

IMAGINE MAILING LIST

COLLABORATORS

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WRITTEN BY		August 3, 2022
<i>SIGNATURE</i>		

REVISION HISTORY

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Chapter 1

IMAGINE MAILING LIST

1.1 IMAGINE MAILING LIST NUMBER V56

This GUIDE File was generated by an
IMAGINE MAILING LIST PROCESSOR
Written By Joop van de Wege
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+-----oOO-(_)-OOo-----+
|
| This is the Imagine Mailing List (imagine@email.sp.paramax.com) Archive #56 |
| covering messages from Nov 02 1994 to Nov 30 1994. |
|
| 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.sp.paramax.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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93
MSG- 93 Subject: Boing effect

Click-->
94
MSG- 94 Subject: Re: Imagination vs Ab\$urd

Click-->
95
MSG- 95 Subject: Lunar lander (fwd)

Click-->
96
MSG- 96 Subject: Imagine 3.1

Click-->
97
MSG- 97 Subject: IML_Pro

Click-->
98
MSG- 98 Subject: Re: Imagination vs Ab\$urd

Click-->
99
MSG- 99 Subject: Re: Imagination vs Ab\$urd

Click-->
100
MSG- 100 Subject: Don't take me wrong

Click-->
101
MSG- 101 Subject: Here's Lookin' Up Your Address

Click-->
102
MSG- 102 Subject: Textures used in an object

Click-->
103
MSG- 103 -----=> Sorry NO Subject!

Click-->
104
MSG- 104 Subject: New "Trans_mod" texture

Click-->
105
MSG- 105 Subject: 3.1 States

Click-->
106
MSG- 106 Subject: Imagine textures now on aminet

Click-->
107
MSG- 107 Subject: Re: textures used in an object

Click-->
108
MSG- 108 Subject: Re: Seamless Waterfalls & Fire

Click-->
109
MSG- 109 Subject: Re waterfall

Click-->
110
MSG- 110 Subject: Warp transputer

Click-->
111
MSG- 111 Subject: Re: 3.1 States

Click-->
112
MSG- 112 Subject: Re: warp transputer

Click-->
113
MSG- 113 Subject: Re: New "Trans_mod" texture

Click-->
114
MSG- 114 Subject: Re: textures used in an object

Click-->
115
MSG- 115 Subject: Re: textures used in an object

Click-->
116
MSG- 116 Subject: Re: textures used in an object

Click-->
117
MSG- 117 Subject: Animated Brushmaps

Click-->
118
MSG- 118 Subject: Real Time Inverse Kinematics

Click-->
119
MSG- 119 Subject: Re: DOF transition bounce

Click-->
120
MSG- 120 Subject: Lensflare

Click-->
121
MSG- 121 Subject: Transputer stuff

Click-->
122
MSG- 122 Subject: RE: IMAGINE PRO?

Click-->
123
MSG- 123 Subject: RE: NEW "TRANS_MOD

Click-->
124
MSG- 124 Subject: Re: lensflare

Click-->
125
MSG- 125 Subject: Caustics / rain drops on a 'block' of water

Click-->
126
MSG- 126 Subject: RE: NEW "TRANS_MOD

Click-->
127
MSG- 127 Subject: Re:

Click-->
128
MSG- 128 Subject: LASER ray

Click-->
129
MSG- 129 Subject: Textures (was Re: IMAGINE PRO?)

Click-->
130
MSG- 130 Subject: Animated frames for the global brush ...

Click-->
131
MSG- 131 Subject: Tacking down brushes on morphing surfaces ..

Click-->
132
MSG- 132 Subject: Re: transputer stuff

Click-->
133
MSG- 133 Subject: Re: caustics / rain drops on a 'block' of ↔
water

Click-->
134
MSG- 134 Subject: Re: Tacking down brushes on morphing surfaces ↔
..

Click-->

135
MSG- 135 Subject: Wha?
Click-->

136
MSG- 136 Subject: Re: caustics / rain drops on a 'block' of ←
water
Click-->

137
MSG- 137 Subject: Re: Wha?
Click-->

138
MSG- 138 Subject: Re: silcon graphics
Click-->

139
MSG- 139 Subject: Re: Oh Christmans tree?!?
Click-->

140
MSG- 140 -----=> Sorry NO Subject!
Click-->

141
MSG- 141 Subject: Re: Reflective objects inside a glass tube!!
Click-->

142
MSG- 142 Subject: Smoke Tutorial
Click-->

143
MSG- 143 Subject: Mike Halvorson
Click-->

144
MSG- 144 Subject: L-Parser
Click-->

145
MSG- 145 Subject: Re: Oh Christmans tree?!?
Click-->

146
MSG- 146 Subject: Non US characters
Click-->

147
MSG- 147 Subject: DIGIMAX 1.01
Click-->

148
MSG- 148 Subject: Aladdin 4D
Click-->

149
MSG- 149 Subject: Re: LASER ray
Click-->

150
MSG- 150 Subject: Caustics / raindrops
Click-->

151
MSG- 151 Subject: Algorithmic Textures
Click-->

152
MSG- 152 Subject: Animated Brushmaps
Click-->

153
MSG- 153 Subject: Uencode

Click-->
154
MSG- 154 Subject: Re: Reflective objects inside a glass tube!!

Click-->
155
MSG- 155 Subject: Re: Oh Christmans tree?!?

Click-->
156
MSG- 156 Subject: Re: transputer stuff

Click-->
157
MSG- 157 Subject: Re sideways jolt in anim

Click-->
158
MSG- 158 Subject: Re: Oh Christmans tree?!?

Click-->
159
MSG- 159 Subject: Imagine.fp error message

Click-->
160
MSG- 160 Subject: Re: Oh Christmans tree?!?

Click-->
161
MSG- 161 Subject: RE: Animated Brushmaps

Click-->
162
MSG- 162 Subject: Re: Oh Christmans tree?!?

Click-->
163
MSG- 163 Subject: Re: imagine.fp error message

Click-->
164
MSG- 164 Subject: Re: Mike Halvorson

Click-->
165
MSG- 165 Subject: Re: Paging Dr. Imagine...

Click-->
166
MSG- 166 Subject: Re: Randomize Function Proposal

Click-->
167
MSG- 167 Subject: Re: Seamless Waterfalls & Fire

Click-->
168
MSG- 168 Subject: Textures/States problem

Click-->
169
MSG- 169 Subject: Re: Randomize Function Proposal

Click-->
170
MSG- 170 Subject: Re: Raptor and Two Years

Click-->
171
MSG- 171 Subject: Modelling and Snapping

Click-->
172
MSG- 172 -----=> Sorry NO Subject!

Click-->
173
MSG- 173 Subject: Animation Brushmaps Update

Click-->
174
MSG- 174 Subject: Textures/States problem

Click-->
175
MSG- 175 Subject: Metal textures

Click-->
176
MSG- 176 Subject: Re: Metal textures

Click-->
177
MSG- 177 Subject: Re: textures used in an object

Click-->
178
MSG- 178 Subject: Re: Textures/States problem

Click-->
179
MSG- 179 Subject: Re: Textures/States problem

Click-->
180
MSG- 180 Subject: Re: Metal textures

Click-->
181
MSG- 181 Subject: Re: Textures/States problem

Click-->
182
MSG- 182 Subject: Texture "Smear"

Click-->
183
MSG- 183 Subject: Re: Modelling and Snapping

Click-->
184
MSG- 184 Subject: Re: textures used in an object

Click-->
185
MSG- 185 Subject: No subject given

Click-->
186
MSG- 186 Subject: LW-related stuff on aminet

Click-->
187
MSG- 187 Subject: Tree Makers, good and bad

Click-->
188
MSG- 188 Subject: Announcing LIGHT-ROM (has Imagine data too!)

Click-->
189
MSG- 189 Subject: Re: LW-related stuff on aminet

Click-->
190
MSG- 190 Subject: Re: uuencode

Click-->
191
MSG- 191 Subject: Re: textures used in an object (fwd)

Click-->
192
MSG- 192 Subject: TIF -> AVI?? MPEG???

Click-->
193
MSG- 193 Subject: Re: TIF -> AVI?? MPEG???

Click-->
194
MSG- 194 Subject: Sway effect?

Click-->
195
MSG- 195 Subject: Re: Announcing LIGHT-ROM (has Imagine data too ←
!)

Click-->
196
MSG- 196 Subject: Re: TIF -> AVI?? MPEG???

Click-->
197
MSG- 197 Subject: Light ROM question

Click-->
198
MSG- 198 Subject: Fractal tree creator?

Click-->
199
MSG- 199 Subject: Aminet pix/imagi

Click-->
200
MSG- 200 Subject: Re: Light ROM question

Click-->
201
MSG- 201 Subject: Re: Light ROM question

Click-->
202
MSG- 202 Subject: Re: Texture "Smear"

Click-->
203
MSG- 203 Subject: Re: Light ROM question

Click-->
204
MSG- 204 Subject: Re: Texture "Smear"

Click-->
205
MSG- 205 Subject: Glas in Imagine

Click-->
206
MSG- 206 Subject: Re: Texture "Smear"

Click-->
207
MSG- 207 Subject: Brushmap resolution

Click-->
208
MSG- 208 Subject: Re: Texture "Smear"

Click-->
209
MSG- 209 Subject: Re: Amiga-PC connection

Click-->
210

MSG- 210 Subject: Textures, Scripts, Bugs and a Hello!
Click--> 211
MSG- 211 Subject: 3.2
Click--> 212
MSG- 212 Subject: Brushmaps
Click--> 213
MSG- 213 Subject: Re: Brushmap resolution
Click--> 214
MSG- 214 Subject: Re: Sway effect?
Click--> 215
MSG- 215 Subject: Re: Modelling and Snapping
Click--> 216
MSG- 216 Subject: Re: Glas in Imagine
Click--> 217
MSG- 217 Subject: Re: Texture "Smear"
Click--> 218
MSG- 218 Subject: Re: Texture "Smear"
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MSG- 219 Subject: Re: Textures, Scripts, Bugs and a Hello!
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MSG- 220 Subject: Re: Brushmap resolution
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MSG- 221 Subject: Re: Texture "Smear"
Click--> 222
MSG- 222 Subject: Re: Brushmap resolution
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MSG- 223 Subject: Re: Texture "Smear"
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MSG- 224 Subject: Re: Glas in Imagine
Click--> 225
MSG- 225 Subject: Re: Modelling and Snapping
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MSG- 226 Subject: Skies in Imagine 3
Click--> 227
MSG- 227 Subject: ARexx Script Files (10K)
Click--> 228
MSG- 228 Subject: Skies in Imagine 3
Click--> 229

MSG- 229 Subject: Re: Fractal tree creator?
Click--> 230

MSG- 230 Subject: Re: ARexx Script Files
Click--> 231

MSG- 231 Subject: RE: Mode promoting Imagine
Click--> 232

MSG- 232 Subject: Re: Skies in Imagine 3
Click--> 233

MSG- 233 Subject: Help Compiling Textures
Click--> 234

MSG- 234 Subject: Re: Glas in Imagine
Click--> 235

MSG- 235 Subject: Best PC Paint program
Click--> 236

MSG- 236 Subject: Re: Skies in Imagine 3
Click--> 237

MSG- 237 Subject: Re: Skies in Imagine 3
Click--> 238

MSG- 238 Subject: IMTguide
Click--> 239

MSG- 239 Subject: Re: Best PC Paint program
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MSG- 240 Subject: Re: Skies in Imagine 3
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MSG- 241 Subject: Re: Skies in Imagine 3
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MSG- 242 Subject: Re: Best PC Paint program
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MSG- 243 Subject: Re: IMTguide
Click--> 244

MSG- 244 Subject: Best PC Paint Program
Click--> 245

MSG- 245 Subject: Re: Best PC Paint program
Click--> 246

MSG- 246 Subject: Re: Skies in Imagine 3
Click--> 247

MSG- 247 Subject: News News News
Click--> 248

MSG- 248 Subject: Fractal Trees and "fr" in particular
Click--> 249
MSG- 249 Subject: Re: Using MODEPRO
Click--> 250
MSG- 250 Subject: IM3.0 Texture
Click--> 251
MSG- 251 Subject: RE: Mode promoting Imagine
Click--> 252
MSG- 252 Subject: Re: silcon graphics
Click--> 253
MSG- 253 Subject: Bump maps and states
Click--> 254
MSG- 254 Subject: Re: IMTguide
Click--> 255
MSG- 255 Subject: Index of Refraction
Click--> 256
MSG- 256 Subject: Re: Best PC Paint program
Click--> 257
MSG- 257 Subject: Re: Glas in Imagine
Click--> 258
MSG- 258 Subject: Wanted: ALL info on Screen Size Hack
Click--> 259
MSG- 259 Subject: Re: Index of Refraction
Click--> 260
MSG- 260 Subject: Re: Index of Refraction
Click--> 261
MSG- 261 Subject: Glass in Imagine
Click--> 262
MSG- 262 Subject: Wishlist & question
Click--> 263
MSG- 263 Subject: Re: silcon graphics
Click--> 264
MSG- 264 Subject: Re: Wishlist & question
Click--> 265
MSG- 265 Subject: Wishlist & question
Click--> 266
MSG- 266 Subject: Spline Editor
Click--> 267

MSG- 267 Subject: Light Texture Docs Missing
Click-->

268
MSG- 268 Subject: Wierd object
Click-->

269
MSG- 269 Subject: ISL on PC! :-)
Click-->

270
MSG- 270 Subject: Digimax and How we.. CD
Click-->

271
MSG- 271 Subject: Imagine in Edge?
Click-->

272
MSG- 272 Subject: Imagine PC Questions
Click-->

273
MSG- 273 Subject: States in a Hierarchy?
Click-->

274
MSG- 274 Subject: Re: wierd object
Click-->

275
MSG- 275 Subject: Re: Imagine PC Questions
Click-->

276
MSG- 276 Subject: Re: Imagine PC Questions
Click-->

277
MSG- 277 Subject: Re: Imagine PC Questions
Click-->

278
MSG- 278 Subject: Re: Imagine PC Questions
Click-->

279
MSG- 279 Subject: Is imagine 3.1 a downgrade?
Click-->

280
MSG- 280 Subject: Re: ARexx Script Files
Click-->

281
MSG- 281 Subject: Re: ARexx Script Files
Click-->

282
MSG- 282 Subject: Re: Texture "Smear"
Click-->

283
MSG- 283 Subject: Re: Texture smear
Click-->

284
MSG- 284 Subject: Re: Texture "Smear"
Click-->

285
MSG- 285 -----=> Sorry NO Subject!
Click-->

286

MSG- 286 Subject: Accelerating to 040 land
Click-->

287
MSG- 287 Subject: States in a Hierarchy?
Click-->

288
MSG- 288 Subject: Re: Is imagine 3.1 a downgrade?
Click-->

289
MSG- 289 Subject: Re: Imagine PC Questions
Click-->

290
MSG- 290 Subject: Fr
Click-->

291
MSG- 291 Subject: Re: your mail
Click-->

292
MSG- 292 Subject: Re: Accelerating to 040 land
Click-->

293
MSG- 293 Subject: Re: Accelerating to 040 land
Click-->

294
MSG- 294 Subject: Re: States in a Hierarchy?
Click-->

295
MSG- 295 Subject: Re: States in a Hierarchy?
Click-->

296
MSG- 296 Subject: Fr
Click-->

297
MSG- 297 Subject: Re: Texture smear
Click-->

298
MSG- 298 Subject: Read Write Error problem
Click-->

299
MSG- 299 Subject: Re: Accelerating to 040 land
Click-->

300
MSG- 300 Subject: Re[2]: Texture smear
Click-->

301
MSG- 301 Subject: Fr - I'd like to get a copy.
Click-->

302
MSG- 302 Subject: Re: UU me the demo
Click-->

303
MSG- 303 Subject: Re: fr
Click-->

304
MSG- 304 Subject: Re: Accelerating to 040 land
Click-->

305

MSG- 305 Subject: Where can fr be found ?
Click-->
306
MSG- 306 Subject: Particles
Click-->
307
MSG- 307 Subject: Re: Is imagine 3.1 a downgrade?
Click-->
308
MSG- 308 Subject: Re: Wanted: ALL info on Screen Size Hack
Click-->
309
MSG- 309 Subject: Re: Accelerating to 040 land
Click-->
310
MSG- 310 Subject: ObjectConversion&LossOfPolygons

1.3 IMAGINE MAILING LIST V56- CONTENTS

Click-->
1
MSG- 12 -----=> Sorry NO Subject!
Click-->
2
MSG- 13 -----=> Sorry NO Subject!
Click-->
3
MSG- 10 -----=> Sorry NO Subject!
Click-->
4
MSG- 11 -----=> Sorry NO Subject!
Click-->
5
MSG- 140 -----=> Sorry NO Subject!
Click-->
6
MSG- 24 -----=> Sorry NO Subject!
Click-->
7
MSG- 14 -----=> Sorry NO Subject!
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8
MSG- 103 -----=> Sorry NO Subject!
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9
MSG- 6 -----=> Sorry NO Subject!
Click-->
10
MSG- 77 -----=> Sorry NO Subject!
Click-->
11
MSG- 285 -----=> Sorry NO Subject!
Click-->
12
MSG- 78 -----=> Sorry NO Subject!

Click-->
13
MSG- 172 -----=> Sorry NO Subject!

Click-->
14
MSG- 105 Subject: 3.1 States

Click-->
15
MSG- 111 Subject: Re: 3.1 States

Click-->
16
MSG- 211 Subject: 3.2

Click-->
17
MSG- 70 Subject: 3D - artist

Click-->
18
MSG- 83 Subject: 3D images (ZBuffer & SIRDS)

Click-->
19
MSG- 90 Subject: Re: 3D images (ZBuffer & SIRDS)

Click-->
20
MSG- 49 Subject: Re: <none>

Click-->
21
MSG- 42 Subject: Re: <none>

Click-->
22
MSG- 43 Subject: A few questions about Imagine...

Click-->
23
MSG- 286 Subject: Accelerating to 040 land

Click-->
24
MSG- 299 Subject: Re: Accelerating to 040 land

Click-->
25
MSG- 293 Subject: Re: Accelerating to 040 land

Click-->
26
MSG- 292 Subject: Re: Accelerating to 040 land

Click-->
27
MSG- 304 Subject: Re: Accelerating to 040 land

Click-->
28
MSG- 309 Subject: Re: Accelerating to 040 land

Click-->
29
MSG- 148 Subject: Aladdin 4D

Click-->
30
MSG- 151 Subject: Algorithmic Textures

Click-->
31
MSG- 209 Subject: Re: Amiga-PC connection

Click-->
32
MSG- 9 Subject: Re: Amiga-PC connection

Click-->
33
MSG- 199 Subject: Aminet pix/imagi

Click-->
34
MSG- 64 Subject: Anim mapping

Click-->
35
MSG- 152 Subject: Animated Brushmaps

Click-->
36
MSG- 117 Subject: Animated Brushmaps

Click-->
37
MSG- 161 Subject: RE: Animated Brushmaps

Click-->
38
MSG- 130 Subject: Animated frames for the global brush ...

Click-->
39
MSG- 173 Subject: Animation Brushmaps Update

Click-->
40
MSG- 188 Subject: Announcing LIGHT-ROM (has Imagine data too!)

Click-->
41
MSG- 195 Subject: Re: Announcing LIGHT-ROM (has Imagine data too ←
!)

Click-->
42
MSG- 227 Subject: ARexx Script Files (10K)

Click-->
43
MSG- 230 Subject: Re: ARexx Script Files

Click-->
44
MSG- 280 Subject: Re: ARexx Script Files

Click-->
45
MSG- 281 Subject: Re: ARexx Script Files

Click-->
46
MSG- 244 Subject: Best PC Paint Program

Click-->
47
MSG- 235 Subject: Best PC Paint program

Click-->
48
MSG- 245 Subject: Re: Best PC Paint program

Click-->
49
MSG- 242 Subject: Re: Best PC Paint program

Click-->
50

MSG- 239 Subject: Re: Best PC Paint program
Click-->
51
MSG- 256 Subject: Re: Best PC Paint program
Click-->
52
MSG- 26 Subject: Re: Best way to make...
Click-->
53
MSG- 93 Subject: Boing effect
Click-->
54
MSG- 207 Subject: Brushmap resolution
Click-->
55
MSG- 213 Subject: Re: Brushmap resolution
Click-->
56
MSG- 222 Subject: Re: Brushmap resolution
Click-->
57
MSG- 220 Subject: Re: Brushmap resolution
Click-->
58
MSG- 212 Subject: Brushmaps
Click-->
59
MSG- 253 Subject: Bump maps and states
Click-->
60
MSG- 125 Subject: Caustics / rain drops on a 'block' of water
Click-->
61
MSG- 133 Subject: Re: Caustics / rain drops on a 'block' of ←
water
Click-->
62
MSG- 136 Subject: Re: Caustics / rain drops on a 'block' of ←
water
Click-->
63
MSG- 150 Subject: Caustics / raindrops
Click-->
64
MSG- 67 Subject: Cycle object corrupted
Click-->
65
MSG- 68 Subject: Re: Cycle object corrupted
Click-->
66
MSG- 73 Subject: Re: Cycle object corrupted
Click-->
67
MSG- 25 Subject: DAKDUNGN obects.....
Click-->
68
MSG- 147 Subject: DIGIMAX 1.01

Click-->
69
MSG- 270 Subject: Digimax and How we.. CD

Click-->
70
MSG- 7 Subject: Digimax!

