

General Program Comments

Particle Phantasy converts 2D bitmap files into 3D object files, using a variety of methods and options.

You will need a program that saves BMP format bitmaps and a 3D rendering program that imports OBJ format files (or a conversion program that will convert Particle Phantasy's output into a file format your 3D program understands). Particle Phantasy also loads OBJ files for use in the Particle Object layers. Check the file HISTORY.TXT for future file formats and feature support.

Also included are several OBJ objects for use with this program, along with some bitmaps to try and texture files (JPG and BMP, for use in your 3D program).

This is a fully working program you but must register the program (see the file ZYORDER.TXT) to receive any support, have your questions answered, request new features, etc.