didn't miss this in earlier posts, I'll feel stupid if so.
>
I have never had a problem with Imagine's Tiff format, but I have with
Imagine's TGA format when trying to make Mpegs. I use Paint Shop Pro to do
batch conversions from one format to another.

s.g.

Thread 777

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1.741 MSG-738 Subject: Re: Imagine Image Formats

Subject: Re: Imagine Image Formats
Date: Saturday, 25 November 1995 08:42:06
From: Bob Arnold <barnold@linknet.kitsap.lib.wa.us>

Go find a copy of Paint Shop Pro version 3.0 for PeeCee. I use it to
tweak TIFFs from Imagine. Doesn't matter if 24-bit or 8-bit. I have
12MB RAM and can load pretty big images. You'll like it!
-Bob

On Fri, 24 Nov 1995, Damon L Lacaille wrote:

> I hope I didn't miss this in earlier posts, I'll feel stupid if so.
>
> Does anybody know of a good graphics converter to use for Imagine TGA/TIFF
> formats on the IBM? I've tried using LView Pro in Windows, but it doesn't
> work. I've used Photo Shop at work (don't have it at home, besides it

> wouldn't run on my measly 8megs) and that works great, now I just need to
 > find a PD/Shareware version of some package that'll do it as well. Either
 > that or buy another 8 megs of RAM (which I have to do anyways, no "decent"
 > objects will render otherwise).
 >
 > By the way, why does Impulse's image format differ so much? Or is it just
 > me that's having problems with this? Will it matter if it's saved in 24-bit
 > or 256 color?
 >
 > Thanks,
 > Damon
 >
 > Oh, PS: Thanks for everyone who replied about my video card problem. Sure
 > enough, Joop said it was probably "univbe" that would fix it, and it did!!
 >
 > YAY!!
 > +-----+-----+
 > | Damon L. LaCaille | Email nomad@aloha.net |
 > +-----+-----+
 > | "That's a pretty stupid John, I'm |
 > | afraid I'll have to kill you." |
 > +-----+-----+
 >
 >

Thread 737

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1.742 MSG-739 Subject: Timer

Subject: Timer
 Date: Saturday, 25 November 1995 10:31:00
 From: helmy@voyager.com

 I think a useful addition to Imagine would be a "timer" which measured
 the time it takes to render one frame (From beginning on Initializing to
 the end of Palette Generation).

 Ali Helmy

 H"E"L"M"Y PRODUCTIONS

 <3D & 2D AnImAtIoN>

 Los Angeles-California-US

 E-Mail: Helmy@Voyager.Com

Thread 778

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1.743 MSG-740 Subject: Re: High End 3D Software

Subject: Re: High End 3D Software
Date: Saturday, 25 November 1995 11:59:14
From: torgeirh@powertech.no (Torgeir Holm)

On 22-Nov-95 10:37:46, Ashley Matheson wrote:

>Alias isn't owned by Microsoft. Hasn't and may never be. I think you are
>confusing SoftImage with Alias. You should replace 'Alias' with 'SoftImage'
>for the following.

Yes this is true, but the original poster was in fact correct about Alias an
Wavefront having merged (just visit their "Alias|Wavefront" web site and see
for yourself)

--
Torgeir

Thread 611

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1.744 MSG-741 Subject: TOY STORY

Subject: TOY STORY
Date: Saturday, 25 November 1995 12:15:24
From: Mike McCool <mikemcoo@efn.org>

All right. Y'all have convinced me: I'm goin'.

Thread 744

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1.745 MSG-742 Subject: Knick Knacks (was Re: Toy Story)

Subject: Knick Knacks (was Re: Toy Story)
Date: Saturday, 25 November 1995 12:34:19
From: Andrew Herbert <herbert@netcentral.co.uk>

I think the best rendered story I've ever seen is Knick Knacks (by Pixar I wonder ?!) It had a Psycho Snowman in it who wants to leave a glass bowl (yes, another "small inanimate object gets the human treatment" ala Luxo, Toy Story et al). I believe Toy Story is only over 1 hour long... hardly a movie in anyone's book.

It looks good though, but I wonder if all they did was model the characters and just leave the rest to motion capture ?! I don't think we get the movie 'til easter over here in the uk.

- Herbert

Thread 814

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1.746 MSG-743 Subject: New Pic

Subject: New Pic
Date: Saturday, 25 November 1995 14:04:28
From: helmy@voyager.com

Ok guys, maybe some of you are getting sick of my offers to send my new renderings out to you, but for those of you who like my work I have just completed a new rendering of YES, our good old Camaro object which came with Imagine. BUT, its been "fixed" up, and it looks VERY drivable now! I think those of you who like my work will really like this one. Here's the main question, I know that some of you did not want me to send my pics through the IML, the problem is that I can not upload it to an ftp site due to some problems I'm having with the BBS I'm on. So I would be very thankful if I could send it through the IML. If you feel that it is ok please state so on the IML so that people can see how many people really want to see it, and if you're not interested, I really don't think that deleting two pices of mail is really going to take much time, but then I'm open minded to criticism. Thanks for all the compliments from everyone on the IML.

Ali Helmy

H"E"L"M"Y PRODUCTIONS

<3D & 2D AnImAtIoN>

Los Angeles-California-US

E-Mail: Helmy@Voyager.Com

Thread 779

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1.747 MSG-744 Subject: Toy Story

Subject: Toy Story
Date: Saturday, 25 November 1995 14:45:00
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

->Look, I'm sure that the movie is a wonderful piece of 3D work and I->probably see it sooner or later. From the commercials I have seen->everything looks kind of plastic and that really turns me off. Has->else had the same experience?You will critique the render quality for the first 5 minutes of themovie. After tha t, you'll be laughing so hard you'll forget aboutit. It's a delightful movie for ALL ages!!--- =FE InterNet - GraFX Haus BBS - Santa Barbara, Ca - (805) 683-1388

Thread 699

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1.748 MSG-745 Subject: Higher Res Display on Imagine Amiga

Subject: Higher Res Display on Imagine Amiga
Date: Saturday, 25 November 1995 14:51:50
From: C and/or A Sullivan <ctromanh@uoguelph.ca>

Hi all. I may have another dumb question for you here. I jumped right from 3.0 to 4.0 on the Amiga (no inbetween versions) and I can't for the life of me get it to come up in a resolution higher than the default. I've tried all the different preference settings pertaining to the display where it states changes won't occur until the program is

restarted so I quit and restart and it comes up looking the same. Help would be appreciated.

```
*****
*
*       Be prepared to be amazed. -Sully :Amiga4000/030, SGI Indy R4400SC
*
*
*****
```

Thread 762

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1.749 MSG-746 Subject: Re: Rebound mail

Subject: Re: Rebound mail
 Date: Saturday, 25 November 1995 16:04:09
 From: Mike McCool <mikemcoo@efn.org>

 I'm getting a lot of these, too. I think someone on the list has an overstuffed mailbox, and their server is turning things back.

> Each time a post a mail to IML, I get a mail from POSTMASTER saying
 > that my mail can't get through, yet me post do show up. They even show
 > up before I get the mails from postmaster.

Thread 766

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1.750 MSG-747 Subject: COMPUTER ART mag

Subject: COMPUTER ART mag
 Date: Saturday, 25 November 1995 16:09:16
 From: Mike McCool <mikemcoo@efn.org>

 All right, let's beat this thing completely to death. Someone was thoughtful enough to post that magazine's snail mail address (thanks, mate)--but I'm just wondering if the magazine has an email string, or web site. Jesus, everything else in the crawling universe has one . . .

(This would make it easier for us colonialists to contact them).

I'd be eternally grapeshot . . .

Thread 776

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1.751 MSG-748 Subject: Re: Renderbrandt's webpage

Subject: Re: Renderbrandt's webpage
Date: Saturday, 25 November 1995 16:41:52
From: Phil Stopford <pstopfor@jesus.ox.ac.uk>

The address is:

<http://www.heathcomm.no/~gfxdude/>

and there's some really cool stuff on there!

On Fri, 24 Nov 1995, Mike McCool wrote:

> Please excuse the listwide spam, but I still can't get connected to Tom's
> home page, and I haven't kept his private address.
>
> Here's the web address I copied down, that doesn't work:
>
> <http://www.heathcom.no/~gfxdude/>
>
> Did I copy something wrong? Everybody else able to get there OK with the
> above address?
>

Thread 687

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1.752 MSG-749 Subject: Re: Cross-Platform Pictures

Subject: Re: Cross-Platform Pictures
Date: Saturday, 25 November 1995 17:13:13
From: Mike McCool <mikemcoo@efn.org>

> placed the TIFs in a .pix directory. From the project editor we tried to
> get his copy to import those pictures so he could use Imagine to create
> an anim from them, but his Imagine would not recognize the TIFs.

I'm out on a limb here, since I'm no ibeamer: but your problem may be in trying to load them from the Project Editor. I couldn't TELL you the last time I let imagine make a 'movie' for me. Rendering is its strength.

You'll probably get better advice,--but try loading those tif's as a series of Backdrops, in the action editor. Stick a light up in your scene, just to keep the damn No-Lights? requestor from jumping in on every frame.

Then go to the project editor and render the 80 frames.

(If I'm way off here, strap me down and feed Rush Lumphole re-runs directly into my cerebral cortex).