Click-->
71
MSG- 4 Subject: Digimax!

Click-->
72
MSG- 18 Subject: Re: Digimax!

Click-->
73
MSG- 79 Subject: DOF transition bounce

Click-->
74
MSG- 119 Subject: Re: DOF transition bounce

Click-->
75
MSG- 100 Subject: Don't take me wrong

Click-->
76
MSG- 59 Subject: E-Z Sun

Click-->
77
MSG- 37 Subject: Re: Electrical Arc

Click-->
78
MSG- 21 Subject: Error installing IMTguide

Click-->
79
MSG- 54 Subject: Errors

Click-->
80
MSG- 58 Subject: Re: Errors

Click-->
81
MSG- 61 Subject: Re: Errors

Click-->
82
MSG- 72 Subject: Re: Errors

Click-->
83
MSG- 89 Subject: Re: Errors

Click-->
84
MSG- 17 Subject: File transfers

Click-->
85
MSG- 290 Subject: Fr

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86
MSG- 296 Subject: Fr

Click-->
87
MSG- 301 Subject: Fr - I'd like to get a copy.

Click-->
88
MSG- 87 Subject: Fractal landscape generator source

Click-->
89
MSG- 198 Subject: Fractal tree creator?

Click-->
90
MSG- 229 Subject: Re: Fractal tree creator?

Click-->
91
MSG- 248 Subject: Fractal Trees and "fr" in particular

Click-->
92
MSG- 303 Subject: Re: Fr

Click-->
93
MSG- 205 Subject: Glas in Imagine

Click-->
94
MSG- 257 Subject: Re: Glas in Imagine

Click-->
95
MSG- 224 Subject: Re: Glas in Imagine

Click-->
96
MSG- 216 Subject: Re: Glas in Imagine

Click-->
97
MSG- 234 Subject: Re: Glas in Imagine

Click-->
98
MSG- 261 Subject: Glass in Imagine

Click-->
99
MSG- 233 Subject: Help Compiling Textures

Click-->
100
MSG- 101 Subject: Here's Lookin' Up Your Address

Click-->
101
MSG- 38 Subject: Re: ICOONS

Click-->
102
MSG- 250 Subject: IM3.0 Texture

Click-->
103
MSG- 80 Subject: Imagination vs Ab\$urd

Click-->
104
MSG- 94 Subject: Re: Imagination vs Ab\$urd

Click-->
105
MSG- 91 Subject: Re: Imagination vs Ab\$urd

Click-->
106
MSG- 99 Subject: Re: Imagination vs Ab\$urd

Click-->
107
MSG- 98 Subject: Re: Imagination vs Abşurd

Click-->
108
MSG- 96 Subject: Imagine 3.1

Click-->
109
MSG- 71 Subject: Imagine 3.1 (PAL) Screen Size...

Click-->
110
MSG- 74 Subject: Imagine Companion 2 (fwd)

Click-->
111
MSG- 271 Subject: Imagine in Edge?

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112
MSG- 272 Subject: Imagine PC Questions

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113
MSG- 289 Subject: Re: Imagine PC Questions

Click-->
114
MSG- 275 Subject: Re: Imagine PC Questions

Click-->
115
MSG- 276 Subject: Re: Imagine PC Questions

Click-->
116
MSG- 278 Subject: Re: Imagine PC Questions

Click-->
117
MSG- 277 Subject: Re: Imagine PC Questions

Click-->
118
MSG- 76 Subject: Imagine Pro

Click-->
119
MSG- 85 Subject: Imagine Pro

Click-->
120
MSG- 75 Subject: Imagine Pro?

Click-->
121
MSG- 92 Subject: Re: Imagine Pro?

Click-->
122
MSG- 122 Subject: RE: IMAGINE PRO?

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123
MSG- 82 Subject: Re: Imagine Pro?

Click-->
124
MSG- 81 Subject: Re: Imagine Pro

Click-->
125
MSG- 106 Subject: Imagine textures now on aminet

Click-->
126
MSG- 159 Subject: Imagine.fp error message

Click-->
127
MSG- 163 Subject: Re: Imagine.fp error message

Click-->
128
MSG- 97 Subject: IML_Pro

Click-->
129
MSG- 19 Subject: IMTguide

Click-->
130
MSG- 238 Subject: IMTguide

Click-->
131
MSG- 44 Subject: IMTGuide

Click-->
132
MSG- 29 Subject: IMTGuide ..GET IT NOW!!!! GREAT work RRW/D. ↔
Duck

Click-->
133
MSG- 36 Subject: IMTguide Error Solution

Click-->
134
MSG- 254 Subject: Re: IMTguide

Click-->
135
MSG- 243 Subject: Re: IMTguide

Click-->
136
MSG- 255 Subject: Index of Refraction

Click-->
137
MSG- 260 Subject: Re: Index of Refraction

Click-->
138
MSG- 259 Subject: Re: Index of Refraction

Click-->
139
MSG- 279 Subject: Is imagine 3.1 a downgrade?

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140
MSG- 307 Subject: Re: Is imagine 3.1 a downgrade?

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141
MSG- 288 Subject: Re: Is imagine 3.1 a downgrade?

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142
MSG- 23 Subject: ISL - what is it?

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143
MSG- 45 Subject: Re: ISL - what is it?

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MSG- 15 Subject: ISL 3.0b2
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145
MSG- 20 Subject: Re: ISL 3.0b2
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146
MSG- 269 Subject: ISL on PC! :-)
Click-->

147
MSG- 144 Subject: L-Parser
Click-->

148
MSG- 128 Subject: LASER ray
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149
MSG- 149 Subject: Re: LASER ray
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150
MSG- 120 Subject: Lensflare
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151
MSG- 124 Subject: Re: Lensflare
Click-->

152
MSG- 197 Subject: Light ROM question
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153
MSG- 203 Subject: Re: Light ROM question
Click-->

154
MSG- 201 Subject: Re: Light ROM question
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155
MSG- 200 Subject: Re: Light ROM question
Click-->

156
MSG- 267 Subject: Light Texture Docs Missing
Click-->

157
MSG- 86 Subject: Lunar lander
Click-->

158
MSG- 95 Subject: Lunar lander (fwd)
Click-->

159
MSG- 186 Subject: LW-related stuff on aminet
Click-->

160
MSG- 189 Subject: Re: LW-related stuff on aminet
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161
MSG- 34 Subject: Making a sun
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162
MSG- 175 Subject: Metal textures
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163

MSG- 176 Subject: Re: Metal textures
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164
MSG- 180 Subject: Re: Metal textures
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165
MSG- 143 Subject: Mike Halvorson
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166
MSG- 164 Subject: Re: Mike Halvorson
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167
MSG- 231 Subject: RE: Mode promoting Imagine
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170
MSG- 225 Subject: Re: Modelling and Snapping
Click-->
171
MSG- 215 Subject: Re: Modelling and Snapping
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172
MSG- 183 Subject: Re: Modelling and Snapping
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173
MSG- 28 Subject: Moving stars
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174
MSG- 35 Subject: RE: Moving stars
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175
MSG- 39 Subject: Re: Moving stars
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176
MSG- 30 Subject: Re: Moving stars
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177
MSG- 56 Subject: Need Texture.TXT
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179
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MSG- 126 Subject: RE: NEW "TRANS_MOD
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MSG- 123 Subject: RE: NEW "TRANS_MOD
Click-->
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MSG- 5 Subject: Re: Newmode-Modepro etc
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MSG- 247 Subject: News News News
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184
MSG- 185 Subject: No subject given
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MSG- 310 Subject: ObjectConversion&LossOfPolygons
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187
MSG- 158 Subject: Re: Oh Christmans tree?!?
Click-->
188
MSG- 139 Subject: Re: Oh Christmans tree?!?
Click-->
189
MSG- 162 Subject: Re: Oh Christmans tree?!?
Click-->
190
MSG- 160 Subject: Re: Oh Christmans tree?!?
Click-->
191
MSG- 145 Subject: Re: Oh Christmans tree?!?
Click-->
192
MSG- 155 Subject: Re: Oh Christmans tree?!?
Click-->
193
MSG- 41 Subject: Paging Dr. Imagine...
Click-->
194
MSG- 165 Subject: Re: Paging Dr. Imagine...
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195
MSG- 306 Subject: Particles
Click-->
196
MSG- 47 Subject: Phaser Effect?
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197
MSG- 22 Subject: Re: Programming ideas
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198
MSG- 57 Subject: Proper preset for Toaster???
Click-->
199
MSG- 60 Subject: Re: Proper preset for Toaster???
Click-->
200
MSG- 62 Subject: Re: Proper preset for Toaster???
Click-->
201

MSG- 66 Subject: Re: Proper preset for Toaster???

Click-->

202

MSG- 169 Subject: Re: Randomize Function Proposal

Click-->

203

MSG- 166 Subject: Re: Randomize Function Proposal

Click-->

204

MSG- 170 Subject: Re: Raptor and Two Years

Click-->

205

MSG- 157 Subject: Re sideways jolt in anim

Click-->

206

MSG- 109 Subject: Re waterfall

Click-->

207

MSG- 127 Subject: Re:

Click-->

208

MSG- 298 Subject: Read Write Error problem

Click-->

209

MSG- 118 Subject: Real Time Inverse Kinematics

Click-->

210

MSG- 141 Subject: Re: Reflective objects inside a glass tube!!

Click-->

211

MSG- 154 Subject: Re: Reflective objects inside a glass tube!!

Click-->

212

MSG- 16 Subject: Re: Reflective sphere in glass tube

Click-->

213

MSG- 300 Subject: Re[2]: Texture smear

Click-->

214

MSG- 27 Subject: RRW's IMTguide

Click-->

215

MSG- 84 Subject: Re: Seamless Waterfalls & Fire

Click-->

216

MSG- 167 Subject: Re: Seamless Waterfalls & Fire

Click-->

217

MSG- 108 Subject: Re: Seamless Waterfalls & Fire

Click-->

218

MSG- 3 Subject: Re: Silcon graphics

Click-->

219

MSG- 263 Subject: Re: Silcon graphics

Click-->

220

MSG- 1 Subject: Re: Silcon graphics
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MSG- 252 Subject: Re: Silcon graphics
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MSG- 138 Subject: Re: Silcon graphics
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MSG- 32 Subject: Re: Silcon graphics
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MSG- 33 Subject: Re: Silcon graphics
Click--> 225
MSG- 228 Subject: Skies in Imagine 3
Click--> 226
MSG- 226 Subject: Skies in Imagine 3
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MSG- 237 Subject: Re: Skies in Imagine 3
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MSG- 236 Subject: Re: Skies in Imagine 3
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MSG- 240 Subject: Re: Skies in Imagine 3
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MSG- 246 Subject: Re: Skies in Imagine 3
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MSG- 241 Subject: Re: Skies in Imagine 3
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MSG- 232 Subject: Re: Skies in Imagine 3
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MSG- 142 Subject: Smoke Tutorial
Click--> 234
MSG- 266 Subject: Spline Editor
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MSG- 31 Subject: Spline editor
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MSG- 63 Subject: Re: Spline editor
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MSG- 65 Subject: Re: Spline editor
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MSG- 50 Subject: Re: Spline editor
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MSG- 46 Subject: Re: Spline editor
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MSG- 52 Subject: Re: Spline editor
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MSG- 273 Subject: States in a Hierarchy?
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MSG- 287 Subject: States in a Hierarchy?
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MSG- 294 Subject: Re: States in a Hierarchy?
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MSG- 295 Subject: Re: States in a Hierarchy?
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MSG- 194 Subject: Sway effect?
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MSG- 214 Subject: Re: Sway effect?
Click--> 247

MSG- 131 Subject: Tacking down brushes on morphing surfaces ..
Click--> 248

MSG- 134 Subject: Re: Tacking down brushes on morphing surfaces ←
..
Click--> 249

MSG- 182 Subject: Texture "Smear"
Click--> 250

MSG- 204 Subject: Re: Texture "Smear"
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MSG- 202 Subject: Re: Texture "Smear"
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MSG- 208 Subject: Re: Texture "Smear"
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MSG- 284 Subject: Re: Texture "Smear"
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MSG- 221 Subject: Re: Texture "Smear"
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MSG- 217 Subject: Re: Texture "Smear"
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MSG- 218 Subject: Re: Texture "Smear"
Click--> 257

MSG- 282 Subject: Re: Texture "Smear"
Click-->

258
MSG- 223 Subject: Re: Texture "Smear"
Click-->

259
MSG- 206 Subject: Re: Texture "Smear"
Click-->

260
MSG- 2 Subject: Texture Guide
Click-->

261
MSG- 297 Subject: Re: Texture smear
Click-->

262
MSG- 283 Subject: Re: Texture smear
Click-->

263
MSG- 129 Subject: Textures (was Re: IMAGINE PRO?)
Click-->

264
MSG- 102 Subject: Textures used in an object
Click-->

265
MSG- 191 Subject: Re: Textures used in an object (fwd)
Click-->

266
MSG- 114 Subject: Re: Textures used in an object
Click-->

267
MSG- 107 Subject: Re: Textures used in an object
Click-->

268
MSG- 115 Subject: Re: Textures used in an object
Click-->

269
MSG- 177 Subject: Re: Textures used in an object
Click-->

270
MSG- 116 Subject: Re: Textures used in an object
Click-->

271
MSG- 184 Subject: Re: Textures used in an object
Click-->

272
MSG- 210 Subject: Textures, Scripts, Bugs and a Hello!
Click-->

273
MSG- 219 Subject: Re: Textures, Scripts, Bugs and a Hello!
Click-->

274
MSG- 174 Subject: Textures/States problem
Click-->

275
MSG- 168 Subject: Textures/States problem
Click-->

276
MSG- 179 Subject: Re: Textures/States problem
Click-->

277
MSG- 178 Subject: Re: Textures/States problem
Click-->

278
MSG- 181 Subject: Re: Textures/States problem
Click-->

279
MSG- 88 Subject: Thanks
Click-->

280
MSG- 192 Subject: TIF -> AVI?? MPEG???
Click-->

281
MSG- 196 Subject: Re: TIF -> AVI?? MPEG???
Click-->

282
MSG- 193 Subject: Re: TIF -> AVI?? MPEG???
Click-->

283
MSG- 121 Subject: Transputer stuff
Click-->

284
MSG- 132 Subject: Re: Transputer stuff
Click-->

285
MSG- 156 Subject: Re: Transputer stuff
Click-->

286
MSG- 187 Subject: Tree Makers, good and bad
Click-->

287
MSG- 8 Subject: Re: Trees-algorithmic objects
Click-->

288
MSG- 40 Subject: TTDDD & TDDD
Click-->

289
MSG- 48 Subject: Re: TTDDD & TDDD
Click-->

290
MSG- 51 Subject: Re: TTDDD & TDDD
Click-->

291
MSG- 69 Subject: Understanding Imagine 2.0
Click-->

292
MSG- 249 Subject: Re: Using MODEPRO
Click-->

293
MSG- 302 Subject: Re: UU me the demo
Click-->

294
MSG- 153 Subject: Uencode
Click-->

295
MSG- 190 Subject: Re: Uencode
Click-->

296
MSG- 258 Subject: Wanted: ALL info on Screen Size Hack
Click-->

297
MSG- 308 Subject: Re: Wanted: ALL info on Screen Size Hack
Click-->

298
MSG- 110 Subject: Warp transputer
Click-->

299
MSG- 112 Subject: Re: Warp transputer
Click-->

300
MSG- 135 Subject: Wha?
Click-->

301
MSG- 137 Subject: Re: Wha?
Click-->

302
MSG- 305 Subject: Where can fr be found ?
Click-->

303
MSG- 55 Subject: Where's Steve Worley ?
Click-->

304
MSG- 53 Subject: RE: Where's Steve Worley ?
Click-->

305
MSG- 268 Subject: Wierd object
Click-->

306
MSG- 274 Subject: Re: Wierd object
Click-->

307
MSG- 265 Subject: Wishlist & question
Click-->

308
MSG- 262 Subject: Wishlist & question
Click-->

309
MSG- 264 Subject: Re: Wishlist & question
Click-->

310
MSG- 291 Subject: Re: Your mail

1.4 MSG-1 Subject: Re: Silcon graphics

Subject: Re: Silcon graphics
Date: Wednesday, 02 November 1994 08:49:49
From: Daniel 'Mega' <MEGA@maracana.lci.ufrj.br>

Don't make me laugh. I used a "brickly" SGI Iris Indy and I was in state of shock. "Bricky" Indy handles shaded graphics in realtime. In Lightwave you put the objects in scene in perspective, in Indy you do this with gouraud shaded models. I said Indy, the weakest SGI computer. So I think this is a joke of someone.

Daniel Bueno Bracher
Universidade Federal do Rio de Janeiro
Internet E-mail: mega@lci.ufrj.br

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1.5 MSG-2 Subject: Texture Guide

Subject: Texture Guide
Date: Wednesday, 02 November 1994 09:01:58
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

Heres a list of some of the features that come with the IMTguide file we created.

Main Features are:

- Automatic Conversion from Workbench or CLI
- Uses texture.txt and litetex.txt from 3.0 disks or placed in ram
- User definable paths for Guide, Pics, and Show program
- Buttons for all of the individual groups of textures and documentation
- Quick Reading Window, read any texture doc with a click of the mouse
- Quick Viewing Window, View any texture with a click of the mouse
- Sample pictures of all the new 3.0 textures
- Easy to use interface

Well, I suggest you go give it a try, I uploaded it last night to warchive.cdrom.com and it should show up in a day or so on aminet/gfx/3d.

Just thought I should give you IMLeer's a bit more info on it than I did.. I'm also sorry that we could not produce this for you PC folks, but I don't own one, So thats up to someone in the PC community to come up with something simmilar.

=RRW=

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1.6 MSG-3 Subject: Re: Silcon graphics

Subject: Re: Silcon graphics
Date: Wednesday, 02 November 1994 09:36:08
From: Ron Peterson <ron@vicorp.com>

>SGI having any interest in Amiga technology seems pretty far fetched to
>me. Why in the world would they want 680xx based system when they

They seem to be involved in building video servers for delivering
video to homes. Perhaps the Amiga chip set is the right level of
technology for handling some of the set top box workings. It's
well developed, debugged, and available. It would be much less
expensive to buy than to build from scratch.

ron@vicorp.com

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1.7 MSG-4 Subject: Digimax!

Subject: Digimax!
Date: Wednesday, 02 November 1994 09:56:38
From: Douglas Rudd <rudd@plk.af.mil>

It's here.....

I got home just in time to get the candy for the trick-or-treaters when
the door bell rings. It's this big, ugly trick-or-treater with a big box.
He gave me the box, I gave him a candy bar.

I'm reading the manual. More to follow.

BTW this is the third time I've tried to send this out. something is amiss with the host at my end...

Doug Rudd
rudd@plk.af.mil

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

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

Thread 18

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1.8 MSG-5 Subject: Re: Newmode-Modepro etc

Subject: Re: Newmode-Modepro etc
Date: Wednesday, 02 November 1994 10:16:35
From: joe@ensoniq.com (Joe Cotellese)

>
>I must say that I am really disappointed after having fork out the money for the 3.0 upgrade
>to be left with a program I have no pleasure to use anymore, because Impulse supressed the no-lace option
>without replacing it with an appropriate WB 2.0 screen management.
>
>As this seem to be the case of several users, what about making Impulse do something about it,
> and how to do it effectively?
>
>
I agree, even though I am a PC Imagine user I can run my video card at up to 1280x1024. It would certainly be nice to open up the Imagine editors on that screen on my 17" Sony Trinitron. Oh well I can dream can I... Maybe this will happen in Imagine 4.0 for Windows ;).

Joe Cotellese

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1.9 MSG-6 Subject: Sorry Could Not Find Subject!

Date: Wednesday, 02 November 1994 10:48:34
 From: Patrick Sauvageau <sauvp@citi.doc.ca>

 There is my little landscape generator. The sources are included.
 You are free to improve it.

This version run on a Amiga, need a lot of memory and a big processor to
 create interesting landscape.

The output is NOT imagine TDDD, but the Textual TDDD. You will need the
 TTDDD lib package to create Imagine useable object. Since I dont know is
 this package exist on the PC, I did not include a PC executable. However,
 it should compile directly on the PC. (The first time it ran was on UNIX).

I forget to check my compiler setting for the Math processor usage. It may
 not work without a 68882. If you find that anoying, I will post another
 version.