Thread 403

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1.753 MSG-750 Subject: Cross-Platform Pictures

Subject: Cross-Platform Pictures

Date: Saturday, 25 November 1995 17:16:50

From: Randy Blymire <casque@yrkpa.kias.com>

Hi All,

I have a little problem with using Imagine cross-platform. I set up an 80 frame blob project and rendered it as 80 480X640 24bit IFFs. Using ImageFX, I converted these to 24bit uncompressed TIFs. I took these 80 TIFs to a friend's IBM version of 4.0. We created an 80 frame project then placed the TIFs in a .pix directory. From the project editor we tried to get his copy to import those pictures so he could use Imagine to create an anim from them, but his Imagine would not recognize the TIFs.

Does anyone have any ideas why this happens, and what I can do to make this work?

Thanx,

Randy

Thread 784

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1.754 MSG-751 Subject: Re: Chaser Texture help

Subject: Re: Chaser Texture help
Date: Saturday, 25 November 1995 19:39:02
From: Rodney McNeel <rodman@infinity.ccsi.com>

Perhaps the Strobe.itx? In lites directory (i'm not certain if this is an add-on or not, I'm sure someone could "enlighten" you ;))

On Sat, 25 Nov 1995 mikael@pip.dknet.dk wrote:

> I want to make a light "travel" along a runway. How do I do this?
>
> Mikael
>
>

Thread 407

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1.755 MSG-752 Subject: Re: Address of free imagine mag.

Subject: Re: Address of free imagine mag.
Date: Saturday, 25 November 1995 19:57:29
From: dunc <dunc@eraser.demon.co.uk>

CH> For all those interested here is the address of the mag that is giving
CH> away imagine 3 in the UK.

CH> Future Publishing LTD
CH> 30 Monmouth St
CH> Bath
CH> Avon
CH> BA1 2BW

CH> Tel: UK 01225 442244
CH> Fax: UK 01225 822519

And/Or <http://www.futurenet.co.uk>

-I think they have just put a big form on it so you get to subscribe to their mailing list and some other stuff to

Duncan

--

Email - dunc@eraser.demon.co.uk

--

Thread 587

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1.756 MSG-753 Subject: That silly Pixar movie again

Subject: That silly Pixar movie again

Date: Saturday, 25 November 1995 22:27:05

From: David Nix <WRNIX@uga.cc.uga.edu>

Hey folks-

I just got back from the theatre and can confirm that Toy Story is nothing short of amazing. There were many many times that I completely forgot that this was an animated "kids" movie. No its not hyper-photo realistic, its stylized-realistic, with enough elements of realism to throw you off guard...

It also has the one use of a blatant "look at me" lens flare that I'll approve of most wholeheartedly!

Those that have seen it will understand ;-)

Besides being an engaging film (with enough adult inuendo to make Tex Avery proud!) its a staggering feat and will be quite an animation landmark I'd guess.

Go enjoy it...

Dave

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1.757 MSG-754 Subject: Rebound mail

Subject: Rebound mail
Date: Saturday, 25 November 1995 22:58:44
From: mikael@pip.dknet.DK

Each time a post a mail to IML, I get a mail from POSTMASTER saying that my mail can't get through, yet me post do show up. They even show up before I get the mails from postmaster.
What's going on?

Mikael

Thread 789

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1.758 MSG-755 Subject: Re: 3.0 for free?!?

Subject: Re: 3.0 for free?!?
Date: Saturday, 25 November 1995 22:59:44
From: torgeirh@powertech.no (Torgeir Holm)

On 19-Nov-95 23:37:08, RobSampson wrote:

>I spent the money to upgrade both Amiga and PC to 3.0 and it does not seem to
>long ago. Now at long last we have 4.0, paid to get there and have a long
>time to wait before we get a windoze version and still have bugs. Yet 3.0 is
>being given away. So why did we pay to get 4.0. In another year the windoze
>version will be out and 4.0 will be given away. Seems to me we should just
>join the constant one year behind upgrade program. It certainly is cheaper.
> As for these people wanting to upgrade to the real thing, well 3.0 is a real
>thing. If they take a year to learn it and read lists like the IML they will
>come to know that 4.0 will probably be given away next year. Why bother to
>spend money getting there sooner? Hey there are people on here who sent in
>checks to upgrade, got their checks cashed and no product. Well I guess I'll
>stop now.

If you had the choice between paying \$100 and getting blobs, motion blur, real time attributes, fill to edge line, and all the other great stuff we have gotten with 4.0, or waiting a year, would you really choose the latter?

Just asking....

--
Torge!r

Thread 678

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1.759 MSG-756 Subject: Motion blur bugs

Subject: Motion blur bugs
Date: Saturday, 25 November 1995 23:00:01
From: torgeirh@powertech.no (Torgeir Holm)

Has anyone else had any problems with motion blur in Imagine4.0?

In an anim I just created, all goes fine until the object suddenly appears where it was in frame one, for one frame in the middle of the anim.

The object also appears where it is supposed to be, but it is very faint.

It looks as if imagine misplaced the object for most of the frames that make up the image, but not all of them....

I have checked the bars in acton, and haven't found anything that should cause this either....

Hope that made any sense to you guys...

--
Torge!r

Thread 768

--> RETURN TO CONTENTS!<==

1.760 MSG-757 Subject: Chaser Texture help

Subject: Chaser Texture help
Date: Saturday, 25 November 1995 23:02:11
From: mikael@pip.dknet.dk

I want to make a light "travel" along a runway. How do I do this?

Mikael

Thread 791

--> RETURN TO CONTENTS!<==

1.761 MSG-758 Subject: Brushes and genlock

Subject: Brushes and genlock
Date: Saturday, 25 November 1995 23:07:41
From: mikael@pip.dknet.dk

I have created some round insignia brushes, and don't want the colors outside the insignia to show up, but they do. I tried using the Genlock button. I have changed the colors, in the config and in the image, but to no avail. I did change the colors to the color of my object. Great, if you don't change the colors of the object.
Please help.
I'm using Imagine (of course) 4.0 PC

Mikael

Thread 767

--> RETURN TO CONTENTS!<==

1.762 MSG-759 Subject: New memory types...worth it??

Subject: New memory types...worth it??
Date: Saturday, 25 November 1995 23:17:01
From: jacob@altair.csustan.edu (Dave Jacob)

Hi folks--

I just finished reading some product specs for the new memory types, like burst EDO dram, and SDRAM. While it looks in the short term that the "EDO Dram" is going to provide an improvement over standard fast page mode dram, the real winner seems to be the SDRAM -- depending on the company doing the advertising, they can range in clock speeds from 100-150 Mhz. Also, Mitsubishi is already announcing a 1 gig unit (32 meg by 64 bit -- ot was it the other way around?)

My question is this -- if I stick some SDRAM in a 150 Mhz

pentium or pent pro system, just how much faster will it make things run?
Is it worth the price to upgrade to these hyper velocity memory types?

Will it make Imagine run faster ...?

As an aside, I did some calling of the local yokel computer companies,
and they didn't even know what SDRAM was :(So, I dont even know
what type motherboard will support it. Any help appreciated.

Thanks, Dave.

Thread 550

--> RETURN TO CONTENTS!<==

1.763 MSG-760 Subject: 4.0 slice :)

Subject: 4.0 slice :)
Date: Saturday, 25 November 1995 23:45:23
From: Curcio Nicholas <curcion@db.erau.edu>

Hi all.

Someone mentioned this last week, but I haven't seen anything about it
since. I sliced a few things tonight that I could never slice before.
It was incredible. :) It only too about 5 years, but Imagine's slice
function works! (That was one expensive bug fix.)

I also got motion blur to work the first time through. I REALLY like
it. Blobs didn't impress me all that much. A tip for those of you who
haven't tried blobs yet: If you don't get a blob after you follow the
instructions in the "manual", move the spheres closer together. It
only took me half an hour to figure that one out. :}

Since I made the jump from 3.0 to 4.0, the "real time" attributes have me
excited. They're an excellent way to see what textures will kill your
render times. :)

Happy Rendering,

nik

Thread 763

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1.764 MSG-761 Subject: Re: Knick Knacks (was Re: Toy Story)

Subject: Re: Knick Knacks (was Re: Toy Story)
Date: Sunday, 26 November 1995 00:17:12
From: torgeirh@powertech.no (Torgeir Holm)

On 25-Nov-95 12:34:19, Andrew Herbert wrote:

>It looks good though, but I wonder if all they did was model the characters
>and just leave the rest to motion capture?! I don't think we get the movie
>'til easter over here in the uk.

It's supposed to hit the theatres in march here in Norway, and that's after
they have done the dubbed version. So I guess you'll have it before that at
least :) (They show both the original, and the dubbed version, in case anyone
were wondering....)

--
Torgeir

Thread 565

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1.765 MSG-762 Subject: Re: Higher Res Display on Imagine Amiga

Subject: Re: Higher Res Display on Imagine Amiga
Date: Sunday, 26 November 1995 00:17:19
From: torgeirh@powertech.no (Torgeir Holm)

On 25-Nov-95 14:51:50, C and/or A Sullivan wrote:

>Hi all. I may have another dumb question for you here. I jumped right
>from 3.0 to 4.0 on the Amiga (no inbetween versions) and I can't for the
>life of me get it to come up in a resolution higher than the default.
>I've tried all the different preference settings pertaining to the
>display where it states changes won't occur until the program is
>restarted so I quit and restart and it comes up looking the same. Help
>would be appreciated.

Use ModePro by Mike Rivers, it works perfectly for me. You should be able to
locate it on aminet.

--

Torge!r

Thread 267

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1.766 MSG-763 Subject: Re: 4.0 slice :)

Subject: Re: 4.0 slice :)
Date: Sunday, 26 November 1995 00:40:46
From: "Kelly R. Brock" <kerby@primenet.com>

Howdy,

>Someone mentioned this last week, but I haven't seen anything about it
>since. I sliced a few things tonight that I could never slice before.
>It was incredible. :) It only too about 5 years, but Imagine's slice
>function works! (That was one expensive bug fix.)

Bingo, you just solved the question. I'm a boolean freak and that one fix makes upgrading reasonable. Now there's an upgrade worth it's weight in gold, I got to used to working in other systems where there were very few limits to what could and could not be cut up.

>I also got motion blur to work the first time through. I REALLY like
>it. Blobs didn't impress me all that much. A tip for those of you who
>haven't tried blobs yet: If you don't get a blob after you follow the
>instructions in the "manual", move the spheres closer together. It
>only took me half an hour to figure that one out. :}

As a question about the blobs, I've seen several comments about the animation side of them and came up with a usability question. Do you have the ability to actually save out the created object, I got the impression that these were computed at render time. Is that correct? Also I would assume that you can, if you can get the meshes, use this as a Metaball type system. Someone sent me the entire list and now I can't find it, sorry if that was listed. I've used metaballs in a couple of systems and they are extremely handy for organic modelling, problem is I don't have access to those systems anymore. ;-) How much control is there? Possitive and negative attractors are the obvious parts but do you have controls over sphere distortions and other area effects? I used a custom written system that allowed just about any CSG shape to be used in the modelling process, is there any support for that type of thing? (Cylinders of attraction/repulsion, pyrimids ect....) Not really big deal but I'd be interrested in hearing about the abilities.

Thanks,

K. Brock

Thread 164

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1.767 MSG-764 Subject: Re: Motion Blur

Subject: Re: Motion Blur
Date: Sunday, 26 November 1995 00:48:55
From: Roger Straub <straub@csn.net>

OK! Now it works! Now I know what I was doing wrong! Thanx, Helmy!

Sorry about all the spam and high-pitched whining, everybody. =)

See ya,
Roger

On Fri, 24 Nov 1995 helmy@voyager.com wrote:

> Ok guys, Here is a small tutorial for anyone who has been having
> problems with the motion blur feature in 4.0. I will be brief and to
> the point:
>
> 1. Go to detail editor, add a primitive sphere and save it as "BALL" (or
> whatever you'd like.
>
> 2. Go to Action editor and type in "20" in the frames box.
>
> 3. Go to stage editor and load your sphere.
>
> 4. On frame 1 move the sphere so that its in the right hand corner of
> the screen.
>
> 5. Go to frame 20 and move the sphere so that its in the left hand
> corner of the screen, dont forget to save your position using the
> "position bar" option.
>
> 6. Go to Project editor and click on the "Modify" button. Type in
> something like 3 in the Motion Blur Extra Frames box, and move the
> slider next to it to the half way point.
>
> 7. Now choose frame 10 and render it. (Dont forget to add a lightsource
> in your scene of course!). Once rendered you should see a cool blurring
> effect. CAUTION: Rendering the last frame of an animation will not show
> any blur because Imagine considers that frame the "stop" frame) If I'm
> wrong then please feel free to correct me.
>
>
> Hope this helps Imagineers.
>

```

> -----
> Ali Helmy
> -----
> H"E"L"M"Y PRODUCTIONS
> -----
> <3D & 2D AnImAtIoN>
> -----
> Los Angeles-California-US
> -----
> E-Mail: Helmy@Voyager.Com
> -----
>
>
>
>

```

Thread 780

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1.768 MSG-765 Subject: Re: Timer

Subject: Re: Timer
Date: Sunday, 26 November 1995 00:53:21
From: Roger Straub <straub@csn.net>

Imagine already has this, sorta. =) It's in the form of the IMRT hunk in the picture file written. (Well, this works for Amiga IFFs) In Ian Smith's IIUtilities, there's an AREXX script called ImTotal which will read the IMRT(?) hunk and tell you how long the frame took to render. If you're a PC user, I really can't help you. =I

See ya,
Roger

On Sat, 25 Nov 1995 helmy@voyager.com wrote:

```

> I think a useful addition to Imagine would be a "timer" which measured
> the time it takes to render one frame (From beginning on Initializing to
> the end of Palette Generation).
>

```

```

> -----
> Ali Helmy
> -----
> H"E"L"M"Y PRODUCTIONS
> -----
> <3D & 2D AnImAtIoN>
> -----
> Los Angeles-California-US
> -----
> E-Mail: Helmy@Voyager.Com
> -----
>

```

>
>
>

Thread 771

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1.769 MSG-766 Subject: Re: Rebound mail

Subject: Re: Rebound mail
Date: Sunday, 26 November 1995 02:56:52
From: RobSampson@aol.com

In a message dated 95-11-25 17:21:16 EST, you write:

>Each time a post a mail to IML, I get a mail from POSTMASTER saying
>that my mail can't get through, yet me post do show up. They even show
>up before I get the mails from postmaster.
>What's going on?
>
>Mikael

Don't feel alone, I'm getting it as well.

Bob.....

Thread 103

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1.770 MSG-767 Subject: Re: Brushes and genlock

Subject: Re: Brushes and genlock
Date: Sunday, 26 November 1995 02:56:56
From: RobSampson@aol.com

In a message dated 95-11-25 18:20:50 EST, you write:

>I have created some round insignia brushes, and don't want the colors out-
>side the insignia to show up, but they do. I tried using the Genlock button.
>I have changed the colors, in the config and in the image, but to no avail.
>I did change the colors to the color of my object. Great, if you don't

change
>the colors of the object.
>Please help.
>I'm using Imagine (of course) 4.0 PC
>
>Mikael

You will have to edit your brushes so that everything you do not want to appear is say black, or if black does not work then so that everything is white. Then change the color to use for genlock to the appropriate value. I'm not sure why you would have to change anything to the color of your object. If you want black to be the key color in your tif/tga brush then set genc to 000000, if you want it to key off white then set it to FFFFFFF. If this does not help you will need to provide more detailed information.

Bob.....

Thread 278

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1.771 MSG-768 Subject: Re: Motion blur bugs

Subject: Re: Motion blur bugs
Date: Sunday, 26 November 1995 02:56:58
From: RobSampson@aol.com

In a message dated 95-11-25 19:51:04 EST, you write:

>I have checked the bars in acton, and haven't found anything that should
>cause
>this either....
>
>Hope that made any sense to you guys...
>
>
>--
>Torge!r

I did a pretty long (180 frames) animation that included 4 objects and shredder and motion blur and had no problems, so I think you might want to go back and recheck your settings. Unless your using the Amiga version. I'm on a PC but it seems the Amiga version has more bugs in it.

Bob.....

Thread 783

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1.772 MSG-769 Subject: Re: Cross-Platform Pictures

Subject: Re: Cross-Platform Pictures
Date: Sunday, 26 November 1995 02:56:58
From: RobSampson@aol.com

In a message dated 95-11-25 18:50:46 EST, you write:

>get his copy to import those pictures so he could use Imagine to create
>an anim from them, but his Imagine would not recognize the TIFs.
> Does anyone have any ideas why this happens, and what I can do to
>make this work?
>
> Thankx,
>
> Randy

Convert the images to tga and then I would recommend using DTA (Dave's Targa Animator) which is a shareware product to be found all over the universe:) to compile the animation. It runs from dos and you can make the command as simple as[DTA *.tga] and the program does the rest.

Bob.....

Thread 749

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1.773 MSG-770 Subject: Re: 3.0 for free?!?

Subject: Re: 3.0 for free?!?
Date: Sunday, 26 November 1995 02:56:59
From: RobSampson@aol.com

In a message dated 95-11-25 20:09:16 EST, you write:

>If you had the choice between paying \$100 and getting blobs, motion blur,
>real
>time attributes, fill to edge line, and all the other great stuff we have
>gotten with 4.0, or waiting a year, would you really choose the latter?
>

>Just asking....
>
>--
>Torge!r

Well I guess what I'd really like is the last version of Lightwave for free:)

Bob.....

Thread 510

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1.774 MSG-771 Subject: Re: Timer

Subject: Re: Timer
Date: Sunday, 26 November 1995 02:57:01
From: RobSampson@aol.com

In a message dated 95-11-25 20:14:36 EST, you write:

>I think a useful addition to Imagine would be a "timer" which measured
>the time it takes to render one frame (From beginning on Initializing to
>the end of Palette Generation).<<

Lottsa luck. I just wanted the cancel button moved out of the center of the rendering screen. You see how far that went:)

Bob.....

Thread 782

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1.775 MSG-772 Subject: Re: Toy Story

Subject: Re: Toy Story
Date: Sunday, 26 November 1995 04:48:14
From: jprusins@cybergrafix.com (John Prusinski)

>In a message dated 95-11-24 16:26:39 EST, you write:
>
>>> Look, I'm sure that the movie is a wonderful piece of 3D work and I will
>>> probably see it sooner or later. From the commercials I have seen
>>> everything looks kind of plastic and that really turns me off. Has anyone
>>
>>Hey Stephen,
>>
> I was really a bit disappointed to see that the first exclusively
>>CG feature film was so pale and over-exposed looking. No dark depths, no
>>deep rich tones. All sunburned and washed out looking.
>>

Having just returned from seeing it, I have to say that I was totally blown away. Yes, it never tries to look like anything other than computer graphics, but these graphics are gorgeous and the attention to detail is amazing. And BTW, there are in fact extended scenes in the "scary parts" that take place in dark, richly toned places. My main comment, however, is that the film reminded me how much of the greatness of animation has to do with scripting and cinematography (lighting, camera angles, etc.).