The thing you may do with an fractal landscape is not limited to landscape:
 I have created a donut object for a friend's project. To create the
 chocolate topping, i use a primitive torus and a fractal landscape. I put
 the landscape horizontally in the middle of the torus and "sliced" it. The
 Upper torus object was then a perfect topping to be applied on another
 torus.

```
begin 777 fractal.lha
M' J@M; &@U+; HJ ``@20 ``6 [%? ' 0 ``" $9R86, R=#-DY, LBRH3O7NZMIN2_?5Y>
M22$*L48J^>@:3U6H<;; 0THX [ (Z< [ (FFVST0] 3<2) ( [-EE0#:0 `V-<HPTIAQ/
M) P&%DF77"SI99E [ ; -O3-V; 8Y: [ (6:5\4K) QNZ25Y, 82; ., FEL*4 `85A72G&%
M(X>__O [WDVPDEF [ > [ <Z [O=F=W? ` [ > [ , WX7=\KOX4=W=K) ' (VV1-?T$Q^39]M
M2*@ [OB;> . /K0?? : %ES#LU>7M>J_5?EW/Z3PT#9$GI113Q) I*5HL/]DE*DW_=
M<%?) IK1L [IHS9.) @-G, PGPNX110L] 7UZ_J-/.F"C [W$IH; C3RF\RWDDTOZ37
MM' M-KB\IL47SRP) 9%NE, Y?_ : *L; K `) K4T- /%4UQ8' "X/"X+ [5D\] CU?8] 51*
M: 5#^U3=RV>XL [P%DH8&, -MH%>7#A@5M": 1OLKZ2S]Q) **M*=GIEKC02 `IT"D
M, 8>C42D>+S. [#T2 (4; T:OZ78; TE#ICV^42 [# [:A*- .Z] 9?IO!7@N9 .R&G= (G
MBS/"CK+>'3Q: [ \I=^-FK, ^_&'3<P2?PU*<G\NC@7+C3J0WU*0W.OY@NR?' 1O
M7U. 2DO//ST; SA7XXN7DMUR=RI# [+5DY+S5+D `5RK<IXBFK)_3: LDVSV-A9WG
MQL) ]13"DIJ023J; EL [@DI `3Z<M-2' &OXV`W0P>) %' , \NG, <OH ``"J8#_%%$D
M4?XSZG' O: /@ (1J^DT*D!MH); L5Z-F [J7PS8N] 2IV-G [GA; 6-L+> [ \&IN=9J
M9NHF_/' OD; NU^0KR_W (5) = $Y?W1. ] J51=%1KXZET3UX\EDTTD3T%^1M" T%' 4
M*D] K\=K_ . Y [ , FNK*41=*9HMZL/>' , T6" \E*1_0) [ &^E `*N/!PD8/ (/ `R] VHX
MDD71F4YA/!>2W=1+=XZ^-; >@OCR7 (#N, >9' OHJW2_ (@Z-?&' OHP=&3R#FQY>
MZ@B] 2T_, 5' 40U\B*MWF_L&BLY7?Q9TM. HAD] 4T: _10%\&] E41V/XAJN+N+MN
```

M@8WJB4G:'?RW0)3*"TC;JVM(OH+Y\$I,7^I/%R27HXWT@&>BH!F>W5') [?<E*
MQCS(UZ75Z4_.C*P/[\;EB6275PU' %GSG?'7Q8WS8VP',N]5Y?954_F685.0 `
M^./N-%] 'J,:A:#AW0*3I+=/M:83S.L\DI.2ETH#^--=1L*J3 `ES]YG/40<6<
M>=]_#RN(\SLVYP6DIO'\79M).>FZL4W4?Q9C0Q;)=3; ,5TSNXVZJ1F9NJP6D
MOOS=>/-/_>'FAG]>[(I;<')Y\Q??&;6.NU-P"K2;] \$QFG#*QEDWM>[ACS%
M%7L)9);'0153L.Z'EKZ,@>6C<_>G1Y?H\Z\$\B6V_>ARWR,#@'Y2ISS+7%1=
MXG>HL0*F?!<2_1Q"3>8.`\>5GHNWE43X%1J=U`NB>/J)^TD7JEZ,;;:Q5I>9
M<J43XI\$Z%.%SVK%J^.U["0LHL+,-],/H' IOARO+;WC3T;V[?3='OIPIU&^!)N
M^G2DYJ\E)\517+],^"9`*IF0AP7;G59XG:#B=RHXFJ7\Z2D/=M@S@8CD(XY)
MI*!:03DU?_P4S^T]D76Y[;;(SC1P/R#(+@)-\XRB">1/S,MWF9OV6..VU6,G
MTXJVM3L#,AV\MXQPB8)/@UL]!B^/UK6\$+5/JLUT&4IY![]NF\SMM\M=YFDT^
M1/TGRUAH]Q\6C\S+\1C1Z?F_%H-.___7H/9]?0=R,'C!2ZY,OL#?'V;1G=KCW
M^*4XT!P>@5\$<ZS4L&==UDR\$5\$]5,V6^6EMYEL.R:3,[]^'/T![5/7\F)/Y/U
M92W2C>;"OT;?9M29M>VZ]JT9M>]8M4<#^!EBF7'/;_,6S,B.K1D7!AV=Z&6'
M6;7MNO:M&;7O6+5!-OU6.66L7XN660:_V\LM5.MRRUH49]VQ9Q_'4</%CUK=
MZ\$PZ:'.6]1@>;UL#)XOPH'40:"SMHHY%'\$^(Y0+H>N52:&WAL8>(\&9O@BQ
M#!SLJ@F-(_BU&F7X@XGPT**\,ZLSYH2_\0*<TH_BA&' \T(MWL7K]>I6L?Q9
M/(&! ?Z^&\$*?*G/B+XH'.(,WBOKI?V?2X(M_X7CR;HPD3\`8?SEVW[N,33[
MWJR[6/Z"^+,(\2\>*XFB_!WN)Z*VJ=C1.(#I^"/O`WPR=Q''G@ZFS?:;K
M<P*Y]WEX5#>C9;U]N*^"\<T\$'_J&H9]'<2M"CA%R\$3M&^[R]V'P87ZH2KO##
MYCT*F;];]G'[D^/Y1+T^7QJTM?U[C\!G<,-&X=(SN&J_] [A;GN'559[#O">FB
MEQ-WN);]&I?)8VC/T*QT#/(!+UO^P; /+V"7T9FC%SH)E2/- \$R@U^4\$&KK* [
M9V(8&^*/O3@NC8*8+B-A._Z`P.O:DAM_IRLO\$V:!WI#+YE/<HOGBC<O&5Q2:
MR62_;/G\$U7XL%4M!&PJ#OU+LUO<E,9]WUMEV?N6?(->.RVBE,U`7H^8KR^XS
M&3?:%LRF%G]H2B_NS3XEZ5XO41%^\@*.-7<Y?%S\^-?X^Y(K^8/O(%W@U"J^(
M\SLN'?+:=<&D5[WM+=>]U72W/=UTJBVK230;1I)=!>2W`7:+Y(+5Q07C"87P
MY^N7]V93@R=VI'MMU46J_2%_0#AWI0<W&PNQSUK:?[\,8VI&-?'U'K8GH,XG
MH'B=#D,XDV#ET@4_G^YOP>F;'GST^-Y`U&%^J7>=W7#S\$%7-!>#M!J\FGB
M"KFQ:T4BNEU<@ [^%F>);&#H#IM+/O3\^F8#+C(IQ@=B\BZ-?\X6EC3ZCP,@J
M/9L6MR&1L^OPJYQT)S4YNCNHNK<>ZB2E-4' `N*- /MUIP\MEITMR"F3-#-I+Q
MQ]Q(V% ^WI+6T`+X(S_0"P5N@() `53+UZ&Z6!@*2_`NZL&'XG"W\ \$H+EC+J<H
M\$MAFM>:-?W1B>`=_)2>8<B=;]0P683X1IEQV^?9<5P>WV" `P<C\$_NVF#W;?^
MZ[%ODRZ\$Q2\R2A(U3R##8TJC2>@_A8V6`'53]GH6')!CKG_`+T4\+C[LIJ7Z
M@W>L!MSHR;!LG+JXH(CQ8V%GY2&M/U#!KZUJ.Y7Q)3FNZC;GGFS",6CE9,C<
M^/S@Y50P%2NBNB?;P[OMS5PR:Q#3_R&-@D?%B:-?A27TQ(6N"B[\R2;@#@
MR: !?7!DMT,=M\`3@C;Y%[1JM1T#TO16N7-X0,[Z4E/Q_07Z0YQK`A)Y%U1H1
MFXCRC@DQI4GD: _&M>.+WI71H6T=BAUCGW/*OPEN8K:4F"3>U1G7DU0*37<VH
M'ENA)OH3'(V:' :GXOW(88(>E=4/Z@WC?)-)J9L,,/G3%\`T%^\&,UN?7I\ :S
M7N#.NDYN=9:#=X?3\<>?08^FZ+[L=3X,%I!H8V\$V] %ET5Y\$Q(`?!E* C9_(EF
MZ([N;DACO;F';LT9:3' *H?,WXY#WGP!\$F0?J9X/M=U/+8WW=IC9N[FFG];T
M@.!OKT46U]>C3N]B^'+3!M>]'4M!, :C.[M'>)-*P:-P0?#Y;\ :/BWNN3_J&%
MV)40*%I1NG<^\&+?S-S>LYV]ER8K65WXU"W,YF2J>5CWM_>H5-^:/*: _G7+%W
M`,[/T1I4^>=>ZDC<C5.`?' LNAFPAS?@>C"#H2W&L^A)-V7Z\$H]?[TZ+XH\[V
M!3"FORE*_? (K@ (^8A4CT&<3NS-5?E87LE)^9-N\F:K=@8GJMW>A_GY;%-'>^
M2-5]"D*^O;Z<SLV=+K`Q'FVY\C=A6'(6G]ORZ)&H<1&H74\7R>1%]"?J4RDY
M='KLBT>41;2`IT[&HRK[%;2WGPDYQ7\$J`!'O6#);M0S'4%.T7PXF//&9]/\
M9G=O?@0PF,"*-2Q1M3+CZ%T33@C)[NYH,O!C0O(07&A"C%\$#O,Q\R,P=W"! .
M,+,, -PC\$9DA@T>G_QROK'PK+=Y>C; :?HW2?X@/U__.)_Y"O_UJW%' ,>1-N\$(
M-Y9OLLRX&!L<O`L\ST/6[; "M/=R7?6[;F9LVNL#7#0>.`>5]53(7#6%7#S\Y
MSBY5KH#-K=^@&(S-X>O]<:_W<HU;^'-S>#.N:(=7X86'_)<XL%IE:CXTQIO
MB_R(E4S=G[CO)88^PQY]%7EM,ICS\$(I>+)+0YX)@ZN9H@&7V#0B`N^))ST'-
MH8A76H+I<OUH(U7U)::;^')X8\$KB"4;Z0T;_0`RLQ!'2)7EEE!<1%N!3:9M"5
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MV\$JUM'Q3P7\&HZP:CJV=1[-?S8V%U>-4^*KLEUQEZD0X>LR]4CCO8#_:K\>-
MW1@?PH3\1!E3//J&-]TB_;VT36\$Y'UO%B2ID\$O#^M*UHO)!24I.Y'AJ-0E-[
MS+KI+>\$NNNL<!G>S%WN27<C[KWN]*4\$:KP4XP^Z@5XTSJC*T<3=18FM2D;H4

MWL2=54Q-U=^_G#GOJQOF1K:-L' <1, I?F1XG:1"35/RYB6573\$G+[_6T/>1=-
M1NHA-?ZM828AP_5DJZ@FE3' &J9-#>) LVN, /O/D' KU; 7<'>T_R?0_) ?R>A\$B1
M+ (JERSAX/KQ; *4 [=Q!!\$FYXF3CMVY0L[?*.H\06KW7>SL6C\; =B^<0-EV33V
M1@Y\$37:39/1>T-S55B6>[-3-MVQ-G;8OE7; [. [T (A\W' [-1UGNSI74B)K<8]
M)R*_9EA&'4H^V/B_2_GA.E\$Y:DBP [5-.O+.ZY/99U1-[_7W6 (ODQ:_7.1Q/"
M[K"_49XE'0<O]G\$'_W/'\>1\$E=-L-H.P81/RI&A[I_]Y+'GA'^PKVW\$<RC
MWS%>S]PG8)S2O"[BM*&BSW0V:ZNG*84@DZCSI'>RL8&.I/^Q00WT6"&]K"F%
M-M(9']2' U, ?6XYWVCL<9RG):Q0"63SQ5T<IT6L\$=*'0K3P#O;KMQY^5KZQC
M!]I9\$ZK1L?_7K"2@DE]; ('VEMQQ2E)]?4\$OI!=NDKX6F<X=]\$ON%?2=X, [4R
MG8X);RM2CN7^,6-C+;CS<2K4=C],4:B6[GCMX@=EQT#N\$@=T^DIB+\G,8^_U
MZQVCVE9%G/PBF[UF<7(KK\$XXLY/0[@\$RI?.4"PE'.>Z!7^Y!/),6[PI:5A\$_J
M1KL\$B]]VFT+N"(\$QNCY+!(H'(U2E+4USU!19:@NKWX^ZF0>X?:%';(W7B7A9
M856\$<Y<^H78@0#C82?'L_<:D??[_#?SCT*_WHX/:3"A4Q!WU=[5CON!2@AM
MU\C:(=' , ;8*\O)XPQKR-NJTK/W' '<#FER:\$\^G7(X3C;!@6B+<I;1<S_S\$Z
ME@K#K"2L%B^#[#3%W#)X&IG6NX<_</_>([AZ7('O/*P^7N>7]1*!<6X))96&
M4/PA!KRWH^1<D5\$[677SGY@?_Y;N<?:=P17ZO+P\4X^@D-J^-;6@VNU.2/
M^\$M]V&K#FAM-)9W#ZM^,_2-P.PZ3@<Y65".M/O&,J;R5J^L=(24,LXZ&HU8
M>-8Z>Q&9H+"QYOG;N%MQ@:&)7?E\Z/8_E^VC4^<X4ZGS2L,Q6+NB/8/, \=C
M8/"G,6]*Y/FL^"WQ*UR5=X2[NN)8;O?NZ[PE@'>WY2R2W'\1MMUJP9@8-&?Y
M7U(VP#*CU%>76E/X_TE;\H0+U6NC833'!L];&V'*6);PLCW\K!")\$;E\;:'M
M%Z<EE@MX!"QV8<44[!9VLT8X]U-;6Q1568JNF)\<LPXVY=K.<RQ2+&%BEF6+
M0N1N<H!N6]D2W'W,TCW?BV2MDE9+%]YC@]U6UNF(:K^K'[\$]_B6;D?)DCY?
M/Z7M3^?YOPWH[32WF9VGD=?':/7P*8P/DS\#X7YR'#C;':]:C=NAZ^%F,85R
ML)%OAC84/PLA')AJV&S>.SX"4N4=@JUT)I\$KD[%H3%K=8\2P.BH0OV_X]S:@
MLV+#!0K?F>5;6&T*OZA=OH.S(N=O.)9*PX#3F?R\S?>E9?>A\RS\NP,.A33/
M#O:]8.W)"*QD4ILFU:I#\T9_%'\[8EUQ[7Y@]KPY'_YRP^3O/:B*PW[3E_R\
MO"]*)]R'S--Y=>"7W8Z/L5K')RV%CC?NORYOG<W"YO\OV[W(C)3])F&ST63
MI.R<F1>9#[G\?E)V2:#JQ>N>8*J1U89U>2*K0HI:X4_R"FO.MBV0N:&PLN?
M&Q_.XM]Q[\R\$06#92T<J@T]8\$*Y1#L;81UCPIZ#?DPO;E.3(#O"DOE8BOJ8T
M1*]6)PNG\$:KA2:A'Z)F#U!U(V)J.8+5"1^W3B%FPZ?N5&D2<*:AI\5^,\$^+^
M/\$-5WQ_I3[&5SXOAZV@CSK=U'6D\21\$,(@BM[+Z+<".[T+N(X7N:1)8LXNOS
M(O<)1(BL3;?.5B+7M(8OK6"KRI'\@IHD504^5'"K023\$6'0,2&:%HE4\G%(F&
M7.FTJ>,)FWCRZ&\$('%@[F6Z#7FY.9SVUI4]CEPU=C\(:O#"E4(+TLF-L*VM6
M+MS#<-6)6%P;+[L/\$B?>B?>L,'2CMN9@Q!Y@'U[X60?5L4T:[>-U/>3W9W^A
M-VM9N?#%RZ42?-8W4R>4/O'BWHMZ>+X8\O\HR-K&PE[/^TVL9';?X!/#[2:
M0O6TJ'J<T9T\$4V:6B0)W:!. -,Y-G&ZGN]6-A9/T03*Y_VF0B\]>(NDZV'\$'
M=U^_B?[J_&E&]MV*)X_[\0,Q[Q/2]QO+TNK0#_]M6'4M.9N>9]#F?6]+2
M_?'\$M2UVF;YVW.=Y_.^__-I?OQ%;"L;/K'=,^I6\$P;JK\$TB7K<!6OK6N(//;
MM?7X"NE_%9*Z6(\$6OX=ONMQX)\&,=S(L#8T8E>K80"/.@6T<2P4;[KPU8GCW
ML\$>3I\I+UJ6)P*EJKI3"/%TJME\$TOX1Y9"-P\$;C*#>4%WL2Q4;JQ+^(P%
M336Z1'30\$?Y[\ [02+%' /-MS]JV+.93F+Z0E\$WS:ES6D3"&/J!-P3":4=4O#
M+WBFJYLS3"IV*#PX9H!;:Q=V(:20%XW4ZFSJBB0S'9X'7]!N//602WA>Q>*
M]GH*WX4#XWEXWT.M<XMB["4>X3'+LYZ;N%50+LJP1E&C?",JO[LE*2[]^#EJ
M5]!*'_@AQ+@E5B?,^:(RZ[88(W\$(&6T8P^@@!V(-NT5S;6C^&HZ#R>O)[5S
M3DU"=-X#/4HG\B(WZ;2"@MQ/*Z<T[[S'.O3E%P\$^1+)]I*-@QC\;K1KM7EM
M7@;\$;Q33,P[?@\$!SM2T.?#I[4R,! (0L]2Y2Y\?'2YYQ[%#HKQF'156Y2YINBZ
M<8W1>3ZQUV'/%.MM;1109^XYPYXI1'(^*KR\XATSVA5W.#P.JOT')Q%)2Z"'
MC\$BWFASYO"8G(-O+M1Y=RZ(3?)N)P_02=6'W?H/[8\K)C'3I3??>A8\X2_=Q
M%V^NHE\$YN<PYU=U"WO"PWM_(\3&VTC;R>4(B[SA@^3)SV7DX*8>D>3&PG&):
MVAW<\$/H?5Z=M:<58S:8]\C>[W]6]R7CGIU&]PO!:]XC>Y+UO[,BIU\B_9R+K
M+XK:O!Q3SG>0OP#>&X79U7:5?R>U[:L^571*^PL;)]#[CJ\OY%4?&[O'-9FW
M],%;\H1Z%B).YI\$!E=,3\N3C"0@D7!?'0&_I\F='P&_IUV.WWW"W[]6: ^&! (A
M+35-,_.&2XX'\(LY>IBE+\";3B]LQ(%V)^;"ET'_'EO!YS4NCDOQQWCB3*Z\
M_8C%O^8_)HV:KI%5TBK[!TQH?ZZ*O]:+GR0,SS]&BJ'&M^)=2(7Z>OWB-?N
MCU_+/7_*BYV4E);Q,^,/OJ#8LIN'Y]S]3/8],JWP@E+VE=U&G:U^_WVC[B,?
MZJ_?#!J:P)N=D5+!IO]=W+?:'H?IF7_7'B7+\)OVO/@7+C3QOLK\>FAMH8^J
MS7E-7-K'4;4>[/DG#F\CZ7JP+ELF#B_;&M<A]#_<#\Z7F[4Y]OT9-:R''6,\'