John.

John Prusinski/CyberGrafix
jprusins@cybergrafix.com
<http://www.cybergrafix.com/>

"Whoever undertakes to set himself up as judge in the field of Truth and Knowledge is shipwrecked by the laughter of the gods." A. Einstein

Thread 666

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1.776 MSG-773 Subject: Re: Imagine Image Formats

Subject: Re: Imagine Image Formats
Date: Sunday, 26 November 1995 05:01:03
From: jprusins@cybergrafix.com (John Prusinski)

>Does anybody know of a good graphics converter to use for Imagine TGA/TIFF
>formats on the IBM?

I use either Photoshop or Edsoft Color Converter (which I originally read about on this list, and subsequently got; it is absolutely the best 24- to 8-bit converter around, it's really tough to see the difference.)

>By the way, why does Impulse's image format differ so much? Or is it just

>me that's having problems with this? Will it matter if it's saved in 24-bit
>or 256 color?

Bit depth doesn't matter. My understanding is that Impulse used an obsolete Targa standard in their code.

And while we're on the subject of Impulse image formats, the one that drives me nuts is the .LBM extension on IFF files. I'd like to use the format because it's more efficient in terms of file size than Targa, but I've never found any PC software that recognizes the .LBM extension, although several recognize .IFF. The latter is pretty much the standard on the Amiga also, so WHY would they go out of their way to use some obscure nomenclature? Ooops, sorry, for a minute I forgot that for all their positive aspects, WHY is not a question any sane person asks about anything Impulse does :@)

John Prusinski/CyberGrafix
jprusins@cybergrafix.com
<http://www.cybergrafix.com/>

"Whoever undertakes to set himself up as judge in the field of Truth and Knowledge is shipwrecked by the laughter of the gods." A. Einstein

Thread 177

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1.777 MSG-774 Subject: Re: Chaser Texture help

Subject: Re: Chaser Texture help
Date: Sunday, 26 November 1995 05:35:29
From: Jim Rix <jim@yakko.cs.wmich.edu>

On Sat, 25 Nov 1995 mikael@pip.dknet.dk wrote:

> I want to make a light "travel" along a runway. How do I do this?
>
> Mikael
>

In the detail editor create an axis that has the light attributes you desire.

Next go to the stage editor and the frame where you wish to have the light appear and load the light axis into the stage and position the light axis where you desire.

Change the frame number to where you desire the light to end up in and

move the light to the position you want it to arrive at. That it.

Jim Rix

Thread 751

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1.778 MSG-775 Subject: Re: That silly Pixar movie again

Subject: Re: That silly Pixar movie again

Date: Sunday, 26 November 1995 08:29:14

From: Dave Wilson <dvwilson@supernet.ab.ca>

At 10:27 PM 11/25/95 EST, you wrote:

>Hey folks-

>

>I just got back from the theatre and can confirm that Toy Story is
>nothing short of amazing. There were many many times that I completely
>forgot that this was an animated "kids" movie. No its not hyper-photo
>realistic, its stylized-realistic, with enough elements of realism to
>throw you off guard...

>

>It also has the one use of a blatant "look at me" lens flare that I'll
>approve of most wholeheartedly!

>

>Those that have seen it will understand ;-)

>

>Besides being an engaging film (with enough adult innuendo to make Tex Avery
>proud!) its a staggering feat and will be quite an animation landmark I'd
>guess.

>

>Go enjoy it...

>

>Dave

>

Why is cartoony animation always considered "KIDS" animation? As far as I'm concerned if you like it great but don't label things so negatively. I'm 24 years old and most of my favorite shows are cartoons; Pinky and The Brain, Reboot, Tiny Toons, Heavy Metal, Etc. Etc.. Animation is an art form to be appreciated by people of all ages, why do you think there's so much adult innuendo in Toy Story? After all, who made the movie? Kids? No. Are they marketing it as a kids show? No, just as a movie. So what if it features toys as the main characters.

Am I ranting? Sorry, I'm just touchy on the "who is animation for? Kids or adults" issue. Bye.

Thread 201

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1.779 MSG-776 Subject: Re: COMPUTER ART mag

Subject: Re: COMPUTER ART mag
Date: Sunday, 26 November 1995 11:07:30
From: Phil Stopford <pstopfor@jesus.ox.ac.uk>

On Sat, 25 Nov 1995, Mike McCool wrote:

> All right, let's beat this thing completely to death. Someone was
> thoughtful enough to post that magazine's snail mail address (thanks,
> mate)--but I'm just wondering if the magazine has an email string, or web
> site. Jesus, everything else in the crawling universe has one . . .
>
> (This would make it easier for us colonialists to contact them).
>
> I'd be eternally grapeshot . . .
>
There is a web site for Future Publishing, can't remember the exact
address, but it's called futurenet - go to your local newsagents. Grab a
copy of PCFormat or any computer mag published by Future and browse
through. They always advertise it somewhere in the mag.

Thread 193

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1.780 MSG-777 Subject: Re: Imagine Image Formats

Subject: Re: Imagine Image Formats
Date: Sunday, 26 November 1995 11:53:23
From: gregory denby <gdenby@twain.helios.nd.edu>

John Prusinski writes:

>And while we're on the subject of Impulse image formats, the one that drives
>me nuts is the .LBM extension on IFF files. I'd like to use the format

>because it's more efficient in terms of file size than Targa, but I've never
>found any PC software that recognizes the .LBM extension, although several
>recognize .IFF. The latter is pretty much the standard on the Amiga also,
>so WHY would they go out of their way to use some obscure nomenclature?

..LBM is just the 3 character DOS compatible extension for what should be
..ILBM. That stands for InterLeaved BitMap, if I remember my Amiga lore
correctly. It was the first Amiga standard. .IFF is Interchange File Format,
and was developed by Electronic Arts in conjunction w. Commodore (this also
comes from the dusty corners of memory.) If Impulse wanted to be really
idiosyncratic, it could save out its own .RGBN format as .GBN and really
confuse things.

As to reading .LBM files, I'd guess that WinImages, the PC version of
ImageMaster, would handle them, since it also saves them. Any one out there try
this?

Greg Denby

Thread 793

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1.781 MSG-778 Subject: Timer

Subject: Timer

Date: Sunday, 26 November 1995 12:34:57
From: lund@hoa.ping.dk (Anders Lundholm)

CC: Robsampson@aol.com

Letter from Anders Lundholm to Robsampson@aol.com Written 25 Nov 95 At 21:57:01
O'clock

Hi Robsampson@aol.com ...

Rac> Lottsa luck. I just wanted the cancel button moved out of the center
Rac> of the rendering screen. You see how far that went:)

Where should they put it when rendering in higher resolutions?! .. I
mostly do 1024x768 images, and it suits my screen perfectly. The problems
is, however, that placing it differently will annoy other users, because
the new position will shadow for the details they want to see.

- Also, it's only for preview rendering, so if it's such a big problem why
don't you move the camera a bit before rendering to avoid the dead-zone?!

With Regards

- Anders Lundholm . Alien Workshop . Computer Graphics -

-- Via Xenolink 1.97, XenolinkUUCP 1.1

Thread 796

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1.782 MSG-779 Subject: Re: New Pic

Subject: Re: New Pic
Date: Sunday, 26 November 1995 12:36:54
From: torgeirh@powertech.no (Torgeir Holm)

On 25-Nov-95 19:06:24, helmy wrote:

>Ok Here is the .jpg. Let me know what you think. Feel free to mention
>it on the Imagine Mailing List. Thanks.

Hey, great stuff :) Did you use a bumpmap for the numbers? I like the H on the
roof of all the skyscrapers :)

I'd like to see your Camaro, but don't post it on the IML, there are a lot of
modem users out there who dont want to spend money on downloading it against
their will.

--
Torge!r

Thread 805

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1.783 MSG-780 Subject: Moving Light...

Subject: Moving Light...
Date: Sunday, 26 November 1995 13:08:00
From: Norman.Peelman%315@satlink.oau.org (Norman Peelman)

>> I want to make a light "travel" along a runway. How do I do this?

>> Mikael

You treat the light just like any other object. **ign it to a path, effects, morph from one light to another (colors at least, don't know about anything else), hinge, etc...

Norm (still using 2.0)

--

|Fidonet: Norman Peelman 1:363/315

|Internet: Norman.Peelman%315@satlink.oau.org

|

| Standard disclaimer: The views of this user are strictly his own.

| From C.F.Satlink +1-407-240-7781 (ANSI or Vt-100 _required_).

Thread 109

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1.784 MSG-781 Subject: Re: Rebound mail

Subject: Re: Rebound mail

Date: Sunday, 26 November 1995 13:13:11

From: Joop.vandeWege@MEDEW.ENTO.WAU.NL (joop van de wege)

>>Each time a post a mail to IML, I get a mail from POSTMASTER saying
>>that my mail can't get through, yet me post do show up. They even show
>>up before I get the mails from postmaster.
>>What's going on?
>>
>>Mikael
>Don't feel alone, I'm getting it as well.
>Bob.....

I think I'm the one causing the trouble. I more or less forgot to clean up a couple of mailfolders which coincided with a lot of IML mail coming in. I'll try to keep it as clean as possible if you guys stop mailing so much about things like 'Rebound mail' ;-)

Sorry, Joop

Thread 746

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1.785 MSG-782 Subject: Re: Timer

Subject: Re: Timer

Date: Sunday, 26 November 1995 13:56:22

From: Roger Straub <straub@csn.net>

On Sun, 26 Nov 1995, Anders Lundholm wrote:

> Rac> Lottsa luck. I just wanted the cancel button moved out of the center
> Rac> of the rendering screen. You see how far that went:)
>
> Where should they put it when rendering in higher resolutions ?! .. I
> mostly do 1024x768 images, and it suits my screen perfectly. The problems
> is, however, that placing it differently will annoy other users, because
> the new position will shadow for the details they want to see.
>
> - Also, it's only for preview rendering, so if it's such a big problem why
> don't you move the camera a bit before rendering to avoid the dead-zone ?!

If Impulse would provide a styleguide-compliant GUI, this wouldn't be a
problem. I guess all those lucky PC users out there will have to wait
until Win4.0. =)

>
> With Regards
>
> - Anders Lundholm . Alien Workshop . Computer Graphics -
>
> -- Via Xenolink 1.97, XenolinkUUCP 1.1
>

See ya,
Roger

Thread 526

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1.786 MSG-783 Subject: Re: Motion blur bugs

Subject: Re: Motion blur bugs
Date: Sunday, 26 November 1995 14:43:04
From: torgeirh@powertech.no (Torgeir Holm)

On 25-Nov-95 21:56:58, RobSampson wrote:

>>I have checked the bars in acton, and haven't found anything that should
>>cause
>>this either....
>>
>>Hope that made any sense to you guys...

>I did a pretty long (180 frames) animation that included 4 objects and
>shredder and motion blur and had no problems, so I think you might want to go
>back and recheck your settings. Unless your using the Amiga version. I'm on
>a PC but it seems the Amiga version has more bugs in it.

Yep, I'm on the amiga version. But I'll still go over the settings, again...

--
Torge!r

Thread 408

--> RETURN TO CONTENTS!<==

1.787 MSG-784 Subject: Re: Cross-Platform Pictures

Subject: Re: Cross-Platform Pictures
Date: Sunday, 26 November 1995 14:49:29
From: dunc <dunc@eraser.demon.co.uk>

On 25-Nov-95 17:16:50 Randy Blymire Wrote About : Cross-Platform Pictures

RB> I have a little problem with using Imagine cross-platform. I set up
RB> an 80 frame blob project and rendered it as 80 480X640 24bit IFFs. Using
RB> ImageFX, I converted these to 24bit uncompressed TIFs. I took these 80

Why not just compile the stills to an FLC with ImageFX It does quite a good
job of this -Well they playback on Display on a PC ok

Duncan

--

Email - dunc@eraser.demon.co.uk

--

Thread 769

--> RETURN TO CONTENTS!<==

1.788 MSG-785 Subject: TyeDyeTV

Subject: TyeDyeTV
Date: Sunday, 26 November 1995 15:09:20
From: BOCONNELL@mecn.mass.edu

Hi All-

I haven't seen Toy Story yet. I've been too busy with Imagine 4...

I'm making a blob object of my hand actually. So far, it's been pretty intuitive, however creating the exact topography has been somewhat difficult. There are nearly 150 blobs contributing to the total object so far ; setting each ones strength is hit and miss at best... I am hoping to include geometry for tendons and veins, all animated, of course.

One of the ideas I have is derived from the included text file that arrived w/ the update. The text states:

"A ccomponent with a value between 0 and about .65 will not show up on it's own, but will still add to the overall blob surface."

Will Imagine allow me to place an array of small, closely placed blobs over a larger blob (strength 1.0) and 1) Push the larger blob in (make a dent, or a ravine, or a vein crossing the top of a gently sloped hand) and 2) Not show up on it's own?

I'm basically polling for negative strength advice here...

Also, been playing with lighting lately. I am using a simple process, one described in the textures document. I'm using a textured sphere as a transparent color gel for a light placed inside. Morph the textures creatively, independantly or in concert with other textures on a ground plane. Trace and grin. Try it out. I've learned alot from forcing myself to state animate all of the color textures on one sphere whilst simultaneously morphing all of the bump and color capable textures on a ground plane. The end result looks kind of like an animated TieDye shirt.

Eye Fry Television
Coolidge Corner Theatre
Brookline, MA USA
Full Moon # 1 , 1996 :)

our motto:

audio/video@retina.scorching.speeds

Gotta render...must go faster...much, much faster . . .

Bob O'Connell

Cross Platform Productions
Animation Division

Thread 405

--> RETURN TO CONTENTS!<==

1.789 MSG-786 Subject: Blob-Modeling ?!

Subject: Blob-Modeling ?!
Date: Sunday, 26 November 1995 15:56:39
From: lund@hoa.ping.dk (Anders Lundholm)

CC: bilboyce@iconz.co.nz

Letter from Anders Lundholm to Bill Boyce Written 24 Nov 95 At 20:06:13 O'clock

Hi Bill ...

BB> Think : liquids (fountains, water falls, melted T2's, Mexican

Melted T2's ?! .. I guess Impulse has to improve their 'gimmebiggerobj'
before trying to create such an object! -:)

BB> Anything you wouldn't want to make out of lego, basically.

-:)

With Regards

- Anders Lundholm . Alien Workshop . Computer Graphics -

-- Via Xenolink 1.97, XenolinkUUCP 1.1

Thread 638

--> RETURN TO CONTENTS!<==

1.790 MSG-787 Subject: PAR PC

Subject: PAR PC
Date: Sunday, 26 November 1995 15:56:57
From: lund@hoa.ping.dk (Anders Lundholm)

CC: bilboyce@iconz.co.nz

Letter from Anders Lundholm to Bill Boyce Written 24 Nov 95 At 20:05:43 O'clock

Hi Bill ...

BB> Has anyone checked the initial claim of doubled rendering times? From
BB> memory I didn't notice THAT much of an increase in rendering speed

Just tested it. Yup, it's exactly twice as slow using fieldrendering as
using the normal method. I hoped Impulse would manage to find a faster
method, but as far as I informed the problem lies in the antialiasing!

Stragely enough, I thought rendering every 2. line was enough (which it
is) but Imagine seems like 'wanting' to render all lines!

With Regards

- Anders Lundholm . Alien Workshop . Computer Graphics -

-- Via Xenolink 1.97, XenolinkUUCP 1.1

Thread 470

--> RETURN TO CONTENTS!<==

1.791 MSG-788 Subject: Renderbrandt's Home Page

Subject: Renderbrandt's Home Page

Date: Sunday, 26 November 1995 16:38:24

From: Phil Stopford <pstopfor@jesus.ox.ac.uk>

Excellent stuff - the model of the plane is outstanding - just a pity I
haven't enough memory to get a piccie of the large TIE model.

Thread 807

--> RETURN TO CONTENTS!<==

1.792 MSG-789 Subject: Re: Rebound mail

Subject: Re: Rebound mail

Date: Sunday, 26 November 1995 16:39:45

From: Phil Stopford <pstopfor@jesus.ox.ac.uk>

On Sun, 26 Nov 1995, joop van de wege wrote:

> >>Each time a post a mail to IML, I get a mail from POSTMASTER saying
> >>that my mail can't get through, yet me post do show up. They even show
> >>up before I get the mails from postmaster.
> >>What's going on?
> >>
> >>Mikael
> >Don't feel alone, I'm getting it as well.
> >Bob.....
>
> I think I'm the one causing the trouble. I more or less forgot to clean up a
> couple of mailfolders which coincided with a lot of IML mail coming in.
> I'll try to keep it as clean as possible if you guys stop mailing so much
> about things like 'Rebound mail' ;-)
>
> Sorry, Joop
>
Mike's 'box seems to be overflowing - at least that's the only one I seem
to be getting complaints from.

Thread 781

--> RETURN TO CONTENTS!<==

1.793 MSG-790 Subject: US Importers for COMPUTER ART mag.

Subject: US Importers for COMPUTER ART mag.
Date: Sunday, 26 November 1995 16:59:57
From: Chris Hall <Chris.Hall@dial.pipex.com>

>There is a web site for Future Publishing, can't remember the exact
>address, but it's called futurenet - go to your local newsagents. Grab a
>copy of PCFormat or any computer mag published by Future and browse
>through. They always advertise it somewhere in the mag.
>
>

If he could get it from the newsagent why would he want the WWW address
then? Surely he could just buy the mag himself.

Anyway the WWW is
<http://www.futurenet.co.uk>

I managed to pull this from there. It's a list of US companys that import
from Future Publishing. Give one a ring and they should be able to tell you
where you can get a copy near you.