MCWP#`H) SWC (AYS (=M1J>@%O)=\YGV.U>*. "AK-) V`VK444A1L"' : :S5M9Q<! MK"EG%GVYJ:5BJ2B8"7 (/ #DTIH:0@UM-#:MT5TA12F'YI45UA1?UW4>>W3* IY M, & `WPA)] , +A=) \$^F\$"?D6?. L] LOQ#)=U5WK]) V<*"/G:54*#6"%8TY1NYL]) M\+* [& _27 [/TS40<V\$&+F+YX8) 7; FH" (7/RCUS5P8"? !C86:HK:T [(/5 (^O) 3 MJ8 [IH;BU"' NB [*Y3X (@4OZ-_YY". %B)=CZYI/G>^OQ8+O@O*G1B [\$%; I7\$SL M\, 9\$3Z5<2AFW`O<%GN\ P [`E5E<. `1Z%! :ZPMTAH?8L!F:OO@O [2 [4Y6BO' \$/ M16&J?RDV+/H`NA%-H6?. *EJ5 `FNY6\$ [LJXG<ER=4_ (\X0>IK@_@^>< (/>> M_ "#\W!: !\S0?^H%4+3UV! [+MD3P%\$BO:82C@2-U<"-] ,="UT\$P/7:NS:?8@U M!' #K\B-A=30,) GY.>F-!=W2Z^9=DQ=[4:O+BY6KXR) I>KIQI^:ZWTZ4^GZC> M; TOC/J@, &, [7. AI\WO_T [6T%R [ZVQ5#P (C9HABY-* /:KBNG?^>1RA/ (ES1L5 MN6>EQV5*-0<T'; ^0S#L<<#TY* [CW54+LY::Q?W@QK0: [] YBNUZ) R#DU., IT (MB' [TW/ '] G@C' Y`OWC&#_2_9WND) I*OA!JG8Z; DN\+T!H=N*J; ' 3HVB] ?M+"] M [* (. G:-GF5S-) CJT [TZ (W" \ [) 4DQPS3_^. N?>^J?7, R\$@E<UB [N800%D%AI* M) A5OT3, M^, Z8: ?W! !<. \4@) 8\$A8\$WV6NA!B?P^6M78 [:MIQ' NQ' ?\Y; \$G*> MY=O!A. OM_S8?>Y%E) Q#7-\2E-I' +KK>ZFY; .QA?\$0TUO8V\$YQNLN74A&N7?Z M9Y0RWYZ [KL=K_. YA#K8@DO.>_J; J] DIG1>SA%9^ (B+. ILQ9OIA>OE1) \&EO% M (K*] _UH#G+7UJ. 7VF] C#\$O#Z>] W&J2@. %&ZD62E0\20L) FF) ZS\$A:LD! ?#/A M\$, 5 [D, 8:9Q?M]: ' &><W [+>N*%0 [\ ([<A3-//Q_?] 65U (CR__@8B<_OX] \25< M3AC' \K<_VX_+5^ZC4ZJWN) 4_/UX<0:H [G* ' W7G%QMS*Z" F: ?9RVG//Q^C] ! M&?G?#INY; A4OH [!9&HX67J.>, 5' , ; ; YM_] HX, V>3?*S0_#P4G; P0L] N/ .C\$ [I M5>48: /H5U0NQ' 5=> [?M. 3. X=[PYW#6D\IWV! X&PG/^Q4<R%@ `7*DZ_@<87\$ MM%Y; 2J' - [N+N->A%B7#F. =\M; I5) * . . \6J22THE\$8Z74"-_ %W' N8"6' 78Z6] MI+4S@0L?Z* @GFY7ZFF, YGA8:O. : \$OCO@J' _F] 75/' _BZ+2DG `NE^C ` \0%5 [' M^; U96>@2' _T3Q; XN' N-%79E [; ?<X-NY^L `^-"V?W. #*IU, [+ =^EAZJ?9UGN& M8_G9= !Z6' * = * "%0 \ (5Z3QQF=#4:9?HU `78KXU) (-D1!! /14\2) NC' LP0N. S6 M8ZORRJ_B: J\WAYC57H<MJ3<4? _-J3' ' _ (GM\$9\AAF [7B# #U%RXM5^ALVN%@) M8%S0J-F#8XN" (:BG' VXEZX. ; P=O* =S* -E3632DGX7A8;] 4<UO `A5#TW+=5 `A MV [7' 7Y\ERBCSU^>PMOP \ ! @ ? ; W#EP&U%VHX2AKY-21:4D@@W:X<X*/QW3+3D M! . [<1 [X (, : * > * R">D/CX6# #KG<@ `NI=\$B>^KA' KSS5 `M] Y:VE*4FM%WFI5\$ MKLFO. 1:] \=K%VVM3<_TEFCNY>>8R] , &JEQ:Y6=_ \$C#C@L3I=Q-V7#G (T?3Q= MMKJ2"?*-) E! %R?+8%-! /L6W21FS3&MV4<: \ER_OM%8#OL^=\CK=DG^08>9: , M\$G=W1>EP; AWPL/V, /. J#?/4C; `T#) ^T1, .JI+EQ#!5 [U_ (? :8\$@N8&R' </V5 MZFDBR<; Q^#3*N+ `?88 (O (W0-I"82CN+. 70OX<&A-L1R?7M; 1&) LU' " \$O^AMM MP9' I<. VM*2' %83) NG^F? [BN"A-1RB42@%YQX9-X) KT% .R3?FK4\BIFV2; VP) MQJ#) O3JV. \$ \PF\T. 0QL, ' 5P0Q) N_Q+&H?9U_I&0. 4FL [+2DYL<<; EUH8SPI MA \?@TFYB [J4D_ \50%FRTWT-] XNBTQ) Q< !+!E) TVF2P1J=V>IP9' L/?@8 [4] _ MO4 (%SA*?F_ \$@7L30\$QQR# ,] ' !W%U58. XE. U) #_<F=FIFPV_FNOW\$US@SKBB M4TW"_I? [E^J_ ^EH@RVLX&S?Z8' 9 [U1P^@-:O%G2%@0' U3ICW [4 `K6^4;] X%8 MJ5DODP6X< >JQQK+H3. AC87N] O4 [@, ; .GM; 02S<D)]] A\+/N, : \B?R#-U (F8 M^F^9N3Z] ZS. *AWKZ9RQ_2XZ7! &- =Q4, WZ-, Y `Y9?!@Q?#/_ , [CT#_Q9GR) I M*: 9YO^ZX (TWFX (/ ' UR" "Z! \$L [R, J8 [Y#*"-V\$H [R+] @!MR; N"TBVUI3P&L+ M: B/80. T' 94, M1+; R ` \ ?R7>S#: O3H/GC [B; 4>B+W066D&E) ESSU" ' //L) <0/- MNT' 3^^&I79PM&<DQH?W=29) , ', 6.] 99XRQ8NV#40#Q5AQ:D: " ^&=KN1: IS\$C MY! #? * 2 ` . 3 (#T/Z@' XV8 `VE24E7*SK0\Z4, 1/R&EUP+U.) F `4^/; +W] #R3LZK MQ^#HE2>3"! #KW161: #1: TGA) BJ [' US%V\IEQI?. +U8* . : -1U/0' SX `F&6^- . MLMX) N"AZKZ-O:V@#J6U*8 [-D [E/4. ` = ` #: 7IL [L; "Z?5M; 2 (+EAGG; 7EM: ' J M4, R [>+?2D\$HG ` \$S#YH"V2' ZMEN [I61>I/ :E0RVWR" F<IHYY_-/? () ' X) GY] * MW-E38@, JO+ [:A `31!5P@7I0??DRP?^VV1J07SA_FZ1NR [=XM. PTZT `I [2FAI M\B8V-. 6:0] 7' 8! ?<) & "P!W] /U@7 ` , %J-I" P! [>D) D' [X\$AFE; RP?1, ` \) I74 MACZ&KU10) >J) XM]) H' SB*D2GYVS] R' DGPQ_ QU^GO/U: _] K_MK_] RA ` ' HP#] M!E `>8@#YM^XGO@9\NRJ' * ` : 3* L] (X-RKP&3: \D0' NA-<?E `>E8 ` \) YU60/@5) M"\$5NGS@4_XQGZ0"-# [68C. [_6 (W ` \$>V8G] _Q"-KP/UB-VP (WV; ' G?>Y"5">L M^TW>4 (Y+Z?P3Q3*7AK (T7YPP] ") % [?S&5!OO<1" @TXU&&Z'] ' OMK3: B1; -GN MAI5UU' %?SE\&>V7Q/D [+!KA7IE6M@9F) 4H^] 0-*X_JW+63-* "T' NS. & 9_EY [M (/^O9\Y59?ZIZCIZ=21>: C5: Y2TV-Q-E7-W^I3TY%8VW<Z<BUFOO-AK+S67 M>OJ; G6: F; J) OS\QE [8G/HD#M?P-_1AX>_] FO5\$] NQ; UB<YAWM\$: EL%HLX>W M=A. \$ =+4L `V7CW1V"QT<RY; V"QSJ56NJSA%; XXH*K\$JS8UV^VW\)) 6' 5DCW\$J

MDF) #; L7AR[>W.3"_4 [JO=USDCI\SZGS!3413Y/U. [KXM<) (FW_)]217U9<KS
MCT[ROL*UZV_ [4H256U5KN!O[^]1&9:_%G6_5FE5-5:_E[Q6'OZZD1(U1TOY2
MO+[2JR^>9EIOEKM"SL=':_:S.@?M"#>HZWZOMTAK1<"6KR5G\.!3E6'NU.!4%
MY@0IU;YN(,WZ;]SL<W/0)J:6/N%' .?WI.G/VA>@*OW-)/ (AQ02;']\A4-U_E
MH8:] (>+'>?D!F0\L=JUO7 [UP1]^J/NY-9CS#A1 [\VD<RG4-I. (SWSW?@W\$U2
MNU-W-0% (]_Q_HV%QX-Y<6Z._Z^TC:?N8W=V)%71+2/IRIQC (DVXU&NTBGZR%0
M5^:5MVAE%K<QD3-*ZF&MT*=:1:3GF&1W) YMM:'7RV1U":,R!42:N81FHQ=QK
MGV^-M[T"CC,;>Z"?5X6&HYDN9F:0;N3\$G#,V\3-L'1PF>,^KZX8Y=P=<'EJ(
M.'SRERGDQK\,':4F@!^>2P8KD(G69G(ZC>,QPL] IOOD7HPQLABW)YU3E!;1L
M+_A]AEB_H%&QL'LE)YOT/78>LW++[6UQSE4;!E_Q]FS3'VD.0,'] :F^&CZZ8
MP;7H#[S!@O'-Y+^_CIXMP3;VPBCA3X4G,. 'TO(.=5\$6(#;J[#):'`56Y;4HL
M7S'++;)-52I';4LUI@SKHXM#.NZ`7] (+OU+8\CN1!->B+&P&1"]5L(Z"2HIB
M')MMH,Z]!,?3E&KY=BYBBU^N!2;@OT8G@XI#'FVDF)7X919=3,:/@HZ;40)
M_BCSA\$S5'Q,T7\%T,GTP>^^J?&\$3[<'41H\$O`%.LMK0_(7\STQK.\4P]D]D<
M"!@`16PAC=>;0^GS11VR*/&%'^%'/VA1]-%/'\$%'UD4?4%'\2*.\%'HHH_95N
M6CE%'S11T"*/EC7ZHJPD5?&%&*<<;%-8<=J/H#9^*?IU*PN>_1@]6<) ?VI; [
M';'. /;_:%O<|L_N=>%`5Q!:=@FM%!AB2LN#)Y:=58_9@!J#V_%02J-\JWU+ (
M;=U-\>9% [5C.[8X6#4S@=[!*LG_0.YACMJ<E/@!W]\:" (^FT\AC5+7VCZ#C [
M@/E-RC69"5^)Y\$X3'E'A:;],]' \.=?SCKG[CK&@;:>4@)^5LSIX#(+\0^)\K
M;00V@8A&S>K"GZ[YO'G>BM<U<_=#4`[\$:K8U['%CGJE8:O@06P".]0'=(:'
M&/MU'\$=;!,)Q%&Z*+^YK)X':!A=CSG[>/>U- [!:3P6T]?;! ?M&"TN?\`+RM\$
MM/KF`1R/EYV_S, [D(SN"QG1QZ2\`^/TG3&\TO)RN/SL:!FU1W_(6Q5CXUD3C
M`)D" I:%`--N+>;4F,'OCX?Z3'%;XI\$ [>SCXO-FE&)V>+?8JPB6+=GB>E&G="`
M?')Q.4:Q8M:T6KDXF3E8>U!E_21L6UG_0/:HQZTY`M@8M9\$=#8CCK("8)R
M],^%XGTQ9L<,U@L_K]<2V8L6.*[.?'ECH\$NU`EAHXOI4<7S6.&6DK*XO2%C
ML48N.* /C (H@TU+R\$4>W#IOR% ^*P>N1,'KM'@;?2."NP#B"KA@J-II\6^#!?A
MLH`^FQBR.#&Y6+I]&3W9-6.<0]+NMDTB[="C.RG\[^C?2J":EA3I2>S-R#7D
MP&>(RY/T-TM'G*&J3YKYPUE&\&N)X^"2<O; \$T!>"Q:?'Y'P#^W"_4W(E^\$_
MM*\$_L"8ZO`TJ/X_XE'``(45EY8S [T<DAM?%7QD'<H0MFDQ+6CZ?_UL/6\$6Q
M":LM./M99\YSB+\AEY/\$CKIM6?G/7)^?DXA^84,/_QU&)(2CS@GY_:DHI[8_
M/R,<_4BQT/C ('*/R^TY^7NT0#<!E3_\9A2VW>#[2CZ' BQL+=L%-;>&/?5'
MM/`?3'00#Z),FWJQ7Y3*I*IVX5/MZ(?4_@53M&.+6O&#B&:R=\$.#EN_`G^
M`\$UT80"XC* R6.:B/\W\0CF:8^N7X54TB47P]:E'\ /C^'V5>),C9\$\I-N'E6E
M1\$4T*EVOF`"IHF^7RM3D [+V4Z0A;O;:T^G^!"VD..K.@^_RH!'1')2P_,GE [
M:VM\$9\$X-`Y'<.0SCX!R>N?#(S)EV88';MY%OKMWOA\$C[E00?/)S=-]F<E1\
MF8TP0*RJ1!GN;!V.(9A(5)O<JQPF9"R32U-9O!<!(KX%*53YYSQ<4X[,C-Z
M.#M@UP_1?..'MG[?V5H)H"1GUY3YQNCL?07Z*\$AN;81GKQCCTX*E<8HO?(8O
M3D)M<:C5>\$+VK.]O_A00A77H1>UO#-N!2 [R=R)U.TJ=ME:O5&CX7MB<[EYF\
M6N;,'P"+LCN^K[9Z=0E59T+U>"QH4P3'G<>='X\$YH638<5!@:/AK4[23&?^
M&LA&^8+^B^;[H]+SD8]@&[X`'+_K@_`ZP/9Y[>(AK*`F3PTP9O.K\$DO900]
M];-:"`WO6AT*"Z(+?4\$HM(V+N.2L)-&]#1SMV&:EG.Z"?`>\IGO/,T>5F7N
M9F7DG* @*.8@S]MD?J`H?20/X##`?_I-`#P\6^&_WBF=.Q^/I!8X;"(\$Y0R4
MH7;TY9*^;3T+<XX)*A#"T/@T6]Z\$ (/&7QLO>IHJ6)1.!B]IQ+7T9_OHLZ6Z
MB[<<O[?C[>3S3XK+*W64)AMC/3:OJ>#_J&/[4WLG6I6&X8C**Z[#:6:\$FLO\
MM%34Z?,14T?70SMV4#?1'WJ#[QR(T%S7GC[C9B#?FA!OVG=R*[2V.D4T7@J5
MMI-M[B;VZE;(N+BW'JRUES<=N\$-^B#LLBZ4UG@J:F[V&OMPY+:GYZG9J:C7V
MZG9]FZ1@?WRK]1K^RO%+N9<:]24,T`DZ*TV`L92EU<75W-^?4C\$Z)2UU'S_!
MU\$NX4LINHU5YJ+E1T,+ \$BJ1+B7K->H^5UEP',35:L!Y\!VHI86,BOGWC.:%P
MH/TA6NM5)&KU\$RX4^6I59EG9ZBZF"RA(SZBEK:2.Y4MOEPE/F#[WWRX3&)KK
M;N9"EM7;(;3MOE]GF6?S\$6?S.O9]\BS[Z?9R.Y[ZQ&5[2J&&'COAX`KKP[(W
MFLU\M24QMEC%VL;3R%+6O'&UXIHK?K6=V';K][16_S0"=%;@ \$CQWWR)%*1SC
M\9&'L;#2V*ECEYO*\$-C;R[CP769@Q70"@`SQ'_VY,:Y>P]1JIXALJZOL5-/[
M^P46=?=Z_7W&JO,L"98A_OOV-NV(([1VWU^U="."G1'=F0G\)!H_4I?K_+&L
M>YI?]?S5V7_\[8K3!RX]4`_YGY%FF3*YOY.Q`QK/@L_&RL/E9OMIGQ9M&K;S
MW[/MO&^+ #]MY+\$FPG_J4_RGZORKSW_VVROS-A.1^: ?V?F+^]1^2_L_`>J?_Q
M^C@1*>_SMF> /]Z/OG#Z<N7#@8UMB92\$#YY0^] ^P1FEP9Z1,@-RUL:#4MC04`
M` (4/` `#&L5\=` `*1G)A8S)T,V0N8SXI!) -KM[6VG7.,WT` ` (*`VXZ6.7;@Z

M25*DCI9E=;59`4<+4)D?W+^*5NYMLTBQ>F[WO__&[`I<0`# :Z[;<'='FZ!-P
M-N&LC; ;<[YXL>:>'P6I9H#Q^+FVUZ-*I#(_CF?S>+FJ+K) ^`T)XC!@P@'VUZ
M].=[KS[WMSW;WF"P.P.>C0\U[CP</'=XW0<'5AS1OS+;S\QIY&-U)P!J%L\4P
M9T>=#-E?U1G@6X9YL&"[=NL;M[?!=J.>9ND0\$\$\$,66XHQ]6'8,AOD34>3:0Z
MY'')!80*?4^D%!Y/P?SX6R\O64Z'#)! (8=WG?/\$P6B_)DQMX^9^0&FAQ^IE?
M\UUE%59J&R.04Y6:%2-T^81I9"!WS&@SC+'A8 (@)ZW]C*ZPC*W1 (._"Q4\M_
M<\COW!5E" T)S-)MA:(3' T1&V^2*HV1N\]?E%+%NE=8V:4R2%++C?B05_5YW.
M5NI5@J-^!*<D%D<TY0M`X'K]:E5#;I=. * & () 5'' (0,#RAZ8YXH#0!Z='C;\4
M`. ."A:"N*" *05 (WJ0>QI0<E\$) KP [ZF] !; "&/H-\$D (VA"/R23R2B@#MAP>?7W
MV4%BA%;C\7AF`AP (2!:LM#%)KE20R11"*I&8;=Z (\RG/L4+>V6'RN [[:D>62
M?80 [RCNC120ED0*BFK#@6K2F>,UG+- .Z]KW4 [U\$: "E9;A4;EKIII)SR&THX.
MP"-E"A:6LT (+0YF<6`PASFYXY-'BTN+4*) *7+%`]G/,P.UTKI^*5T/WE=*,D
MHXCMY4Q;!,/M=:%1Z (.J5:H<3^B5_ (8- (UR1*07V!' #X_0#QFR' B#DJ;QS2/
MR8^880^2IK#''Z[?N4!ZC#\PL`O[VYQ! ?YG^@H3;' : "[_ /T""5_F"<7#?O!
MAMUP>'_BM_0'W, -Z^&'<SC (GAMN=H*%@>[@7\$@%Q?4%OWL3HFO:L"2A\8A\
M*"EUMEH?@WW;XI_>X,%&D?;-)&&O6@DW)#/S'BR`JO3]#&D1>*X,]TP58"E
M71'NTB-]`C' (P>W7LGM(V+)ZU95,,MG*.SEM)J=94;*8N/D9RK&>>K!RBK]6
M`5?'QBMU82.VJM<-:50*RVQ@PM'9V4UGL#S65&)YO3932#44E/<P (5.DJ-G5
M4X4SQ+/=SC=P.J9[L]D=A)>[=\CH.ZF+L;36IC6P#%A.@R%&-YD*S@S<9A8Q
M^KE2MBRZ7)J;!"[0,**(Y.QLX904`/\$` :FW#3\$!C+6<9\$!32913*54,^*MB@
M*'%"X-*P3! [W" `V'7J`#:#2JD!-6K*K`T (0P<=^TI2?!X!T,NG0>9_Y&*SG\
M(P>ED.\$/_0@`^*=\$*RW=%5 [8J=W<N*BH [9Y' \=,)WN4PB\$&58:3#/L.,I
MPO#AZHBBAM4`6N (P-41J0/MG^0@=R.* (V.:EJ=*'' I0>L,/_/5QZD-D;K_I I
MBV6Q [PE*d?Z@0EWL+78;B?1K1K2@G]4E>M)71XM*+B7\W#, `W:->R1!*'\`\
MOI<!5,+?7\OQFFCGD'GACQ7HI^<TD803@OT1HY?DX8RCA)G8\SO0OK (0Q/D%
M_WS=2X.\$AIA-PS)9U5-ZVA*/_!'M24A2VP).I->'4Q-*N!BJL@_++'C.6`!Y
MVOXSF!"E+@D`'/177!'WKY\$X+`'XG"O05MAP)3D7\$":\<Y8TL3B\ (\6J68<S
M\J_U2Y+%/\Z7.GC<' ID (,XII1X86TKH@!G+F/4S*JF0]@6Y9&AV)NGD#,^+
M#Q@8&`46/GR1&);/933YDJ<:69+-ZY46B,)BY@]<:7"7.BOR8I"/FB@^/=1\
M(4MV[# (&T^MUGM)ZQQYB@W0?.BOW..IUG^P@_ER^/<>%9F',%8,[3%!_:VA
MKDU@T-4KZF#Y'9T#N[.E,0',(\$&=WT4\%,3.CGIT]#8;[ZN?'RWH_:=9V5\$\
M>XTF6T`C]2UL:#4MNP (`'!H%`'!FN5\='`'-9G)A8W0R=#-D+G1X=*"3`K5J
MFM7&XX;C:O@#Z]A2APPZ2='YS!H6%!"!2!'@=B^U+S;7-:EHDM;FWXX_`6MR
M2PN`71MIO;9FWKKV.UL9=U8/B_]RV;/#P`"514X%`XNHT\4+<D4F=938RN]]
M"QG+=,`"J?!"["Q,=\$JDZ+"_*;DGKN,L94?5_%"?&J;DF/MSVG5\=Q5WH5YT
M0J\I%"6XYOKOP9====;98OL<L+P[!#C(0.@@%D\K_TC:ZE;4]=92TF%WE9,5
M'_ZFM5=W6/2[2_] %VV[]B]_PO?`6[]H]^W<._V[K=_NK'UCOV==NZ5;JU"3,
MN]\$1WR4E#4P)9`A"<!--!N8II+#H.O>G`AVP+J"E'1\Y/A`CA#D>?1HT@=F
M3X,C+OZ?!+/\;*N=(JN<XMH5#L===?>A-F@A+K#AEUO-BVU]K;\$8Z7HD2+D*
M[K]JA,OHK%;HG.1<D3A] %KL9-EACD+QLHUZ1:A!#E.B:B(O&I%O\$"BG\$'2T9
M6^<7(Y:1`)N?2LWWY*%PWDZ11E5<38`" ^<4W)1)BL-Z+A.)D4A/AD^@H8SQ)
M7I7LN")B1QS`'QSF_=OLT_,+E/2IX%#4IWB;_K*E23UQ!C8JI<]\!G6@=VFM
M/MY\7AWZGIK+F)A#T4FEG++2F)/K^R@SFOX1ER)^WGI^GJ#8H+_Y[R^&41G
M2[]7K<30-K2>: !O7\$K`#CFQ]"%0)BP76<)6<R21\3?`[X]WEM1(#);\$_Z`OJ
M*R^<\$&L/U4,*.`!:2^OO"XIR]I*K_#/XBS&/%LW6&\TM"!%!)1M>%IY*AS(
MEDM>;9`+?W,KY.ST-9M45UEI^&A<!O^2XL])LMD+-%L,;/E,IXS?08;WY_`^
M`>`#9/9-&H-@1GQ*\$N2X1X9E!]1H*,HL\$CSP&00' _/[%I!4":Y\$S'-GF8R%;
MP+T/+B>Y#R90<<?X:-P]3I-U-, ,H'^,M; &@U+6L\$`''5#`''R[?`0`''69R
M86-T86PN8]<J`X)KV[&TW*OF??@'P"+FY'- (OMR'&);*AF)!C(P5\$6V63T?
M<HTG&XG&]I-: ?F[W>[N;D`NUJ"%-\U5^" [AW61IMS<DFQRU1G#;11%CIIBE^W
M)MFW)\$31G0'Y=7+RFW!\9)CEZ`\; </-' (@R?N-6Q"UR324K]&^>B.@[O3IS'
M=_OYXW#-234@6*^T/UVT'3%)+* <(Z@6LP/HS4293@>8,U4F?/%-C'/.%_@5N
M8+SP7.\$+SU_`'6K_6KJDRE4L3'LY.CIZN+E">H.;BYN?DZ.*O3)!;- ,GS#-/
M50\$I\X33Y?YH'_Q2GBIGD3Y#M/:9JLO (@2>WRW5-%6.FJ@@ZP>Q!0>D4<+)!
MW)FD!`#=>]<RQ2RSXV\G^'G0S'<<?,\$ (;1M\$G!9,*Q:1<X>:+1U@`-0`U>#
M#A6SFO+Q+RUZFS (+3M05H*Z%])I6:ED0-)VI,L5B\$P0L0F-#B"#2U,\$#&>B%
M2"RDIF25DM+M.8U%):KM+#3JS\$.C(O\$DF;J`H0'`3C\$DVD4'.VA6H:6V-/GV

M&+] '\%JPM5!#YNPQOZGDC#UG%P`NC9#:AS6Z=]+MDK,-I:N4U:P#,QP4O"Q"
M`-@,[\$JPQDFCC_B&*JD]5#: '#=#NGO590KCC*6H^<,&#S^J.[KU^F)\R95DRJ^
MOB_#J_\$S0QXS4H;V^4XQ%IT^[&[NQC"OEB&7S@_::;)9OLEQ:(M!HPP/![O<
M&D,,`%XZ.&!C]\$X[/7\$"SZ\$(NX\$,^"^^&\$\ (9Z,X2R99*3BMM2R%P9Y<YZVB@
MVR\$[5!('H) `'-A"+25LF2V5YP*X/4K_5G\$^3S!H?>&:*BF2A,L<L093Y4S+=P
M9*"50;4I%-R%4EX-Z'=4BREDIP]>AT]^A\`@I+0;L:7'J]'\$RK]N?BUY^).?
M6)B9JP-K71.92-0-@90&%'';7070TVV*#RUESZZS4F;GU3-FLKL&)G"A@;[9
M,/@.+?;H/@+'MM;\$&Q:VPV(1FA<&GY@516*'H+8>R*B2*F2>940=;R64;V0E
M+I-"[1:6P]KLOH[/4%/FW_7&RL;-M_\$SC)_;^(1QW+M]RW_YH4::S5]"9\X
M3/"!C837?&!)VQXGD3<6LFKL6+KQ;+7_YU4V4@'820!68MC`!X>)4??LBS9C
MR\\$, `*,T.M@/=217:LALM6=RUR>-CYW)7:V9:C]_`1S?J->ZT#*Z]L-`?N+4
M@,M7%9]LJP_*U/XG!H=W<YT(SGIX%FG_5B&MZW_745"YE['R&K_?947L'M9
M)][]9RK0^+/9U<1_VUN`!OH&Z`-R@5WO7WGA7.D?W?P;V"TOA\.`!<' +]7I^
MY-"IL-5@BZI6/@7`%KO?#9/KL5+7:P&S&KX`I ('7.V9#7]Y))3I".ZO-VH'E
MLP9K2_]V^_KX>ZRTD\$7;7R^*64CFX8W0SE\$U3+Y;-G+8,>:D?=X#TAZ=_?WL
M!O-*W5'U32]7/)5R+1'1<D"!7-,M!>OWWO4]O7K^^KEKJQ\ (JQP%ZFXODT*+
MJ]#Z`>T<8_)A=\$\ET5S`'S\$M;@&U+38!``!\`@``S+%?'0``"69R86-T86PN
M:#IJ'3-BEY&G8]C;W@#H. !;9@66XTPDOXV(, (D947"3:S93@CT3GHC2E\;MD
MLG".5*6H`\$TW(8!S3Y?2C+H\9`@A%2LBZF4G5C&W2*R(9;#ZP7PM>>>CVCT
M#Y/@RQRS9YXQ\U*4[YXG=2N3FV[W*#Z4`+8X=1G3\$" <E]N&/K79[E6,\$. ""4
MNF\$%!02ZZS`@71?'D`;!V=E.W_J=O93,VEIQ?BR\>*L:>ZU@`;+D[V%"9Z^M
M(, :3&II;W%7\$>_++7[B]Q!*7&*]L@!Y&WF2123#VG\+3PPVBEN<;6DMB-P!0
M?8YL*VH\$Z@>A1"&F>:B:C;ICU! ?PWQOYPK"T#!G8MV!. _PB5SL72(?XT^
MM6T^LA-4`,VZOK7':W%4&FUTB;#@A\$.I`#635DY=C'SIR93<160V4KJ4H!U_
M+6QH-2V5`P``)0<``>Q7QT```=T<#,N9&]C2^<#4VNZU=3;B7&`\`>.\.;)2
MBU(7;;97)"@SPE,01297<1QG8#F?F_9MN*3XY?] ?O`2V7);9P':MIJ:,^S'B
M_,O<6C3G[>O7DU?OHS*U+G%K/[+7A+Y+IY+W&NBOT_`L?1C+'^6)2MFKH4/V
M#KS:<VO]LS=VLLN8OX[.=.S)UZ<WR+5DUEGUY.K9D[%5B/Y@UC2SR8;SYRH\M
MP^\$5S.D2VF5D'S7N><BM7\$O"*V36[##?'E<;#FH0[(F8CY%X-9O:<9%ADQY,
MA9:N;>]P)*_(V\$XR?#T`U+=%=N)O^4\$M00](RPJ[!#0[_\$YRN`QE\$Y2.P3[Y
MDNM@Y!&%*^"U?I(8(EA+L]?JJ0ARG"GBE:)BXBFG-"G-;7`#L@^4UOG=,\)@
MCE.HVA(R51Z"&Q+ZDQ%JW[D]>U*XY96QAXFR;8/*0Q@*K:Y;R^?]'`<6@=B8,
M43C,CS#(%?BV4&&X\)=6];*/DE@8*UQ@9%4A1-S1EL4D\$!1T\ZZ)<FG]_I;"
M>\WT`JM!F+P6T0@M]3=4K3.,5M?]2MMYJ/-6Z-<#7W;E(OA9WQ]O.4@A+EDQ
M,>5\UU(MHV4EO963V@0BC++>NG!(C.)A%/@WD:[]*@-!(8%-C7F=2^"&MVZ\$
M6SWV'Q3NI7<_CJB?I;5'U0W79C9HDT^E6#W_C?6TI?'Z?\$L7PY?/X>_%RVBI
M65,M>05RFS`I(;:"HK! ?3\VRF,_) /!>P2-GG/HVJO^]ZJ_5?W^K]^R_%9\OG
MO_E]FS+ERE]VP_.=%N+8C5LK44`'L/!E7-993DR+;4\7WJ_ZR<AUHL7N&4[F
M--L1C!>`V&]OJY"JQ)R4B;1H6YY:TQU-L?;!5PW!_X5A.\$/NFUS9+0'=)*5^
MU^%>V.T%SK3@B+3"S* >>XQJ57T])8-?%D:--+`R@ZD[_7JW#`N*D8^L<:L&#
MLAN7>B`WEWKE<GU\$N)3EL`@X*HI]%K)XA/Z@AL_, [+7#CYJ\$_CCOTF\$HH[6]
MG8DPD/YC^81+*J4OJ/\$0\$AF%F]N3Z^Z+<:YP#FTG]#BES#`LJL^1[";X#F&S
M;X81D#Z8LZ;W(I6N"(J)JWHX,+ [=OQ-8.YJ\G(YTM,) IEWB%3G]LO5X5VOVG
M:;Q3)R_4!;!J3A!`0L`' ?=, \Y/YFC@RC.ZV>2W7E>N+4E-I^0Q%- \$1; :)P^"
MZUH% [I><<B%*\U5E[^+N7U\$<=05RUUR-P-F,+W,XOJ97P7)*P^O-" [JUP*N
"```%
`
end

1.10 MSG-7 Subject: Digimax!

Subject: Digimax!
Date: Wednesday, 02 November 1994 11:18:19
From: Douglas Rudd <rudd@plk.af.mil>

It's here.....

I got home yesterday just in time to collect the candy for the trick-or-treaters when the door bell rings and this big ugly trick-or-treater is there with a big box. He gave me the box and I gave him a candy bar.

I am reading through the manual. More to follow.

Doug Rudd
rudd@plk.af.mil

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

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

Thread 4

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1.11 MSG-8 Subject: Re: Trees-algorithmic objects

Subject: Re: Trees-algorithmic objects
Date: Wednesday, 02 November 1994 11:35:29
From: Stephen Wilkinson <wilks@lbn.com>

On Nov 1, 10:35am, Steven Cockrill wrote:

[snip]

> I've got a program called FR, anyone heard of it?

>

> It produces 3D snow flakes and tree variations in sculpt 3-D scene format
> for Amigas. I've converted a few trees using Pixel Pro and they look good
> (albeit without leaves). I'm sure I got this from Aminet but I can't
> find it in the index. It was written in 1989 by Cathryn and Eric Graham.

[snip]

There was a program example in the Amiga Transactor (RIP) a MILLION years ago that did what you describe. I'll see if I can find that issue and see if it was "freely redistributable"...

Cheers,

--

Stephen

Stephen Wilkinson wilks@lbm.com
Sr. Software Engineer
LB&M Associates

"Programming is like pinball. The reward for doing it well is the opportunity to do it again."

```
#define OPINION           (myown)
#define COMPANYOPINION (~myown)
```

This message created using 87% recycled neuro-transmitters

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1.12 MSG-9 Subject: Re: Amiga-PC connection

Subject: Re: Amiga-PC connection
Date: Wednesday, 02 November 1994 11:43:54
From: The_Doctor@nesbbx.rain.COM (Michel J. Brown)

In <Pine.3.89.9410281320.A22548-0100000@extro>,
Nikola Vukovljak <nvukovlj@extro.ucc.su.OZ.AU> writes:

>
> There is something like Parnet (or at least it uses the Parallel port) to
> connect between Amiga and PC. In fact you can also use it to connect 2
> Amigas or 2 PC's.

>
> Well, the bridge board does basically the same thing, and very quickly, too!

>
> It is a commercial package (Cable + software) made by Legendary Design
> Technologies in Canada.

>
> Do you have an address or phone number? That might help ;^)

>
> The cost is pretty good though (US\$ 59.95) so I've just ordered one.
> The software on the PC runs through Windows, and on the Amiga - via WB.
>

Would it be compatible with a bridge board? ARead and AWrite are pretty

quick, but real time peer to peer networking is beter IMHO.
>
> If anyone is interested as to how well this works E-mail me in about 2
> weeks (after I get it and use it) and I'll let you know.
> The makers claim speeds faster than Parnet.
>
Why not send out a short review to comp.sys.amiga.reviews?
>
> I hope that it is. It'll make transferring files (especially images) from
> the PC to the Amiga much easier.
>
Well transferring files may be nice, but does this product also, like
parnet, allow for peer to peer networking (like Twin Express)?
Virtually yours,
Michel
>
> Nik.
>

Generic Sig -- enter your sig below

101010 -- The answer to life, the Universe, and *EVERYTHING*!

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1.13 MSG-10 Subject: Sorry Could Not Find Subject!

Date: Wednesday, 02 November 1994 12:36:52
From: bennett@email.sp.paramax.com

On Thu, 27 Oct 1994, Joe Cotellese wrote:

> Help!
>
> I've banged my head against a wall long enough, I need some help. I created
> a chrome ball, (chrome attrs plus metals texture). When I place the object
> in my scene and ray-trace it everything works OK (i.e., properly reflects
> its environment). When I try to place the ball inside of a glass tube, it
> no longer reflects anything!! As an experiment, I placed the ball halfway
> inbetween the tube and the outside. When I raytraced it, I got reflections
> only on the half of the ball that is outside of the tube.
>

> What's going on. I'm sure that I am not the first person to try to trace a
> reflective object inside of glass? The tube by itself renders correctly
> (can see through it and has some reflective properties).
>
> This is very frustrating and if anyone has an answer I would appreciate it.
>
> Joe Cotellese
>
>

I believe you have discovered one of the famous "behind glass" raytrace bugs that have ALWAYS plagued Imagine. You also cant get a glass attribute inside a glass attribute object to render! There is NOTHING you can do but try to fake the effect (i.e. wrap a brushmap around your sphere to imitate the sourroundings- maybe a global brushmap would work?)

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1.14 MSG-11 Subject: Sorry Could Not Find Subject!

Date: Wednesday, 02 November 1994 12:43:22
From: bennett@email.sp.paramax.com

On Wed, 26 Oct 1994, Kent Marshall Worley wrote:

>
>
> On Tue, 25 Oct 1994, Stephane Payette wrote:
>
> > Hi. Since the past few weeks, i'm trying to record my anims to VTR's. I get
> > stuck with this problem: all my renderings are not bright enough. This is
> > probably because the brightness on my monitors are not at the right level.
> >
> > I've downloaded a colorBars-code from a BBS, but i dont know how to use it.
> >
> > Can someone tell me how to use Bar-codes to adjust the bright. & cont. of
> > monitors.
> >
> >
> > Thanks!

You may also need to look into the VTR! Is the video gain high enough, and what about the condition of your heads? Try your VTR with another T.V.

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1.15 MSG-12 Subject: Sorry Could Not Find Subject!

Date: Wednesday, 02 November 1994 13:40:41
From: bennett@email.sp.paramax.com

On Thu, 27 Oct 1994, Goeran Ehrsson wrote:

> I've been thinking and thinking and thinking, but I cannot
> come up with an idea of how to do a memory and speed efficient
> christmas tree that is detailed enough to look photo realistic.
> You see, xmas is here any day now and I cannot do a project that
> takes weeks to render (or weeks in the detail editor, adding
> 100000 needles) I have Imagine 2.0, Essence 1 and 2 but there's
> no xmas tree texture in any of them. :-)
> My plan is to make one branch of a tube, then add needles made of
> triangles. I'll then copy and scale it to different sizes.
> Anyone got a better idea?
>
> - Goran
>
> --
> Email: goran@abalon.se (MIME compliant)
> WWW : <http://www.abalon.se/~goran>
> EARTH: Abalon AB, Box 11129, 16111 BROMMA, SWEDEN
> -----
>

Try forming just the large basic tree shape in the editor, then apply a large, detailed brushmap as an altitude map. The map should be made to look like your needles, and you can play with the Y axis to deepen the texture effect. Of course, you need a green color applied to your tree shape.

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1.16 MSG-13 Subject: Sorry Could Not Find Subject!

Date: Wednesday, 02 November 1994 13:50:32
From: bennett@email.sp.paramax.com

On Fri, 28 Oct 1994, Darryl Lewis wrote:

> Ok, don't flame me, but I thought some of you might be interested in this.
>
> There is a strong rumour going around that Silcon Graphics is interested in
> buying the Amiga technology from the receivers.
>
> Just imagine, a high end affordable machine that could possible do realtime
> raytracing! Marry the amiga technology and silcon graphics technology and
> you could have a machine for the cost of a regular machine that would blow
> everything else away.....
>
> Darryl
>
> -- Via DLG Pro v1.0
>
>

Wishful Thinking.

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1.17 MSG-14 Subject: Sorry Could Not Find Subject!

Date: Wednesday, 02 November 1994 14:05:56
From: bennett@email.sp.paramax.com

On Fri, 28 Oct 1994, Benjamin Choi wrote:

>
>
> I'm just a newbie here, but I have been with Imagine (and TS) for quite
> a while.
> Along this whole time, (as TTDDD, IM-staging) "languages" and
> "programs" came out, I was hoping that some of the programmer/math proficient
> Imagineers could come up with some sort of FRACTAL or ALGORITHMIC objects.
> I think that it would be perfect to generate such things as realistic
> trees, landscapes, snowflakes?... Anything that could be accurately described
> mathematically, (fractals, splines...).
> Any takers? Am I wrong? Any ideas?
>

>
> Ben C
> b2choi@artscourse.uwaterloo.ca
>
>
>
>
>

All you would need is a Raptor and your object would render in well under TWO YEARS!

Thread 103

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1.18 MSG-15 Subject: ISL 3.0b2

Subject: ISL 3.0b2
Date: Wednesday, 02 November 1994 15:19:25
From: grieggs@netcom.com (John Grieggs)

Hi.

ISL 3.0b2 is now available for your testing pleasure. The changes are entirely in the sample stages, so you don't really need this one unless you were having problems with frames.c or ISL.doc.

ftp.netcom.com:/pub/grieggs/isl3_0b2.lha

ftp.netcom.com == 192.100.81.1

_john

Thread 20

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1.19 MSG-16 Subject: Re: Reflective sphere in glass tube

Subject: Re: Reflective sphere in glass tube
Date: Wednesday, 02 November 1994 17:41:11
From: Rodney McNeel <rodman@infinity.ccsi.com>

Hi there. I saw this answered a few days ago, you must have missed it. just copy your glass tube and scale it slightly smaller or larger so you get a double-walled tube. I have used a global map and animated chrome spheres going up the tube. They all reflected the global map correctly. I hope this is what you were seeking.

rodman@infinity.ccsi.com

?To: imagine@email.sp.paramax.com

From: Mike McCool <mikemcoo@efn.org>

Subj: IMTguide

Date: Nov 03, 1994 09:59

Maybe this should be a private post, but hey, it's worth being out in the open about this.

If y'all are thinking of nabbing this item from Aminet--DON'T HESITATE! It's FABULOUS.

My hat's off to Randy Wall and his web-footed friend. And it's cold today, so it takes a lot to get my hat off.

And a special thanks, Randy, for inspiring me to finally get into AmigaGuide. I've been lazy, up till now. You inspired me.

Steven Lee was thoughtful to share his cool imagine texture pix with us last summer--but Randy and the Duck have gone way out on this one.

Thread 300

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1.20 MSG-17 Subject: File transfers

Subject: File transfers

Date: Wednesday, 02 November 1994 20:06:44

From: beardm@hoskyns.co.uk

Please don't all flame me for this one but it follows on nicely from a previous posting...
do any of you NET experts know how to access FTP sites using email only...
?? i think my service provider only has e-mail access... file attachments work ok so i was wondering if there is a method of requesting specific files (well mainly imagine stuff i suppose) without having to find a new service provider ??....
again sorry for a net specific posting to the IML!

Regards

Thread 290

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1.21 MSG-18 Subject: Re: Digimax!

Subject: Re: Digimax!
Date: Thursday, 03 November 1994 03:35:32
From: Douglas Rudd <rudd@plk.af.mil>

>
> It's here.....
>
I had a problem with my server yesterday and couldn't seem to get any messages out. Then all three messages show up today... Oh well.

I got to try it out last night. I am having some problems with it recording actual points though the puck calibrates and reads coordinates okay.

This thing is interesting in its simplicity - don't get me wrong, I think if I can master it, it will prove to be a real value. I can already see certain interesting "qualities", though: Mounting a model will require some forethought (the manual talks about it, but not enough-is a "work in progress" with plenty of info in some areas and not enough in others-I know it will get better). Keeping track of subsequent rows of points may prove challenging, drawing a grid on the model may help, we'll see. Now I'm at work, so I can't play with it for a few hours.