USA
Ingrams Periodicals Inc
1226 Heil Quaker Blvd
La Vergne,
TN 37086-7000

Tel: 615 793 5522
Fax: 615 793 6043

IPD
email: Xalapeno@aol.com
674 Via de la Valle
Suite 200
Solana Beach
California
Tel: 619 481 5928
Fax: 619 259 7580

Worldwide Media Services
30 Montgomery Street
Jersey City
New Jersey 07302
Tel: 201 332 7100
Fax: 201 332 1655

Have fun!
Chris Hall.

```
|-----|\n| You have been spoken to by Chris Hall    |\n| A very tall and generally nice bloke from Great Briton |\n|                                           |\n| E- mail me at : Chris.Hall@dial.pipex.com |\n| Visit Web Shack at :                   |\n|   http://dspace.dial.pipex.com/town/square/fy24 |\n|                                           |\n| Today's lucky lottery numbers are :-    |\n|           03 10 34 46 32 43             |\n|-----|\n| \-----\
```

Thread 319

--> RETURN TO CONTENTS!<--

1.794 MSG-791 Subject: Re: Chaser Texture help

Subject: Re: Chaser Texture help
Date: Sunday, 26 November 1995 17:00:02
From: Chris Hall <Chris.Hall@dial.pipex.com>

At 11:02 PM 11/25/95 PST, you wrote:
>I want to make a light "travel" along a runway. How do I do this?
>
>Mikael

>
 Using the chaser texture I think you have to create 2 states. One with the time at 0 and another with the time at 1. You can set up the number of elements, how many are on, and whether you want random patterns or the light to "travel". Then just set up a simple state morph in the action editor. I'm doing this from memory but I did get it to work. The effect is quite good as well.
 Chris Hall.

```
|-----|\
| You have been spoken to by Chris Hall      ||
| A very tall and generally nice bloke from Great Briton ||
|                                             ||
| E- mail me at : Chris.Hall@dial.pipex.com  ||
| Visit Web Shack at :                      ||
|      http://dspace.dial.pipex.com/town/square/fy24 ||
|                                             ||
| Today's lucky lottery numbers are :-      ||
|              03 10 34 46 32 43           ||
|-----|\
\-----\
```

Thread 774

--> RETURN TO CONTENTS!<--

1.795 MSG-792 Subject: Re: New Pic

Subject: Re: New Pic
 Date: Sunday, 26 November 1995 17:00:04
 From: Chris Hall <Chris.Hall@dial.pipex.com>

```
-----
```

At 07:04 PM 11/25/95 +0500, you wrote:
 >Ok guys, maybe some of you are getting sick of my offers to send my new
 >renderings out to you, but for those of you who like my work I have just
 >completed a new rendering of YES, our good old Camaro object which came
 >with Imagine. BUT, its been "fixed" up, and it looks VERY drivable now!
 >I think those of you who like my work will really like this one. Here's
 >the main question, I know that some of you did not want me to send my
 >pics through the IML, the problem is that I can not upload it to an ftp
 >site due to some problems I'm having with the BBS I'm on. So I would be
 >very thankful if I could send it through the IML. If you feel that it
 >is ok please state so on the IML so that people can see how many people
 >really want to see it, and if you're not interested, I really don't
 >think that deleting two pices of mail is really going to take much time,
 >but then I'm open minded to criticism. Thanks for all the compliments
 >from everyone on the IML.
 >

Okay dude. I'm in!
Chris Hall.

```
|-----|\
| You have been spoken to by Chris Hall      ||
| A very tall and generally nice bloke from Great Briton ||
|                                             ||
| E- mail me at : Chris.Hall@dial.pipex.com  ||
| Visit Web Shack at :                      ||
|      http://dspace.dial.pipex.com/town/square/fy24 ||
|                                             ||
| Today's lucky lottery numbers are :-      ||
|              03 10 34 46 32 43           ||
|-----|\
\-----\
```

Thread 508

--> RETURN TO CONTENTS!<--

1.796 MSG-793 Subject: Re: Imagine Image Formats

Subject: Re: Imagine Image Formats
Date: Sunday, 26 November 1995 17:00:08
From: Chris Hall <Chris.Hall@dial.pipex.com>

>And while we're on the subject of Impulse image formats, the one that drives
>me nuts is the .LBM extension on IFF files. I'd like to use the format
>because it's more efficient in terms of file size than Targa, but I've never
>found any PC software that recognizes the .LBM extension, although several
>recognize .IFF. The latter is pretty much the standard on the Amiga also,