Doug Rudd
rudd@plk.af.mil

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

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

Thread 79

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1.22 MSG-19 Subject: IMTguide

Subject: IMTguide
Date: Thursday, 03 November 1994 09:59:19
From: Mike McCool <mikemcoo@efn.org>

Maybe this should be a private post, but hey, it's worth being out in the open about this.

If y'all are thinking of nabbing this item from Aminet--DON'T HESITATE! It's FABULOUS.

My hat's off to Randy Wall and his web-footed friend. And it's cold today, so it takes a lot to get my hat off.

And a special thanks, Randy, for inspiring me to finally get into AmigaGuide. I've been lazy, up till now. You inspired me.

Steven Lee was thoughtful to share his cool imagine texture pix with us last summer--but Randy and the Duck have gone way out on this one.

Thread 238

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1.23 MSG-20 Subject: Re: ISL 3.0b2

Subject: Re: ISL 3.0b2
Date: Thursday, 03 November 1994 11:19:43
From: joec@ensoniq.COM (Joe Cotellese)

>>
>> >Hi.

>> >
>> >ISL 3.0b2 is now available for your testing pleasure. The changes are
>> >entirely in the sample stages, so you don't really need this one unless
>> >you were having problems with frames.c or ISL.doc.
>> >
>> > ftp.netcom.com:/pub/grieggs/isl3_0b2.lha
>> >
>> > ftp.netcom.com == 192.100.81.1
>> >
>> Is this program available for the PC? If not, would you make the source
>> available for a possible conversion?
>>
>I'm working on a version for the PC. It's not a trivial port - ISL is a
>real compiler, using byacc and flex.
>
>The source will never leave my disk. :-) But be patient, a version should
>be available pretty soon.
>
>> Joe Cotellese
>>
>_john
>
Ok, no problem thanks!

Joe Cotellese

Thread 269

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1.24 MSG-21 Subject: Error installing IMTguide

Subject: Error installing IMTguide
Date: Thursday, 03 November 1994 23:00:41
From: KEN_ROBERTSON@robelle.com

I downloaded the 1/2 meg-o-byte of IMTGuide from AMINET, extracted
the file to RAM: and executed the installer. I get the error:

```
Reading ram:litetex.txt
Uh oh. Syntax error on line number 392
Invalid argument to function - Nebula Texture -
call node ('Lights',strip(readln(x),'T','00'x':'))
```

Call 916 899-9811 (bbs) and report the error to Dirty Duck.

This probably didn't work as I've installed the upgrade to 3.1,

which had some changes to the light textures.

I deleted all of the lines from the Arex script that had to do with litetex, un-lha'arced the file again, (but NOT writing over anything that was already there) and did an RX IMTguide.rexx from the CLI.

This time everything worked fine...A really good job on the IMTguide, and kudos to Randy R. Wall and Dirty Duck! Thanks!

Now that I can 'see' the textures (I use ViewTek as my show program) things start to click into place.

And now for my request: How about an update to the guide for 3.1? :-)

\KenR

Thread 54

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1.25 MSG-22 Subject: Re: Programming ideas

Subject: Re: Programming ideas

Date: Friday, 04 November 1994 00:52:01

From: Allen=Richard%sysadmin%eci@larry.cdsar.af.mil

Andrew,

I'd really like to see a program that lets you create Imagine objects using CSG. Some objects are so much easier to create just by merging, cutting, differencing basic objects. Imagine's slice functions don't work very well. they start with shapes as polygons, instead of using primitives and converting to polygons as a final step.

Rich Allen
rico%sysadmin%eci@larry.cdsar.af.mil

I want my MtG

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1.26 MSG-23 Subject: ISL - what is it?

Subject: ISL - what is it?
Date: Friday, 04 November 1994 09:18:43
From: Steve McLaughlin <stevemcl@VNET.IBM.COM>

Hi, can someone explain what ISL is and why one would want to use it?

Thread 45

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1.27 MSG-24 Subject: Sorry Could Not Find Subject!

Date: Friday, 04 November 1994 20:36:26
From: bennett@email.sp.paramax.com

On Tue, 1 Nov 1994, Daniel 'Mega' wrote:

> Don't make me laugh. I used a "bricky" SGI Iris Indy and I was in
> state of shock. "Bricky" Indy handles shaded graphics in realtime. In
> Lightwave you put the objects in scene in perspective, in Indy you do
> this with gouraud shaded models. I said Indy, the weakest SGI
> computer. So I think this is a joke of someone.
>
> Daniel Bueno Bracher
> Universidade Federal do Rio de Janeiro
> Internet E-mail: mega@lci.ufrj.br
>

If it is such a joke, why are so many projects rendered on Amigas by professional outfits? Because Indies are EXPENSIVE. For the same price of ONE INDY and WaveFront, You can set up a Large Amiga LightWave or Imagine rendering farm, and produce your animation FASTER. Of course, the Raptor is out, and the REAL joke is that SGI manufactures the RISC processors that the Raptor uses to make quality 3D animations for far less than the big SGI units, and SGI is bound by law to sell these chips to their own competitors who have bought the license to use them!

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1.28 MSG-25 Subject: DAKDUNGN obects.....

Subject: DAKDUNGN obects.....
 Date: Friday, 04 November 1994 21:05:20
 From: D.Asch@bton.ac.uk (asch)

 Hi guys and Gals (maybe)

Just a brief not about the aformentioned objects.....

I recently downloaded these objects from wustl and they are extremely good!

There is a little problem though, I have only found it in one at the moment but it could be a bit of pain.. There is an embedded texture (wood) in the lionshield object which uses the MS-Dos (spit!) directory notation '\\' as opposed to '/' that we all know and love!

I had to use a disk hex editor and change it as you cannot change it in Imagine.

If I find any more I will change them and possibly re-post them to a Mirror site.

Bye for now.....

David A.

```

+-----+
| All I want is to live long enough to see a 300 frame animation of |
|           5 chrome spheres raytraced on my 600!!           |
|                                                             |
+-----+
|                               LIVE LONG AND RENDER!                               |
+-----+

```

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1.29 MSG-26 Subject: Re: Best way to make...

Subject: Re: Best way to make...
 Date: Friday, 04 November 1994 21:21:47

From: Charles Blaquiere <blaq@io.org>

On Wed, 26 Oct 1994, Perry Lucas wrote:

> Okay, I have been working on a solar system animation... (nothing new
> really) I have about 4 planets in orbit around a "sun". My question is,
> what is the best way to make the "Sun"? I do not know if should put an
> extremely bright light source nearby and have it reflect off of it or to do
> something totally different. Any suggestions?

>

> Perry Lucas
> plucas@vt.edu

>

> p.s. I am trying to keep it to an orange color.

>

>

Create a sphere. Give it a yellow-white color. Make it Bright. Make it a
Light. Rename as Sun. Save. Simple. Dontcha love Imagine?

Thread 93

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1.30 MSG-27 Subject: RRW's IMTguide

Subject: RRW's IMTguide

Date: Friday, 04 November 1994 21:56:11

From: Mike McCool <mikemcoo@efn.org>

Got this beaut today, off aminet. Now, if I can just figure out how to
set it up . . . The texture pix are great,--but I guess I'm finding out how
little I know about AmigaGuide.

Anyway, a thanks out here in the open, to Randy and his pals, for
sharing this with us.

Thread 84

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1.31 MSG-28 Subject: Moving stars

Subject: Moving stars
Date: Friday, 04 November 1994 23:53:10
From: "COLIN..HANNAH" <9461815@arran.sms.edinburgh.ac.uk>

Ok, This has probably been covered hundreds of times,
but how does everyone else animate spacy scenes with
moving stars?

I currently use a number of flat planes, with repetitive
bump maps on them... but this seems pretty memory
intensive, and won't shadows be cast in reaytrace mode?

What is the star generation control like on 3.0/3..1
And can you get imagine generated stars to move with
cammera swings etc...

Colin Hannah. Edinburgh Universty.

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1.32 MSG-29 Subject: IMTGuide ..GET IT NOW!!!! GREAT work RRW/D.Duck

Subject: IMTGuide ..GET IT NOW!!!! GREAT work RRW/D.Duck
Date: Saturday, 05 November 1994 00:14:51
From: Foivos Kourendas <foivos@theseas.ntua.gr>

To all AMIGA Imagine freaks ,

Get the IMTGuide N O W !! . It's incredible!!! You CAN'T live
without it after you grab it .

C O N G R A T U L A T I O N S to my friend Randy R.Wall and
his Arexx's feak great friend D.Duck ...

One suggestion . It's not so crucial but it would help the guide

itself (and me).

I would like to see quickpreviews in GIF format which is more accurate. Fringing of HAM isn't the best choice . 256 colors can of much better quality even with less colours using a dithering method like Floyd-Steinbergs. Besides the gif's can be viewd IN the amigaguide and IN the wb which is far more cool usoung multiview . At last I think gigs take less disk space than iff's . JUST a wish...

Yours sincerely ,

/ _____
 , - / - , o \ _ _ (_
 (/ < _ \ / () _

Email:foivos@phgasos.ntua.gr

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1.33 MSG-30 Subject: Re: Moving stars

Subject: Re: Moving stars
 Date: Saturday, 05 November 1994 08:11:26
 From: Ed Totman <etotman@gort.ucsd.edu>

> Ok, This has probably been covered hundreds of times,
 > but how does everyone else animate spacy scenes with
 > moving stars?
 >
 > I currently use a number of flat planes, with repetitive
 > bump maps on them... but this seems pretty memory
 > intensive, and won't shadows be cast in reaytrace mode?
 >
 > What is the star generation control like on 3.0/3..1
 > And can you get imagine generated stars to move with
 > cammera swings etc...
 >
 > Colin Hannah. Edinburgh Universty.

3.1 star settings are the same as 3.0 but the stars now pan with the camera.

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1.34 MSG-31 Subject: Spline editor

Subject: Spline editor
Date: Saturday, 05 November 1994 08:18:26
From: David Shaw <dshaw@ozspace.brisnet.org.au>

Hi everyone,

Can anyone give me an idea of what the new 3D Spline editor is like in 3.1? Is it as good as the Freeform one?

thanks
David Shaw

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1.35 MSG-32 Subject: Re: Silcon graphics

Subject: Re: Silcon graphics
Date: Saturday, 05 November 1994 08:23:01
From: Ken Morton <kmorton@panix.com>

> > Don't make me laugh. I used a "bricky" SGI Iris Indy and I was in
> > state of shock. "Bricky" Indy handles shaded graphics in realtime. In
>
> If it is such a joke, why are so many projects rendered on Amigas by
> professional outfits? Because Indies are EXPENSIVE. For the same price of
> ONE INDY and WaveFront, You can set up a Large Amiga LightWave or Imagine
> rendering farm, and produce your animation FASTER. Of course, the Raptor

Gee, why is it that so many projects are rendered on SGIs by pro outfits? Maybe they should ditch them and get amigas instead. What's that? C= is dead? Gee I thought that was last years news.

Anyway, with a amiga rendering farm you may be able to *render* a project faster than using a SGI system of comparable price, but you won't be able to *produce* it faster. The ability to have real-time feedback whilst modeling/animating makes all the difference in the world. I think you'll find that people spend as many man-hours actually producing a animation than they do rendering. Upcoming GL software/hardware will bring real-time or near-real time previewing to your basic desktop pc, which should make things very interesting next year.

Please don't compare LW or Imagine to Wavefront. That would be too funny.

k

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1.36 MSG-33 Subject: Re: Silcon graphics

Subject: Re: Silcon graphics
Date: Saturday, 05 November 1994 08:26:22
From: Douglas Rudd <rudd@plk.af.mil>

<Snip>

> > Don't make me laugh. I used a "bricky" SGI Iris Indy and I was in
> > state of shock. "Bricky" Indy handles shaded graphics in realtime. In
> > Lightwave you put the objects in scene in perspective, in Indy you do
> > this with gouraud shaded models. I said Indy, the weakest SGI
> > computer. So I think this is a joke of someone.
> >

> > Daniel Bueno Bracher

<Snip>

> If it is such a joke, why are so many projects rendered on Amigas by
> professional outfits? Because Indies are EXPENSIVE. For the same price of
> ONE INDY and WaveFront, You can set up a Large Amiga LightWave or Imagine
> rendering farm, and produce your animation FASTER. Of course, the Raptor
> is out, and the REAL joke is that SGI manufactures the RISC processors
> that the Raptor uses to make quality 3D animations for far less than the
> big SGI units, and SGI is bound by law to sell these chips to their own
> competitors who have bought the license to use them!
>

I believe the original message in this thread conjectured that SGI might pick up the Amiga technology for their low end. The above points are both valid, but the big concern is if SGI DID buy the Amiga, that we would end up paying SGI prices for software. Nevermind paying \$2k US for the CPU, when each s/w package would cost between \$7-25k. That would leave Amiga users in the cold.

The SGI solution is more elegant and much more ex\$pen\$ive. If I can save money, I'll forego the elegance and play games to get the speed. Now with that new 4600 accelerator for the pc (Shablam is the name), I can use my 486 to render and image process on my Amigas for less than half the cost of a Raptor and never even consider the \$GI.

Doug Rudd
rudd@plk.af.mil

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

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

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1.37 MSG-34 Subject: Making a sun

Subject: Making a sun
Date: Saturday, 05 November 1994 08:26:56
From: Ed Totman <etotman@gort.ucsd.edu>

> > Okay, I have been working on a solar system animation...(nothing new
> > really) I have about 4 planets in orbit around a "sun". My question is,
> > what is the best way to make the "Sun"? I do not know if should put an
> > extremely bright light source nearby and have it reflect off of it or to do
> > something totally different. Any suggestions?

>
> Create a sphere. Give it a yellow-white color. Make it Bright. Make it a
> Light. Rename as Sun. Save. Simple. Dontcha love Imagine?
>

Also try this - make the sphere a fog object - fog length about 3 - and
add the ghost texture, default settings. You probably need to turn off
bright for this to work and add a black plane behind the sphere. Try
adjusting ghost texture 'fog length at T' to 2000-3000 to make the corona
more diffuse. Simple but looks cool.

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1.38 MSG-35 Subject: RE: Moving stars

Subject: RE: Moving stars
 Date: Saturday, 05 November 1994 09:23:15
 From: Stethem Ted 5721 <TedS@ms70.nuwes.sea06.navy.mil>

 Interesting that this topic should come up again. It has been an on and off topic on the IML for a couple of years at least.

Well, maybe you might be interested (and maybe not!) but I have uploaded a demo animation to the aminet called StarTrip.lha under gfx/anim which is a first-person view of a flight through a 3D starfield. I am basically following Steve Worley's suggestion in Understanding Imagine 2.0 to make the effort to build a 3D star "universe". I still have some improvements to make but I am almost there and the results are quite satisfying.

There have been multiple alternate approaches suggested here, and I have tried most of them, but they were not fully satisfactory for me. The only thing that really works is a 3D starfield with thousands of star objects.

Now, this may seem like it would result in long rendering times, but surprisingly, it doesn't.

So, if you are interested, maybe you will view my animation and I would be glad to help anybody out with the details, although I don't pretend to have all the answers! I am still tweaking and may even try to take a stab at the doppler shift effect thingy and some other stuffs.

```

_ \ | *****<<<-ooOoo->> ***** | / _
*                                     *
* I have a terabyte appetite on a kilobyte budget! *
*                                     *
<< - Kwantum Kid, Inventor of the SCRAM, >>
* Semi-Conscious Redundant Access Memory *
*                                     *
_ *****<<<-xxXxx->> ***** _
/ | | \
    
```

 From: bennett

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1.39 MSG-36 Subject: IMTguide Error Solution

Subject: IMTguide Error Solution
Date: Saturday, 05 November 1994 09:31:26
From: "rob (r.d.) hounsell" <hounsell@bnr.ca>

Folks,

The problem that Ken describes is not just for Imagine 3.1 - I have 3.0 and experienced the same result.

The root cause is that apparently on the install disks that Randy has the litetex.txt file is on DISK1 in unencoded form: on my set of disks it is part of the im30_3.1zh file on DISK3:.

All you need to do to fix it is to extract the litetex.txt file to ram: yourself, since the rexx script doesn't attempt to copy it from DISK1: if it is already in ram:

I was able to then run the script with no errors. I haven't had a chance to dig into the guide deeply yet, but what I've seen looks great!

Rob

```
+-----+
| Rob Hounsell                Internet: HOUNSELL@BNR.CA          |
| Team Leader: UNIX           PHONE: (613) 765-2904             |
| DMS System Performance Development ESN: 395-2904             |
| Dept. 7D23                  Bell Northern Research           |
+-----+
```

---forwarded message--->

Thu Nov 3 20:52:00 1994

I downloaded the 1/2 meg-o-byte of IMTGuide from AMINET, extracted the file to RAM: and executed the installer. I get the error:

```
Reading ram:litetex.txt
Uh oh. Syntax error on line number 392
Invalid argument to function - Nebula Texture -
call node ('Lights',strip(readln(x),'T','00'x':'))
```

Call 916 899-9811 (bbs) and report the error to Dirty Duck.

This probably didn't work as I've installed the upgrade to 3.1, which had some changes to the light textures.

I deleted all of the lines from the Arex script that had to do with litetex, un-lha'arced the file again, (but NOT writing over anything that was already there) and did an RX IMTguide.rexx from the CLI.

This time everything worked fine...A really good job on the IMTguide, and kudos to Randy R. Wall and Dirty Duck! Thanks!

Now that I can 'see' the textures (I use ViewTek as my show program) things start to click into place.

And now for my request: How about an update to the guide for 3.1? :-)

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1.40 MSG-37 Subject: Re: Electrical Arc

Subject: Re: Electrical Arc

Date: Saturday, 05 November 1994 10:00:13

From: David Shaw <dshaw@ozspace.brisnet.org.au>

Hi Paul / Everyone :)

> I had a quick play with the new animatable 'Electric' texture that came
> with 3.1, this maybe what you're looking for. I only had time to do a quick
> animation using the default atts applied to a simple plane object, but i was
> very impressed. It resulted in a random pattern of electrical arcs that
> move around the surface of the object. The object can be totally filtered
> so only the arcs show giving the effect of arcing in mid-air.

Well I should be able to upgrade finally so I'll probably postpone this project until then. These new textures sound pretty good.

On another note regarding textures....If I set an object to be fully transparent (255,255,255) and then add a texture like DanceSpark for eg. does this add the colour on topof the filter settings or does it re-adjust the filter settings? (excuse the bad formatting of this, but I am not that up on texture maths etc.)

see ya
David Shaw

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1.41 MSG-38 Subject: Re: ICOONS

Subject: Re: ICOONS
Date: Saturday, 05 November 1994 11:05:12
From: Patrick Sauvageau <sauvp@citi.doc.ca>

In <Pine.3.89.1.2.9411030922.A24337-0100000@zeus.datasrv.co.il>, Ayalon Hermony wrote:

>Would you be kind please, and tell me nad/or the IML groupe where the
>above prog is availble?
>
>Thanks in advance.
>
>Ayalon M. Hermony Internet: ila2024@datasrv.co.il

I am sorry, i have just seen that i did not give the coordinate of the ICOONS program in my original post.

it is on Aminet:

gfx/3d/ICoons1.0.lzh 373K Spline based object modeller
gfx/3d/ICoons_Nofp.lzh 172K Spline based object modeller (no 68881)

There is two version of the prog: one to be used with a math co and one without. If i remember correctly, the second archive do NOT include the complete documentation, so you must get the first archive. The sources are included in the first archive. If you have a math processor, you dont need the second archive.

You will need the TTDDD lib package, because ICOONS generate only TTDDD (and Animation Journeyman) object. It canot load any imagine or TTDDD object, but it load and save it's own format.

This program is verry usefull to create organic or any curved shape. It's interface is one of the most pleaseant to use i have seen. It is simple, fast and intuitive. I like it verry much.

There is another spline based modeler called Free Form on aminet. The first version crashed all the time on my 4000/30. I have just downloaded the last version and i will make a report as soon as i will have the time to play with it.

--
Patrick Sauvageau (SIA)
sauvp@citi.doc.ca

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1.42 MSG-39 Subject: Re: Moving stars

Subject: Re: Moving stars
Date: Saturday, 05 November 1994 11:12:39
From: Mike McCool <mikemcoo@efn.org>

Hey Colin,

If you have, or are soon upgrading to, 3.1, ignore this post. But of all--and there were lots--the suggestions for starfields, only one was quick, easy, and memory-friendly.

A very generous IML'er shared with us a star pic he'd generated with Distant Suns. He suggested we map this pic onto a bright sphere, or a hemisphere. I tried it. I ended up with a perfect stardome, with dead accurate stars that pan with the camera.

The object, xpk'd, is 3k, and the star pic is 1.7k.

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1.43 MSG-40 Subject: TTDDD & TDDD

Subject: TTDDD & TDDD
Date: Saturday, 05 November 1994 11:13:32
From: Andrew Conway <conway@astro.gla.ac.uk>

Can anyone point me in the direction of a FAQ or other such docs that explain how to create and manipulate TDDDs and TTDDDs?

thanks
Andrew

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1.44 MSG-41 Subject: Paging Dr. Imagine...