Paint Shop Pro 3 can read in LBM files easily. It does all the colour
converting bit as well and will save to a wide range of image formats. It's
shareware and available anywhere on the internet.
Chris Hall.

```
|-----|\
| You have been spoken to by Chris Hall      ||
| A very tall and generally nice bloke from Great Briton ||
|                                             ||
| E- mail me at : Chris.Hall@dial.pipex.com  ||
| Visit Web Shack at :                      ||
|      http://dspace.dial.pipex.com/town/square/fy24 ||
|                                             ||
| Today's lucky lottery numbers are :-      ||
|              03 10 34 46 32 43           ||
|-----|\
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\-----\

Thread 773

--> RETURN TO CONTENTS!<--

1.797 MSG-794 Subject: PAR board - PC

Subject: PAR board - PC
Date: Sunday, 26 November 1995 17:32:33
From: "Ronald B. Mizrahi" <rmizrahi@jax.gttw.com>

For Sale:

(1) DPS PAR - DR 2100 -

-paid \$1900.00
-superb condition
-all original packing materials and documents

-anyone that is genuinely interested, please make a serious offer....

Thank you,

Ron Mizrahi

rmizrahi@jax.gttw.com
<http://jax.gttw.com/~rmizrahi/>

Thread 787

--> RETURN TO CONTENTS!<--

1.798 MSG-795 Subject: Comparison

Subject: Comparison
Date: Sunday, 26 November 1995 18:41:56
From: augioh4b@ibmmail.com

--- Received from GITD.PSG024 2164526

27NOV95 10.41

-> IBMMAIL.INTERNET IBMMAIL
Hi all,

Looks like there are some people in here that are also proud owners of Lightwave. I have heard many good things about this package but never really come across anything against it.

C'mon guys and gals out there in IML land, please inform me of the "does and doesn't have..." of Lightwave. Please be informative and compare it to our one and truly Imagine.

NOT A PLATFORM/SOFTWARE WAR
=====

This isn't to start one but is merely a way of helping me decide wether it is worth my efforts to save for it.

Thank you for giving time to read this :)

Vic Sarmiento
(hope to get a lot of feedback)

Thread 727

--> RETURN TO CONTENTS!<--

1.799 **MSG-796 Subject: Timer**

 Subject: Timer
Date: Sunday, 26 November 1995 19:20:02
From: helmy@voyager.com

Duh! I can't believe that I've been using Imagine for this long and had never noticed that "info" button, have I missed anything else? hmmm...

 Ali Helmy

 H"E"L"M"Y PRODUCTIONS

 <3D & 2D AnImAtIoN>

 Los Angeles-California-US

 E-Mail: Helmy@Voyager.Com

Thread 804

--> RETURN TO CONTENTS!<==

1.800 MSG-797 Subject: FTP

Subject: FTP
Date: Sunday, 26 November 1995 19:22:50
From: helmy@voyager.com

Hi Imagineers, I finally got a chance to try out this "uploading to an ftp site" thing. Well I logged on to "ftp.netnet.net" and went in the "pub/aminet/new" directory, changed to a binary mode, and uploaded my JPEG file as well as a readme file (which followed the guidelines for uploading)...after visiting ftp.netnet.net next morning my files were gone and I looked to see if they had placed them in the "pub/aminet/pix/imagi" directory, but no, it wasn't there. Any help would be appreciated.

Ali Helmy

H"E"L"M"Y PRODUCTIONS

<3D & 2D AnImAtIoN>

Los Angeles-California-US

E-Mail: Helmy@Voyager.Com

Thread 333

--> RETURN TO CONTENTS!<==

1.801 MSG-798 Subject: Render Times

Subject: Render Times
Date: Sunday, 26 November 1995 19:41:42
From: sgiff@airmail.net (Stephen Gifford)

For any of you PC users, I just upgraded my DX4100 to a Pentium Overdrive which is a Pentium chip that runs on a 486 board. It is a fairly inexpensive upgrade and my rendering on one scene I tested went from 29.12

minutes to 15.7.

s.g.

Thread 788

--> RETURN TO CONTENTS!<==

1.802 MSG-799 Subject: Re: Timer

Subject: Re: Timer
Date: Sunday, 26 November 1995 20:52:47
From: Roger Straub <straub@csn.net>

Y'know, you're right! I missed that entirely! Duh...

(Uh, oh. My drool cup needs emptying again...) =*I

See ya,
Roger

On Sun, 26 Nov 1995, David Nix wrote:

> Roger-
> I'm not sending this to the list yet so correct me if Im wrong, but...
>
> Cant you just click on the info button in the project editor and it tells
> you exactly how many minutes and seconds a render took? I've done this
> plenty of times... Or did I miss the point of the question...
>
> Dave
>

Thread 765

--> RETURN TO CONTENTS!<==

1.803 MSG-800 Subject: 3D page flip...

Subject: 3D page flip...
Date: Sunday, 26 November 1995 20:57:00
From: eduardo.gomez@canrem.com (Eduardo Gomez)

I need advice from the Gurus! Here is my problem: I'm trying to make a "flip the page" effect, with two planes (the page to be flipped and the one that will show up behind) with brushmaps. First I created a plane with lots of faces, then I made three different spline paths to conform the plane to them, so I would end up with three different states of the "page object" that I would morph into each other in the action editor. When you flip a page, the corner of the page that is picked up is moved towards the opposite corner (roughly 45 degrees), so I aligned the "page" X axis and the path's Y axis to that before applying the conformation. The results weren't so bad, except for the final size of the "conformed" objects. The scaling gets out of proportion, so you have to resize the "flipped" pages so they match the original size of the flat page. So far, so good. But when you transfer these objects (a flat plane and three "flipped" positions) and you morph them, it seems that the manipulation of the sizes in the objects editor affects the way these objects are scaled later in the stage editor, and the results are weird resizings of the objects :(That's how far I got before I decided to bring this subject to the "gurus" out there. On the other hand, I know that I will have a lot of trouble keeping in place the nice wrapping of the brush over the flat surface after the plane starts bending. So my second problem is still in the future, but I will have to deal with it if I get the objects to "behave" in the stage editor. Please, Masters, reply!

ED.

Thread 801

--> RETURN TO CONTENTS!<--

1.804 MSG-801 Subject: Re: 3D page flip...

Subject: Re: 3D page flip...
Date: Sunday, 26 November 1995 20:57:23
From: Roger Straub <straub@csn.net>

Try locking the brushmap to the flat state, and then using Bones to animate the page flip. I know it sounds wierd; "Paper doesn't have bones!" but it works. Make a bone toward the upper-right-hand corner of your page, not the exact corner, but where you want the corner to bend up from. Make the very upper-right-hand triangle the small subgroup of this bone, and make the whole corner of the page the big subgroup. Make another bone on the left edge of the page, with the set of the very rightmost triangles on the page the small subgroup, and the whole page except for the very leftmost triangles the big subgroup. Whew!

Now all you have to do is bend up the corner first, then the rest of the page follows! Neato! Hopefully you can decipher my techno-babble and pull something useful out of this blob of text. =)

See ya,
Roger

On Sun, 26 Nov 1995, Eduardo Gomez wrote:

>
> I need advice from the Gurus! Here is my problem: I'm trying to make
> a "flip the page" effect, with two planes (the page to be flipped and
> the one that will show up behind) with brushmaps.
> First I created a plane with lots of faces, then I made three different
> spline paths to conform the plane to them, so I would end up with three
> different states of the "page object" that I would morph into each other
> in the action editor. When you flip a page, the corner of the page that
> is
> picked up is moved towards the opposite corner (roughly 45 degrees), so
> I aligned the "page" X axis and the path's Y axis to that before
> applying
> the conformation. The results
> weren't so bad, except for the final size of the "conformed" objects.
> The scaling gets out of proportion, so you have to resize the "flipped"
> pages so they match the original size of the flat page. So far, so good.
> But when you transfer these objects (a flat plane and three "flipped"
> positions) and you morph them, it seems that the manipulation of the
> sizes in the objects editor affects the way these objects are scaled
> later in the stage editor, and the results are weird resizings of the
> objects :(That's how far I got before I decided to bring this subject
> to the "gurus" out there. On the other hand, I know that I will have a
> lot
> of trouble keeping in place the nice wrapping of the brush over the flat
> surface after the plane starts bending. So my second problem is still in
> the future, but I will have to deal with it if I get the objects to
> "behave" in the stage editor. Please, Masters, reply!
>
> ED.
>
>

Thread 75

--> RETURN TO CONTENTS!<--

1.805 MSG-802 Subject: More 4.0 slice...

Subject: More 4.0 slice...
Date: Sunday, 26 November 1995 21:18:39
From: Curcio Nicholas <curcion@db.erau.edu>

Hi again everyone.

I tried slicing some more things this afternoon and ran into the all too familiar 'edge too close...' and 'error2 splitting faces' errors a couple of times. (Error messages are just soooo descriptive. What's the point? How about showing me WHICH edge or WHICH face?) I can't come up with any final conclusions though. It seems like if really is fixed Impulse would have listed that as a "new" feature, kinda like a working starfield and seeing backdrops through transparent objects.

I got some help from Torge (thanx) about promoting Imagines screen on the Amiga. I have one thing to ask all of you who use Imagine on your Amigas in a higher resolution. Could you please go into the detail editor, load in an object (it's selected now), and press 'F1' or pick 'pick selected' from the menu? Do you get garbage all over your screen like I do? Thanx.

nik

Thread 810

--> RETURN TO CONTENTS!<==

1.806 MSG-803 Subject: Imagine: My one real gripe

Subject: Imagine: My one real gripe
Date: Sunday, 26 November 1995 21:47:24
From: Dave Hardenbrook <DAVEH47@delphi.com>

Gary <gmartin@mv.us.adobe.com> wrote:
>...There isn't even an 040 version of Imagine, even after
>all the years 040 have been about. Perhaps Impulse don't have time to work out
>the extra compile options :) Perhaps the real truth is all the Amigas they use
>are pre 040's running 1.3 system OS, it would figure...

Yes it would figure, since they bend over backwards to be accomdating to *ALL* Amigas! I wish they'd show that kind of sympathy for people with limited memory and reinstate that "Save memory by loading only the editor you're currently using" option that was in 2.0 and they subsequently removed!!!

-- Dave

Thread 143

--> RETURN TO CONTENTS!<==

1.807 MSG-804 Subject: Timer request

Subject: Timer request
Date: Sunday, 26 November 1995 23:17:22
From: David Nix <WRNIX@uga.cc.uga.edu>

Helmy, and others-

Your wish for a render timer has just been granted! If you'll look at your project editor screen, select a rendered frame and click the info button. Voila! Your wish is granted... Hours, minutes and seconds elapsed.

Of course this wont help you with prevue renders... unless you just selectively "test" a frame from the project level...
See ya-

Dave

Thread 811

--> RETURN TO CONTENTS!<==

1.808 MSG-805 Subject: Re: New Pic

Subject: Re: New Pic
Date: Sunday, 26 November 1995 23:56:34
From: Damon L Lacaille <nomad@ALOHA.NET>

>At 07:04 PM 11/25/95 +0500, you wrote:
>>Ok guys, maybe some of you are geting sick of my offers to send my new
>>renderings out to you, but for those of you who like my work I have just
>>completed a new rendering of YES, our good old Camaro object which came
>>with Imagine. BUT, its been "fixed" up, and it looks VERY drivable now!
>>I think those of you who like my work will really like this one. Here's
>>the main question, I know that some of you did not want me to send my
>>pics through the IML, the problem is that I can not upload it to an ftp
>>site due to some problems I'm having with the BBS I'm on. So I would be
>>very thankful if I could send it through the IML. If you feel that it
>>is ok please state so on the IML so that people can see how many people
>>really want to see it, and if you're not interested, I really don't
>>think that deleting two pices of mail is really going to take much time,
>>but then I'm open minded to criticism. Thanks for all the compliments
>>from everyone on the IML.

```
>
+-----+-----+
| Damon L. LaCaille | Email   : nomad@aloha.net   |
+-----+-----+ HomePage: www.aloha.net/~nomad |
| DX4/100, 8MB RAM +-----+
| 850MB HD, 14.4k | "That's a pretty stupid idea John, |
| Imagine 4.0!    | I'm afraid I'll have to kill you." |
+-----+-----+
```

Thread 792

--> RETURN TO CONTENTS!<==

1.809 MSG-806 Subject: Imagine 4.0 purchase

Subject: Imagine 4.0 purchase
Date: Monday, 27 November 1995 00:23:17
From: doof@eskimo.com (Frank Koning)

Hi folks,

I just got Imagine 4.0. Is it the same to all to have a tough start learning Imagine?=20

I have Imagine 4.0 Disks but came with 3.0 Manual. Is that the same to= others?

Are sliders supposed to be in 4.0 or not?=20

Do you think "Win Imagine" will cover AVI and other picture formats? Easier interface to use as well?=20

Are drawings mostly by points?=20

Thanks for the feedback. G'day

An Imagine Novice

-----v-----
-- (*) --
o/d\o

^

.

```

***
** *
* ***\
* \ =DF=DF=DF=DF=DF=DF=DF=DF rank Koning ..
  | =DF=DF ^
  =DF=DF=DF=DF=DF Bellevue, WA
  =DF=DF/ \ _#_ ^
  =DF=DF \ doof@eskimo.com /-----\ ^ /-\
        \ /| - - -|\ /-\ ^ /"\
          \ , ~ | - | - | /"\ ^ "
            ^~ ~~~ ~~~~ t-----|-----| /"\ /"\
              ~ " /|\

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Thread 169

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1.810 MSG-807 Subject: Renderbrandt's Home Page

Subject: Renderbrandt's Home Page
 Date: Monday, 27 November 1995 01:44:44
 From: mikael@pip.dknet.dk

 Great work Tom!
 I DL everything you had, thanks.
 How about putting some of your amazing brushes up for download. I tried
 all of your attribs, and some required your brushes.

Mikael

Thread 748

--> RETURN TO CONTENTS!<--

1.811 MSG-808 Subject: Toy Story

Subject: Toy Story
 Date: Monday, 27 November 1995 02:41:02
 From: Valleyview@aol.com

 For those of you with the Disney Channel - Just watched The Making of Toy

Story. Not a lot about computers but good anyways. They showed some of Pixar's other work. I'm sure they'll show it again so watch for it.