Subject: Paging Dr. Imagine...
 Date: Saturday, 05 November 1994 16:38:02
 From: Shinobi@ckbbs.tor.hookup.net (Shinobi)

 Could the person who wrote that tutorial for creating smoke particles
 please contact me via. private e-mail?

Also, does anyone have the address of that 3D Artist magazine? A contact
 there?

Many Thanks!
 Paul

-- Via DLG Pro v1.0

```
*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*
| Paul                Fine Lines Publications                |
* Thompson           CGI  Animations  Multimedia           *
|                   Shinobi@ckbbs.tor.hookup.net          |
*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-**
```

Thread 165

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1.45 MSG-42 Subject: Re: <none>

Subject: Re: <none>
 Date: Saturday, 05 November 1994 16:38:45
 From: flynn@scala.ping.dk (Finn Kettner)

 In a message of 02 Nov 94 at 05:20:56 Patrick Sauvageau wrote to Benjamin Choi
 about <none>:

IRe> There is a 3D tree generator on one of the (old) Fred fish disk. The
 IRe> branches looks realistics, but the leaves are too big. Perhaps they
 IRe> can be replaced by some kind of green fog object. I dont have here my
 IRe> fred fish catalog, but if somebody get the prog, please upload it to
 IRe> Aminet. If a remember, the only output of the prog is a Sculpt object.

Well, I found it with the KingFisher database and it's on FFdisk 586, which
 should also be on Aminet either now or soon, as the Aminet admin is in the

phase of adding all the FFDisks to Aminet.

The program is called Tree4D.

Yours faithfully.
Finn Kettner.

END OF LINE

--

Fribert Consult, Chief of development
Finn Kettner, (Home address), Ved Bellahoej 17A 3 tv., DK-2700 BRH, Denmark
Home (VOICE only) (+45) 31 28 83 55 Fido-Net: 2:236/19.13
E-Mail: flynn@scala.ping.dk AmigaNet: 39:141/104.13
-- Via Xenolink 1.90 / XenolinkUUCP 1.0

Thread 43

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1.46 MSG-43 Subject: A few questions about Imagine...

Subject: A few questions about Imagine...
Date: Saturday, 05 November 1994 16:50:56
From: Shane Davison <davis@cs.uregina.ca>

Hi all !

This is my first post here but I hope to become a regular contributor.
I have Imagine 3.1 for my Amiga and my IBM-PC clone.

Today, I have a few questions for everyone:

1. What's the official ftp site and directory ?
 2. Does texture morphing work yet ? How ? (I tried but got pop-morphing)
 3. What is the cheapest/best way to dump video to a VCR from an IBM-PC ?
 4. Here's a question to test your memory(s):
Does anyone remember those 2 pictures that came with Terrain (on the Amiga) ?
One was a close-up picture of ice-cubes in a glass and the other was of a trumpet lying ontop of sheets of music. They were/are incredible !!! ...
-

given the fact that I was viewing them about 4 years ago on a basic Amiga 500. Is that quality accessible to mere mortals :) ? If anyone has done/seen anything else that photorealistic, please let me know.

I know that's a handful of questions but isn't that what this mailing list is for ? (sorry... you don't have to answer that one :)

If any of these are answered in the FAQ, don't waste your time (or bandwidth) responding to them. I am currently in the process of getting the FAQ(s).

Thanks,

Shane Davison
davisos@cs.uregina.ca

P.S. I have tried a few times but I'm still not a member of this list yet so PLEASE send email to me directly or at least cc me when you post to the list.

P.P.S. I'm not sure what's been happening recently on the IML but in some of the archives I read, there were many comments/complaints about Impulse's inability to meet suggested deadlines. If you really want to hear someone complain about a software company delaying a product, just ask a Calgary trueSpace user if s/he's waited long for the promised free CD-ROM. If you are a trueSpace user, you know what I mean :).

Thread 286

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1.47 MSG-44 Subject: IMTGuide

Subject: IMTGuide
Date: Saturday, 05 November 1994 17:59:54
From: Eric Smith <smithe@math.enmu.edu>

I read a message about the IMTGuide. What is it and where is it?

Thread 29

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1.48 MSG-45 Subject: Re: ISL - what is it?

Subject: Re: ISL - what is it?
Date: Saturday, 05 November 1994 18:58:44
From: grieggs@netcom.com (John Grieggs)

>
> Hi, can someone explain what ISL is and why one would want to use it?
>
Hi.

ISL is the Imagine Staging Language. It is a language which fully describes the contents of Imagine 'staging' files. 'staging' files are what are created by the Action editor when you create a project. They are normally in a very non-intuitive binary form.

ISL lets you convert them to an easy-to-grok ASCII format. It also lets you convert from this ASCII format back into staging format.

It's most useful to people who are really into Imagine. Some uses, off the top of my head:

- Precise object positioning
- Algorithmic stage generation
- Project moving
- Mass changes

Basically, it's easier to work with staging files in ASCII. If you've ever had to modify 50 or 100 objects at a time, you've probably built up enough frustration to be a candidate for ISL.

Much more information is available in the documentation in the package...

_john (author of ISL)

Thread 15

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1.49 MSG-46 Subject: Re: Spline editor

Subject: Re: Spline editor
Date: Saturday, 05 November 1994 19:21:23

From: Kent Marshall Worley <mumu@america.net>

The main improvement to the spline editor for me is the ability to load a backdrop picture and trace thic picture using splines. It is great for creating logos. The spline editor is only a 2d work surface then you are given som extrusion options when converting to Imagine objects. I am knew to splines and finding the less knots you have the better. I would like to see spline implemented in the detail editor.

Kent Worley

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1.50 MSG-47 Subject: Phaser Effect?

Subject: Phaser Effect?

Date: Saturday, 05 November 1994 22:44:32

From: macd_ci0@computer-science.paisley.ac.uk (Rory Macdonald)

Someone must have the answer to simulating a phaser blast from the Enterprise. My firtst thoughts were a cylinder set as a light source but the effect was not very impressive (maybe it was my choice of attributes). I appologise if this is an obvious and repetitive question but your help would be appreciated. Cheers

Thread 22

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1.51 MSG-48 Subject: Re: TTDDD & TDDD

Subject: Re: TTDDD & TDDD

Date: Sunday, 06 November 1994 05:59:29

From: Mike McCool <mikemcoo@efn.org>

Hey Andrew,

The file you need is down at pub/aminet, in the gfx/3d section. I think it's called T3d, something obvious like that. I just downloaded it, to help me with that neat fractal landscape maker some French IML'er was courteous enough to share with me last week.

His program yielded an asci TDDDD file, which I then used the above program to convert to a TDDD file.

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1.52 MSG-49 Subject: Re: <none>

Subject: Re: <none>

Date: Sunday, 06 November 1994 06:38:34
From: Mike McCool <mikemcoo@efn.org>

Hey Finn,

Thanks, sir, for sharing that tip about FFdisk 586. I thought I had the fractal tree generator everyone's been talking about. But the version I have is called 'fr.' Sounds like you've found another one in 'Tree4d.'

Thread 42

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1.53 MSG-50 Subject: Re: Spline editor

Subject: Re: Spline editor

Date: Sunday, 06 November 1994 11:00:41
From: jgoldman@acs.bu.edu

>
> The main improvement to the spline editor for me is the ability to load

> a backdrop picture and trace this picture using splines. It is great for
> creating logos. The spline editor is only a 2d work surface then you are
> given some extrusion options when converting to Imagine objects. I am new
> to splines and finding the less knots you have the better. I would like
> to see spline implemented in the detail editor.

I'll second spline support in Detail! Actually, I'd love it in
Forms. A please give us splines in Forms...

It seems, to me though, that the MORE knots you have the
better. Bevels work a lot better with lots of evenly spaced knots. I tried
beveling an outline with the basic number of knots needed for the shape (e.g 3
knots for a 'hazard' sign). My bevels were all off. In some places (nearer
knots) the bevel was fine, but along large curves, in the middle, where there
are no knots, the bevel almost disappeared. This happened with all manner of
axis sizes (number of polygon subdivisions). The only thing that helped was to
subdivide the actual spline outline itself. Thankfully, this cleared
everything up.

So, if anyone's bevels seem to be off (strange) try subdividing your
the splines to create more knots. Chances are, it'll clear things up...

And, could we please drop the Amiga vs. SGI thing? It's getting pretty
ludicrous...

J.---->

E-Mail: jgoldman@acs.bu.edu

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1.54 MSG-51 Subject: Re: TTDDD & TDDD

Subject: Re: TTDDD & TDDD
Date: Sunday, 06 November 1994 13:00:53
From: joec@ensoniq.com (Joe Cotellese)

>Can anyone point me in the direction of a FAQ or other such docs that
>explain how to create and manipulate TDDDs and TTDDDs?
>thanks
>Andrew
>

I believe you can find both things on AMINet. TTDDD is Glenn Lewis's very
cool utility to convert text base object descriptions into Imagine objects.
TDDD is Imagine's object format which is now documented and free for public
use. Hope that helps.

Joe Cotellese

Thread 69

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1.55 MSG-52 Subject: Re: Spline editor

Subject: Re: Spline editor
Date: Sunday, 06 November 1994 13:09:43
From: David Shaw <dshaw@ozspace.brisnet.org.au>

HI Kent,

> The main improvement to the spline editor for me is the ability to load
> a backdrop picture and trace thic picture using splines. It is great for
> creating logos. The spline editor is only a 2d work surface then you are
> given som extrusion options when converting to Imagine objects. I am knew
> to splines and finding the less knots you have the better. I would like
> to see spline implemented in the detail editor.
> Kent Worley

I was under the impression that the 3.1 spline editor was similar to that of Freeform or Icoons ie. fully 3D. When I called Impulse a few months ago I was told that it would be.

Bummer .: (

see ya
David Shaw

Thread 273

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1.56 MSG-53 Subject: RE: Where's Steve Worley ?

Subject: RE: Where's Steve Worley ?
Date: Sunday, 06 November 1994 13:34:00
From: Stethem Ted 5721 <TedS@ms70.nuwes.sea06.navy.mil>

Check out the December issue of Amiga World...an article on some Imagine 3.0 techniques by STEVE WORLEY!!!

On another note, why is the IML originating from "bennett" now?

From: bennett

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1.57 MSG-54 Subject: Errors

Subject: Errors

Date: Sunday, 06 November 1994 14:26:43

From: Kent Marshall Worley <mumu@america.net>

Have you ever done something in imagine that will bring up an error requestor for each object or even worse each edge of an object. Impulse needs to put a cancel option into thes requesters so you do not have to reboot or click ok all day.

Kent worley

Thread 58

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1.58 MSG-55 Subject: Where's Steve Worley ?

Subject: Where's Steve Worley ?

Date: Sunday, 06 November 1994 15:43:31

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

Hi all !

I've been trying for ages to get a hold of Steve Worley but have not yet succeeded. I have tried his old e-mail addresses

and his new ones. However, I'm sure there are others who can help me with this question: Does Steve have a new book for Understanding Imagine 3.x ? If not, will he ? If so, how can I get it ?

I've read many positive comments about his book for version 2.0. And the first 25 (so far :) archives of the IML have been extremely helpful. Thanks to everyone who contributed !!

But I'm in desperate need of a Worley book for version 3.x. The manual is a few hundred pages shorter than it should be. Boy am I glad I went from Turbo Silver straight to Im 3.0. It sounds like some of the previous versions of the manual were quite painful to read :). It sure helps having a good index.

Thanks in advance,

Shane Davison
davis@cs.uregina.ca

P.S. Still not getting the list so PLEASE e-mail me directly.

Thread 53

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1.59 MSG-56 Subject: Need Texture.TXT

Subject: Need Texture.TXT
Date: Sunday, 06 November 1994 16:11:30
From: "Andrew P. Vogel" <vogelap@ucunix.san.uc.EDU>

Hi everyone... I'm trying to use IMTguide, but I've changed the format of my Texture.TXT file and don't have the original around anymore.

Can someone please mail me the original Texture.TXT?

Thanks!

=====
Drew Vogel: Admissions Officer at University of Cincinnati Undergraduate Admissions (call 800-827-8728), SysOp of The Cafe' BBS (513-232-4895) FidoNet 1:108/245, Actor, director, Amiga fan, Imagine 3.0/LW 3.5 user, vice-president of Ohio Valley Amiga Users' Group, documentation author, single guy, and much, much more! "The only way OUT is THROUGH."

Thread 104

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1.60 MSG-57 Subject: Proper preset for Toaster???

Subject: Proper preset for Toaster???
Date: Sunday, 06 November 1994 17:00:33
From: "Mr. Scott Krehbiel; ACS (PC)" <scott@umbc.edu>

Hi
I need to render some images to be output through a toaster.
(yes, using Imagine, not LightWave)
Does anyone know the proper resolution and aspect ratio for this??

Thanks for any help
Scott Krehbiel

Thread 60

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1.61 MSG-58 Subject: Re: Errors

Subject: Re: Errors
Date: Sunday, 06 November 1994 17:13:34
From: Bush Doktor <sppcarso@ultrix.uor.edu>

On Sun, 6 Nov 1994, Kent Marshall Worley wrote:

> Have you ever done something in imagine that will bring up an error
> requestor for each object or even worse each edge of an object. Impulse
> needs to put a cancel option into thes requesters so you do not have to
> reboot or click ok all day.

Seems like I've gotten alot of these lately also. I, too, wish
there was a way to cancel out when this happens!

BUSH DOKTOR sppcarso@ultrix.uor.edu

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1.62 MSG-59 Subject: E-Z Sun

Subject: E-Z Sun
Date: Sunday, 06 November 1994 17:57:00
From: KEN_ROBERTSON@robelle.COM

All this chit-chat about generating suns made me want to try it out, too. I got a great-looking sun (albeit not as nice as the one with the solar flares and sunspots that is on Aminet in gfx/3d, I think) by doing:

```
Add a sphere primitive, default values
Set the colour to 255,255,0
Set the Fog Length to 10
Make it a light, intensity 655,655,255, point source, diminishing
intensity
Add the Ghost Texture (Imagine 3.0 supplied) with default values.
```

The fog/ghost combination made a fairly nice corona.
\KenR

If doing everything in Imagine were easy, then we'd all have all of the answers. Naahh - it's more fun this way.

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1.63 MSG-60 Subject: Re: Proper preset for Toaster???

Subject: Re: Proper preset for Toaster???
Date: Sunday, 06 November 1994 19:11:03
From: Lycaeon <wolfkind@gate.net>

Aspect Ratio for Medium Resolution on a Video Toaster (standard NTSC resolution)

is 752 x 480 pixel aspect ratio is .859

hope that helps.

wolfkind@gate.net 'Exist to Live, Never Live to Exist'

Thread 62

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1.64 MSG-61 Subject: Re: Errors

Subject: Re: Errors

Date: Sunday, 06 November 1994 21:37:15

From: joe@ensoniq.com (Joe Cotellese)

> Have you ever done something in imagine that will bring up an error
> requestor for each object or even worse each edge of an object. Impulse
> needs to put a cancel option into the requesters so you do not have to
> reboot or click ok all day.

> Kent worley

>

Noooooooooooooo Kidding :-| That has to be the dumbest UI design thing I have
ever seen. It seems as if it was either A) a debug message left in there
for themselves B) Something that was tacked on as an afterthought.

I really like Imagine but things like that really make me nuts.

Joe Cotellese

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1.65 MSG-62 Subject: Re: Proper preset for Toaster???

Subject: Re: Proper preset for Toaster???

Date: Sunday, 06 November 1994 23:08:08

From: Kent Marshall Worley <mumu@america.net>

On Sun, 6 Nov 1994, Mr. Scott Krehbiel; ACS (PC) wrote:

>
> Hi
> I need to render some images to be output through a toaster.
> (yes, using Imagine, not LightWave)
> Does anyone know the proper resolution and aspect ratio for this??
>
> Thanks for any help
> Scott Krehbiel
>
I use X=768 Y=482 which is the firecracker setting. This will be extreme overscan ntsc so you will not see a boarder if used in the video toaster. The default DCTV setting will work as well. The toaster framestore size is 752x480.
Kent Worley

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1.66 MSG-63 Subject: Re: Spline editor

Subject: Re: Spline editor
Date: Sunday, 06 November 1994 23:08:40
From: Kent Marshall Worley <mumu@america.net>

On Sun, 6 Nov 1994, David Shaw wrote:

>
> I was under the impression that the 3.1 spline editor was similar
> to that of Freeform or Icoons ie. fully 3D. When I called Impulse a few
> months ago I was told that it would be.
>
> Bummer .: (
>
> see ya
> David Shaw
>
As far as I can tell it is still a cookie cutter type editor. If You try

and edit in the front window then extrude you get errors. There needs to be a way to create mesh spline objects.

Kent

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1.67 MSG-64 Subject: Anim mapping

Subject: Anim mapping

Date: Sunday, 06 November 1994 23:36:21

From: Kent Marshall Worley <mumu@america.NET>

Well I tried the new 3.1 feature and did not get very far. I applied a dpaint anim to an object and got an error message when I rendered. I have not tried a flc file yet. What kind of anim format is impulse looking for. This was an anim I created with A squared LIVE digitizer years ago. I thought it would be simple NOT!

Kent Worley

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1.68 MSG-65 Subject: Re: Spline editor

Subject: Re: Spline editor

Date: Monday, 07 November 1994 00:09:20

From: Kent Marshall Worley <mumu@america.net>

>
> It seems, to me though, that the MORE knots you have the
> better. Bevels work a lot better with lots of evenly spaced knots. I tried
> beveling an outline with the basic number of knots needed for the shape (e.g 3
> knots for a 'hazard' sign). My bevels were all off. In some places (nearer
> knots) the bevel was fine, but along large curves, in the middle, where there
> are no knots, the bevel almost disappeared. This happened with all manner of

> axis sizes (number of poygon subdivisions). The only thing that helped was to
> subdivide the actual spline outline itself. Thankfully, this cleared
> everything up.
> So, if anyone's bevels seem to be off (strange) try subdividing your
> the splines to create more knots. Chances are, it'll clear things up...
>
> J.---->
>
> E-Mail: jgoldman@acs.bu.edu
>
I will have to try the bevel thing. I started off with more knots and
deleted some to get the curves I wanted. The extra knots made the object
bumpy.

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1.69 MSG-66 Subject: Re: Proper preset for Toaster???

Subject: Re: Proper preset for Toaster???
Date: Monday, 07 November 1994 00:19:04
From: "Mr. Scott Krehbiel; ACS (PC)" <scott@umbc.edu>

Regarding the Toaster rendering size preset thingie, that's what I
needed. Thanks, Kent.
Scott Krehbiel

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1.70 MSG-67 Subject: Cycle object corrupted

Subject: Cycle object corrupted
Date: Monday, 07 November 1994 00:54:54
From: "Mr. Scott Krehbiel; ACS (PC)" <scott@umbc.edu>

Is there any fix when a cycle object won't load?? In Imagine 2.0 cycle editor, it says "Not a (properly) animated object file" I just saved this thing, then went back to the detail editor to work on some parts. Now it loads into the detail editor as a nicely articulated group, but not into cycle.

Thanks
Scott Krehbiel
scott@umbc7.umbc.edu

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1.71 MSG-68 Subject: Re: Cycle object corrupted

Subject: Re: Cycle object corrupted
Date: Monday, 07 November 1994 02:26:54
From: jgoldman@acs.bu.edu

>
>
> Is there any fix when a cycle object won't load?? In Imagine 2.0 cycle
> editor, it says "Not a (properly) animated object file" I just saved
> this thing, then went back to the detail editor to work on some parts.
> Now it loads into the detail editor as a nicely articulated group, but
> not into cycle.

Try adding just an axis and parenting the main axis of your cycle object to it (in effect changing the main axis to the new null axis). I was having this problem a long time ago until I realized that you can't have more than one 'arm' coming off of the main parent axis.

As an example, I was cycling a human. The main axis was located in the pelvis. From there I had three 'arms'; two branching to the hips, and one going to the neck. For a pictorial representation imagine a Mitsubishi (three diamond) symbol. Because I had more than one thing coming off the main axis the object wouldn't be recognized properly in the cycle editor. BTW, the object was ORIGINALLY created in the cycle editor (not detail, as can be done as well), so Imagine won't tell you you're doing things wrong.

We're getting into longer-than-necessary-explanation territory here. Just remember, only one branch off the main cycle axis.

If you've only got one thing branching off your main cycle axis then disregard all of the above, and yell at me...

J.---->

E-Mail: jgoldman@acs.bu.edu

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1.72 MSG-69 Subject: Understanding Imagine 2.0

Subject: Understanding Imagine 2.0
Date: Monday, 07 November 1994 08:39:18
From: Julian Cook <xlr8r@metronet.com>

I'm just now getting into Imagine with the 2.0 version. Anyone know where I can get a copy of Understanding Imagine 2.0? Is it still available now that 3.0 is out? Used copies are kooool too.

Thanks!
Julian

```
    //  
    //      "Imagination is more important than knowledge"  
  \ //      Albert Einstein  
  \X/
```

xlr8r@metronet.com Improved .sig under construction

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1.73 MSG-70 Subject: 3D - artist

Subject: 3D - artist
Date: Monday, 07 November 1994 10:45:39
From: Steve McLaughlin <stevemcl@VNET.IBM.COM>

Here's the info for 3d-artist magazine,
p.o. box 4787
Santa Fe, NM 87502-4787

voice: 505/982-3532
 fax: 505/820-6929
 voice mail: 505/820-6929 x3
 12 issue us-subscription is \$29, 6 issue sub is \$16.
 It's a Great magazine, I'm sending my subscription in today!