Rick

Thread 623

--> RETURN TO CONTENTS!<==

1.812 MSG-809 Subject: Re: Toy Story

Subject: Re: Toy Story
Date: Monday, 27 November 1995 04:16:27
From: craigh@fa.disney.com

On Nov 24, 12:26am, imagine-relay@email.eag.unisysgsg.com wrote:
>

> A Nightmare Before Christmas was all claymation, stop-motion photography.
> The only computer work was some compositing and MAYBE some image
> alteration. For the most part, though, it was all done the old-fashioned
> way. =)
>

The fire, ghosts and some effects were hand drawn cel-animation and some of the snow was created using a CGI particle systems program.

Craig

--

```

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

```

Thread 643

--> RETURN TO CONTENTS!<==

1.813 MSG-810 Subject: Re: More 4.0 slice...

Subject: Re: More 4.0 slice...
Date: Monday, 27 November 1995 04:20:51
From: RobSampson@aol.com

In a message dated 95-11-26 22:06:01 EST, you write:

> It seems like if really is
>fixed Impulse would have listed that as a "new" feature, kinda like
>a working starfield and seeing backdrops through transparent objects.

I gave it several go rounds as well after reading that it was fixed, but after trying it a few times it seemed to me to be the same old stuff. Would really be nice if it were reliable.

Bob.....

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1.814 MSG-811 Subject: Re: Timer

Subject: Re: Timer
Date: Monday, 27 November 1995 04:21:01
From: RobSampson@aol.com

In a message dated 95-11-26 11:55:00 EST, you write:

>Where should they put it when rendering in higher resolutions ?! .. I
>mostly do 1024x768 images, and it suits my screen perfectly. The problems
>is, however, that placing it differently will annoy other users, because
>the new position will shadow for the details they want to see.
>
>- Also, it's only for preview rendering, so if it's such a big problem why
>don't you move the camera a bit before rendering to avoid the dead-zone ?!<<

I render in that resolution for the most part as well. Placing the cancel requester in the lower left or right corners places it out of the center of the render which is where the primary focus usually is in a scene. If it is at the bottom some where then it is reasonable to assume that most people have seen the crux of the content they are rendering and are already happy with what they have. Moving the camera does not make any sense at all.

Seems all impulse would have had to do is resign where the requester comes up. Moot point now, the next version will be windoze in about six months and there should be a cancel requester in the screen anymore. (At least I hope not:)

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1.815 MSG-812 Subject: Re: Free Imagine 3.0

Subject: Re: Free Imagine 3.0
Date: Monday, 27 November 1995 04:43:39
From: Bill Boyce <bilboyce@iconz.co.nz>

At 03:10 PM 24/11/95 GMT, you wrote:
>Hi to All!,
>Just bought my copy of computer art.
>Yes it does include the full version of Imagine 3.0 and not the LT version.
>It also include a trailer for toy story in AVI Format which looks great.
>The only trouble is that the documentation is very sparse,
>although some topics are covered in text files.
>
>PS: Where do I get a user guide for version 3.0 ? I have been using 2.0
>for about 7 months now, and would appreciate any docs which can help.
>Ideally something like the IML FAQ but a bit more deeper.
>
>Thanks.
>Ramesh Suren.

Buy Imagine I guess. I assume if you buy 4.0 (well worth it) they'll include a manual for you. They must be doing a special upgrade for the free giveaway, I would think.

You get what you pay for!

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1.816 MSG-813 Subject: Re: Altitude map Oops

Subject: Re: Altitude map Oops
Date: Monday, 27 November 1995 04:50:37
From: Bill Boyce <bilboyce@iconz.co.nz>

At 09:56 PM 24/11/95 -0500, you wrote:
>> From: Bill Boyce <bilboyce@iconz.co.nz>
>>
>> If it's the later, welcome to a long-time bug in Imagine :(Make sure
>> the edges of you brush are at 0 ie black ie flat.
>
>Alex Trebek: No, sorry.
>
>\$300 gets deducted from Bill's score.
>
>Charles buzzes in.
>
>Alex: Charles?
>
>Charles: "What is 'your edges must be 128, i.e. 50% grey, i.e. flat?'"
>
>Alex: That's right. You get control of the board.
>
And of course, I didn't answer in the form of a question

Not even that long since I discovered that - after tearing my hair out
for half an hour, then finding it was well described in the manual. There's
a lesson in there somewhere, but I obviously haven't learned it...

BB

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1.817 MSG-814 Subject: Re: Knick Knacks (was Re: Toy Story)

Subject: Re: Knick Knacks (was Re: Toy Story)
Date: Monday, 27 November 1995 04:58:41
From: craigh@fa.disney.com

On Nov 25, 12:34pm, imagine-relay@email.eag.unisysgsg.com wrote:

>
>
> It looks good though, but I wonder if all they did was model the characters
> and just leave the rest to motion capture ?! I don't think we get the movie
> 'til easter over here in the uk.
>
>
> - Herbert
>-- End of excerpt from imagine-relay@email.eag.unisysgsg.com

William Reeves and Ash Brannon from PIXAR came down and gave a talk here at
Disney for a local SIGGRAPH meeting and said in no uncertain terms that there
was NO motion capture used for any of "Toy Story".

They actually used Alias to model the characters and their own in-house custom animation software to do the animation.

Craig

--

```

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

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1.818 MSG-815 Subject: Re: Field Rendering (was PAR PC)

Subject: Re: Field Rendering (was PAR PC)

Date: Monday, 27 November 1995 05:14:36

From: Bill Boyce <bilboyce@iconz.co.nz>

```

>
>Rendering times are doubled (at least on Amiga I3.3, my I4.0 is stuck in a
>postal strike!! arrrrgh), but this had me going for a while when I first
>started
>using field rendering heavily with vlab-motion, surprise, surprise there is a
>slight bugett in the information Imagine stores about how long it takes to
>generate each frame... Yes you guessed it Imagine happily tells you how
>long it
>took to render the odd field and forgets all about the even field it rendered
>for that frame previously - check the difference between file creation
>dates...
>And there you were, you trusting little soles :)
>
>With regard to the rendering pass of each field generating scanlines not in
>the
>final image, well, if this is what is really going on and not antialiasing
>going
>jippy on us all, I can't decide if this is a bug or an enhancement to
>quality of
>the final field rendered frame. It would be nice to have the option to skip
>these lines for a quicker field render, perhaps dropping the antialiasing for

```

>field rendering will give a similar speedup/quality to a normal render at a
>higher setting.

>

>-gary

You would get a worse result by rendering a field in hires then discarding alternate lines than if you rendered in lores, in terms of accurate anti-aliasing, I would have thought. You would get a good result if you rendered in hires and scaled to lores, again in terms of anti-aliasing. It would be interesting to know what Imagine does. Impulse?
(CC'd to Mike H.)

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1.819 MSG-816 Subject: IMAGINE AMIGA - DCTV

Subject: IMAGINE AMIGA - DCTV

Date: Monday, 27 November 1995 08:22:00

From: Norman.Peelman%315@satlink.oau.org (Norman Peelman)

Can anyone out there tell me if the latest versions of IMAGINE (for the Amiga) still support the DCTV video board? I know 2.0 will output in DCTV display format. What I would really like to see is the actual rendering in progress on the DCTV. Does anyone know if this is possible? It would be so helpful to be able to see what's going on and quit if it doesn't look right.

Norm

--

|Fidonet: Norman Peelman 1:363/315

|Internet: Norman.Peelman%315@satlink.oau.org

|

| Standard disclaimer: The views of this user are strictly his own.

| From C.F.Satlink +1-407-240-7781 (ANSI or Vt-100 _required_).

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1.820 MSG-817 Subject: Aminet Uploads

Subject: Aminet Uploads

Date: Monday, 27 November 1995 11:29:54

From: Ernesto Poveda <a00448@eps.ua.es>

Hi Imagineers,

I have uploaded the following at aminet, so it will be in the recent list in a day or two; i hope you find it instructive :)

* pix/trace/ac_logo.lha

(165kb) 3 renders of Amiga Circle Logo. One original done with imagine 3.3 and the other 2 retouched with ImageFX2

* gfx/3dobj/blobs-prj.lha

(2kb) Simple project with 2 blobs which have states and a texture applied to it. It animates well and it is here to all of you who asked for state animation of blobs and said that this caused an error. Also, here you can see how a texture (wires.itx) reacts with the blobs.

* pix/anim/blobs-anim.lha

(160kb) Render of the blobs-prj in ham6 mode at 160x256 interlaced.

* gfx/3d/iml-faq9html.lha

(120kb) HTML version of our loved FAQ #9.

* pix/anim/ac_water.lha

(220kb) A simple animation of a logo going out a bumpy moving water done with Imagine 3.3 in trace mode. Ham6, 80x64 ; yeah, it is small but it was done to be placed into a demo.

Hope you enjoy it!

```

+-----+
| Film Quote:                \ | A530 882 50Mzh 120HD |
| 'There can be only one!'   ~The Highlanders         | Imagine 4.0 User |
|                               | ...but...           |
| email: a00448@eps.ua.es   --> Ernesto Poveda Cortes | I am not a number :D |
+-----+

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1.821 MSG-818 Subject: Re: Toy Story

Subject: Re: Toy Story

Date: Monday, 27 November 1995 11:43:33

From: Dylan Neill <dylann@pcug.org.au>

> Look, I'm sure that the movie is a wonderful piece of 3D work and I will
> probably see it sooner or later. From the commercials I have seen
> everything looks kind of plastic and that really turns me off.

That probably cause they're toys :) have you seen any of the outside
scenes (outside the house) now they definately don't look plastic.

```
          | \ / |  
          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/

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