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1.74 MSG-71 Subject: Imagine 3.1 (PAL) Screen Size...

Subject: Imagine 3.1 (PAL) Screen Size...
 Date: Monday, 07 November 1994 11:00:34
 From: "Alex..." <A.Craig@dcs.warwick.AC.UK>

 Hi All,

Due to some serious over eagerness while cleaning out my mail directory I managed to delete my mail about the Hex locations for the screen size hack for Imagine 3.1 (PAL). Could someone please mail me back with the locations?

Cheers in advance,
 Alex...

```
%-----\|/----- #include <.siggy.h> -----%
% (o o) eezer@dcs.warwick.ac.uk Real men do it with a Z3 BLT %
%-oOO-(_)-OOo- CSE Student @ Warwick Uni. UK "All opinions are just mine" %
```

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1.75 MSG-72 Subject: Re: Errors

Subject: Re: Errors
 Date: Monday, 07 November 1994 11:38:11
 From: Douglas Rudd <rudd@plk.af.mil>

 >
 > Have you ever done something in imagine that will bring up an error

> requestor for each object or even worse each edge of an object. Impulse
> needs to put a cancel option into the requesters so you do not have to
> reboot or click ok all day.
> Kent worley

>
>

I assume you're referring to the "Check Object" requestor. If in doubt,
merge! You should ungroup first, check each object, and look at the size
of the object before engaging "Check Object" else you may end up in
Mouse Banger Hell. In fact, I (usually) have the good sense to save before
I use this option, just in case the three finger salute is needed.

Boy, a cancel on that button would be NICE!

Doug Rudd
rudd@plk.af.mil

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

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

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1.76 MSG-73 Subject: Re: Cycle object corrupted

Subject: Re: Cycle object corrupted
Date: Monday, 07 November 1994 11:51:28
From: Ayalon Hermony <ila2024@zeus.datasrv.co.il>

On Sun, 6 Nov 1994, Mr. Scott Krehbiel; ACS (PC) wrote:

>
> Is there any fix when a cycle object won't load??In Imagine 2.0 cycle
> editor, it says "Not a (properly) animated object file"I just saved
> this thing, then went back to the detail editor to work on some parts.
> Now it loads into the detail editor as a nicely articulated group, but
> not into cycle.
>
> Thanks
> Scott Krehbiel
> scott@umbc7.umbc.edu

>
>

Hello!

Try to delete your 'parent' (top) axis, and put a new one.
Well. if your 'top' axis is the head in your human figure, it's not
much of solving the problem.
So, next time make yourself a rule:
ALWAYS have the top axis of your cycled object, an axis with no polyies.
This way, you can replace it when the cycle object got bad.
And it gives you the ability to get motion in stage editor, that otherwise
you won't get if your 'top' axis is something you want to animate.

how do you come back from 3D ?

Ayalon M. Hermony, Internet: ila2024@datasrv.co.il

Thread 25

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1.77 MSG-74 Subject: Imagine Companion 2 (fwd)

Subject: Imagine Companion 2 (fwd)

Date: Monday, 07 November 1994 12:45:53

From: Ed Phillips <flaregun@udel.edu>

Here's a message posted a while ago about the electronic version that is
available from the author.

```
/*-----  
/* Ed Phillips flaregun@udel.edu University of Delaware */  
/* Jr Systems Programmer (302) 831-6082 IT/Network and Systems Services */  
/*-----
```

----- Forwarded message -----

Date: Mon, 29 Aug 94 19:55:25 PDT

From: DDuberman@cup.portal.com

Thread 271

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1.78 MSG-75 Subject: Imagine Pro?

Subject: Imagine Pro?
Date: Monday, 07 November 1994 23:38:00
From: KEN_ROBERTSON@robelle.com

What the heck is that? Is that available for the PC or the Amiga? The latest version out for the Amiga is 3.1, and I saw no mention of "Imagine Pro" in the Impulse newsletter. I'm sure that they would have been flogging it...
\KenR

Thread 92

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1.79 MSG-76 Subject: Imagine Pro

Subject: Imagine Pro
Date: Monday, 07 November 1994 23:40:03
From: Bob <gray@access.digex.net>

Is anyone familiar with the features of Imagine Pro?

Thread 85

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1.80 MSG-77 Subject: Sorry Could Not Find Subject!

Date: Tuesday, 08 November 1994 05:05:57
From: bennett@email.sp.paramax.com

On Sat, 5 Nov 1994, Rory Macdonald wrote:

> Someone must have the answer to simulating a phaser blast from the Enterprise.

> My first thoughts were a cylinder set as a light source but the effect was
> not very impressive (maybe it was my choice of attributes). I apologise if
> this is an obvious and repetitive question but your help would be appreciated.

> Cheers

>
>

I would try wrapping your first cylinder in another cylinder that is slightly larger and made into a fog object. Adjust the fog intensity until you achieve the effect.

Thread 285

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1.81 MSG-78 Subject: Sorry Could Not Find Subject!

Date: Tuesday, 08 November 1994 06:07:25

From: bennett@email.sp.paramax.com

On Fri, 4 Nov 1994, Ken Morton wrote:

> > > Don't make me laugh. I used a "bricky" SGI Iris Indy and I was in
> > > state of shock. "Bricky" Indy handles shaded graphics in realtime. In
> >
> > If it is such a joke, why are so many projects rendered on Amigas by
> > professional outfits? Because Indies are EXPENSIVE. For the same price of
> > ONE INDY and WaveFront, You can set up a Large Amiga LightWave or Imagine
> > rendering farm, and produce your animation FASTER. Of course, the Raptor
>

> Gee, why is it that so many projects are rendered on SGIs by pro
> outfits? Maybe they should ditch them and get amigas instead. What's
> that? C= is dead? Gee I thought that was last years news.

> Anyway, with a amiga rendering farm you may be able to *render* a
> project faster than using a SGI system of comparable price, but you won't
> be able to *produce* it faster. The ability to have real-time feedback
> whilst modeling/animating makes all the difference in the world. I think
> you'll find that people spend as many man-hours actually producing a
> animation than they do rendering. Upcoming GL software/hardware will bring
> real-time or near-real time previewing to your basic desktop pc, which
> should make things very interesting next year.

> Please don't compare LW or Imagine to Wavefront. That would be
> too funny.

>
>
> k
>

>

I would never compare an over-priced, over-rated rendering set-up to one in which the average joe can stretch his imagination and be in control of his own project. That is one thing SGI cannot offer- a system that the majority can afford to use. Which is my entire point. I'm not knocking SGI, I'm attacking the guy who was attacking Imagine. The software for PCs and Amiga platforms are getting more complex and sophisticated. They do not have the size and backing of SGI, but for the price, they are more than adequate. Anyway, NewTek revolutionized Television technology with the Video Toaster, and Lightwave is only ONE component of that system. How many Video switching transitions can an Indy do?

I'll stick to a format that has a price I can afford.

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1.82 MSG-79 Subject: DOF transition bounce

Subject: DOF transition bounce
 Date: Tuesday, 08 November 1994 20:43:25
 From: "rob (r.d.) hounsell" <hounsell@bnr.ca>

Folks,

I seem to (belatedly) recall someone posting about a problem I experienced on the weekend: I rendered a scene where the DOF is slowly increased, bringing the unfocused background objects into focus. The problem is that after the end of the transition frames, the camera seems to jump a few pixels to one side.

Is there a work-around/fix for this, other than moving the post-transition camera position by trial and error? (the action bar for the camera shows the SAME position for both the pre and post transition frames.

Thx
 Rob

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+-----+
| Rob Hounsell                Internet: HOUNSELL@BNR.CA      |
| Team Leader: UNIX           PHONE: (613) 765-2904         |
| DMS System Performance Development ESN: 395-2904         |
| Dept. 7D23                  Bell Northern Research       |
+-----+

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1.83 MSG-80 Subject: Imagination vs Ab\$urd

Subject: Imagination vs Ab\$urd
Date: Tuesday, 08 November 1994 21:51:23
From: Douglas Rudd <rudd@plk.af.mil>

I was going to let this go by then I thought: "What the heck?"

<Snip>

> Anyway, with a amiga rendering farm you may be able to *render* a
> project faster than using a SGI system of comparable price, but you won't
> be able to *produce* it faster. The ability to have real-time feedback
> whilst modeling/animating makes all the difference in the world. I think
> you'll find that people spend as many man-hours actually producing a
> animation than they do rendering. Upcoming GL software/hardware will bring
> real-time or near-real time previewing to your basic desktop pc, which
> should make things very interesting next year.

> Please don't compare LW or Imagine to Wavefront. That would be
> too funny.

>

<Snip>

I WILL compare LW and Imagine to Wavefront! For 95% or more of the people who post here, LW or Imagine are VASTLY superior to Wavefront - with either of those two packages, we have the opportunity to do productive work. We can not afford Wavefront or the cpu it runs on.

The choice is a step function:

1-LW or Imagine = productive 8->
0-Wavefront = broke -> not productive 8-<

I can drive an MR-2 or Miata and enjoy it or I can walk and think about driving a Ferrari. To even contemplate such absurdly expensive alternatives on IML elevates the Amiga and Imagine in the comparison and denigrates SGI by "lowering" it to our level. The ONLY value Wavefront has to me is in the objects residing on avalon.chinalake.navy.mil.

That having been said, let's get back to what is real for the majority of us: Imagine.

Doug Rudd
rudd@plk.af.mil

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

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

0-Wavefront = broke ..

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1.84 MSG-81 Subject: Re: Imagine Pro

Subject: Re: Imagine Pro
Date: Tuesday, 08 November 1994 21:51:48
From: Douglas Rudd <rudd@plk.af.mil>

>
> Is anyone familiar with the features of Imagine Pro?
>

Yes. Imagine Pro is the new super-high end rendering engine that runs exclusively on HP's new risc multi-processor Avatar. I don't have the exact specs on the Avatar - it is ex\$pen\$ive and it is FAST!!! It uses four R4600 cpus and has room for 12 more for a total of 16 - killer speed! IM Pro can access all 16 cpus for massively // processing. IM Pro will set you back about \$35k US and that's not including the service contract.

This package blows the Wavefront/SGI Onyx RE out of the water - it is easily an order of magnitude faster in renderings and it can actually render production quality images in REAL time to HD or tape. These are 8kx8k images!

An Amiga/PC version is in the works - It will allow those platforms to equal the performance of Wavefront on the Indy - INCLUDING REAL TIME 24 bit rendering (although it is low res:-(). This package will require some small modifications to your Amiga or PC: A special R4600 multi-processor board must be installed with 128 mb ram and a 4 gig HD along with the new geometry processor. This board is known as the Super High AniM board or SHAM Board. It uses the proprietary Jpeg Overtone Kinetic Effects or JOKE system. For more info on this extraordinary package, call 1(800)ONO-DEAL. If you can't get through, wire me ALL of your money, and I'll see what I can do for you 8->

Doug Rudd

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

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

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1.85 MSG-82 Subject: Re: Imagine Pro?

Subject: Re: Imagine Pro?
Date: Tuesday, 08 November 1994 23:17:49
From: Mjourdan@aol.com

I have seen an ad in Digital Video Magazine for it, along with Imagine Lite (\$99). No idea what Impulse is up to.

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1.86 MSG-83 Subject: 3D images (ZBuffer & SIRDS)

Subject: 3D images (ZBuffer & SIRDS)
Date: Tuesday, 08 November 1994 23:56:49
From: "Ducharme, Alain: FOB" <Ducharme@fob.istc.ca>

We all know that Imagine allows you to create stereo pair images for use with special 3D glasses. But did you know that Imagine 3.0 will, with the help of shareware, let's you create 3D images that don't require glasses and that you can also print?

I'm talking about SIRDS (Single Image Random Dot Stereograms) or sometimes called Stareograms; you know, those posters made of dots which, when you look (persistently) straight through them, will reveal extruding shapes.

It's easy! All you need: a shareware SIRDS generator (I'm not sure about the PC, but for the Amiga there's a bunch of them in Aminet under gfx/3d),

Imagine 3.0 and a scene.

An example:

Load an object into the Detail editor (i.e. Cow.iob). To simplify the process UnGroup any parts then Join them all together as one object.

Attributes should be: Color white, set the rest to zero (0); Bright should be on (x), set Quickdraw on (x) and Texture: ZBuffer. Now reset your perspective view and rotate your object just as you would like to see it by the camera as viewed in the perspective view. This is important because ZBuffer is relative to Global coordinates, and not relative to the camera.

Go into the "Top" view window, turn Coordinates on, move your cursor to the bottom of the bounding box and write down the Y coordinate (Y1), move the cursor to the top of the bounding box and write down the Y coordinate (Y2). These two Y coordinates should be entered in the ZBuffer texture's Y1 and Y2. Leave the color settings from white (255,255,255) to black (0,0,0) (assuming your SIRDS generator expects white as out and black as in). Save the object

Go into Action editor, Add your object and set camera position to 0,Y1-n,0 alignment to 0,0,0 where n is the distance from the object to be viewed.

Save Changes. Go to Stage editor, add a light and place it anywhere in front of the object, turn on camera view and fine tune the placement of the camera making sure not to change it's alignment.

Render.

The resulting image should be a gray scale image which can be loaded into and processed by a SIRDS generator. I've had excellent results with this technique, many of which surpassed some commercially available SIRDS posters.

regards,
Ducharme.Alain@istc.ca

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1.87 MSG-84 Subject: Re: Seamless Waterfalls & Fire

Subject: Re: Seamless Waterfalls & Fire
Date: Wednesday, 09 November 1994 00:30:27
From: spack@mv.us.adobe.com

>First begin with a 2D outline such as the one below:

> .
> .
> .
>

>Now, add the BumpNoiz texture. Make the X, Y, and Z sizes
>something like 100,10,200, which basically give you long, thin bumps.

Is the BumpNoiz texture a Imagine 3.0 texture or an Essence one? Since I don't have Imagine 3.0, I used the Essence Bump texture. My waterfall came out looking more like lava than water.

What are the X, Y, and Z values you mention (texture axis sizes or is that a texture parameter?).

Thanks!

-Scott
spack@adobe.com

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1.88 MSG-85 Subject: Imagine Pro

Subject: Imagine Pro
Date: Wednesday, 09 November 1994 00:37:44
From: gray@access.digex.net

Before every highend vendor starts mailing me--I was mistaken! I guess I'm looking for info about Imagine L/T (quite a different story). Thanks everyone for specs on Pro--we can all dream.

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1.89 MSG-86 Subject: Lunar lander

Subject: Lunar lander
Date: Wednesday, 09 November 1994 02:11:09
From: Darryl_Lewis@comlink.mpx.com.au (Darryl Lewis)

HI all,

Does any one have an object of a Lunar lander?

If any one does can they please send it to me or contact me.

Darryl

-- Via DLG Pro v1.0

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1.90 MSG-87 Subject: Fractal landscape generator source

Subject: Fractal landscape generator source

Date: Wednesday, 09 November 1994 02:25:24

From: Patrick Sauvageau <sauvp@citi.doc.ca>

In a mail a received today, Mike McCool <mikemcoo@efn.org> said that it is possible that some people received the fractal landscape generator without the C source code. If it is the case, mail me a request and i will send you the sources code.

Since the prog is verry simple, it is important to me that the source spread with the executable, so people will be able to modify it according to their needs. The way the code is arranged make it verry simple to use it in any way you need a semi-randomly disturbed map of values. There is two module: a fractal generating one and a ttddd generator and interface. So the fractal generator may be used in any othes application, like a LightWave fractal gen. or automatic generation of object movement in a staging. (If you can understand half franch/half english comments and variable names!). In fact, i distributed the source in the hope that it will spawn many other applications.

Fractal perturbation (adding random but logical variation to a shape) can do a large amount of effects. I am working on some kind of "behavioral" animation system by fractaly disturbing the position and orientation of an object in the time, to simulate the concordng but different movement of hordes of animals. Something like the scene, in Jurassic Park, when the large group of two-legged dinosaur are running and simultaneously changing direction. I think that this effect can be simulated by using the same path for each member of the "swarm" and applying to each one a different

fractaly disturbance. This way, every animals will have it's own distinctive path, but, as a group, they will seem to be coordinated.

Don't be affraid, it will be distributed freely (otherwise, I would have not talked about it!).

Again, sorry for my english;

By the way, somebody said on the list i was French. That is not true! I am french speaking, but i am canadian.

Tomorow gift: A texture to apply non-transparent brushmap on transparent object (like the label on a bottle).
Stay tuned; same IML chanel, same IML time!

bye!

--

Patrick Sauvageau (SIA)
sauvp@citi.doc.ca

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1.91 MSG-88 Subject: Thanks

Subject: Thanks

Date: Wednesday, 09 November 1994 02:30:55

From: Mike McCool <mikemcoo@efn.org>

Just a quick thanks, to all of you who recommended DCTV, as a standby till my 24bit ship comes in.

This discussion started when I mentioned PCHG format as a viewing option for Imagine rendered files. I was curious if this format was animatable. Turns out it's not--but it prompted several of you to mention DCTV.

Like Steve Worley says, "If you don't have a single frame recorder, this is the next best thing when you get tired of HAM."

Amen.

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1.92 MSG-89 Subject: Re: Errors

Subject: Re: Errors

Date: Wednesday, 09 November 1994 03:31:06

From: Kent Marshall Worley <mumu@america.net>

On Mon, 7 Nov 1994, Douglas Rudd wrote:

> >
> > Have you ever done something in imagine that will bring up an error
> > requestor for each object or even worse each edge of an object. Impulse
> > needs to put a cancel option into thes requesters so you do not have to
> > reboot or click ok all day.
> > Kent worley

> >
> > I assume you're refering to the "Check Object" requestor. If in doubt,
> > merge! You should ungroup first, check each object, and look at the size
> >
> > Boy, a cancel on that button would be NICE!

> >
> > Doug Rudd
> > rudd@plk.af.mil

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

> >
> > I have come across the check object error before. This one was cased by
> > an attempt to use the spline editor as a 3D editor I got edge error
> > messages when I tried an extrusion. Someone had mention that the spline
> > editor in 3.1 was supposed to be a full 3D editor. It still onl does
> > cookie cutter type objects. I do like it though, especially with the
> > ability to load a backdrop picture. I will never have to use pixel 3D pro
> > for logo objects again.

> > Kent Worley

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1.93 MSG-90 Subject: Re: 3D images (ZBuffer & SIRDS)

Subject: Re: 3D images (ZBuffer & SIRDS)
Date: Wednesday, 09 November 1994 04:00:31
From: beeton@SEDSsystems.ca (Gary Beeton, beeton@SEDSsystems.ca)

Thanks Alain for the ZBuffer tip. I was stuck trying to get my objects illuminated properly. Normally the light reflected from an object would be effected by the angle of incidence of the light, resulting in highlights and shadowing. Normally this is what you want, but for a SIRDS it makes artificial hills and valleys. I was too busy trying to make my objects optically "flat" to think of using the ZBuffer texture!

BTW, don't stop at SIRDS posters. Animations work great too!!!

Gary
beeton@SEDSsystems.ca

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1.94 MSG-91 Subject: Re: Imagination vs Ab\$urd

Subject: Re: Imagination vs Ab\$urd
Date: Wednesday, 09 November 1994 04:44:44
From: Ayalon Hermony <ila2024@zeus.datasrv.co.il>

How many of you SGI people have 2 or 3 SGI computers at your homes?

How many highschool kids can start 3D in their homes? (they are the artists of the future)

How many students can learn a new proffesion (3D) in their free time?

(at home)

How many can start making a living with 3D, without working for others that have SGI?

IBM AT used to cost \$5000 doing not much more than C-64.

Make SGI as cheap as PC Pentium/Amiga 4K/Mac PowerPC, and I have my hat off. (and my pockets empty for you)

There are billions people around the glob seeing/reading/wanting to get a start at the wonder of 3D/VR, you don't care much about them, do you?

Thanks to ViewTek/Impulse/CBM/DPS and others, that give a chance to start, to people that don't need to sell their house in order to have a studio.

Anyway, either Silicon get down to earth, or tomorrow Nintendo will buy them out. Look back to history, it happened many times.

P.S. Please don't compare it to cars, computers fanatics are not cars fanatics.

How do you come back from 3D ?

Ayalon M. Hermony Internet: ila2024@datasrv.co.il

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1.95 **MSG-92 Subject: Re: Imagine Pro?**

Subject: Re: Imagine Pro?

Date: Wednesday, 09 November 1994 04:53:21
From: videoman@netcom.com

> What the heck is that? Is that available for the PC or the
> Amiga? The latest version out for the Amiga is 3.1, and I saw
> no mention of "Imagine Pro" in the Impulse newsletter.
> I'm sure that they would have been flogging it...
> \KenR

Sheeesh! some people need to footnote there jokes a tad better on here..
one "silly" post is one thing ... the 25 "is that for real's" after it
gets old fast.

As I understand it Imagine Pro, is a newsletter started by a user. No
doubt from the Lightwave Pro concept. It more than likely has nothing to

do with Impulse, other than it's about there software.

--

```

.-----
|   == When Dreams Become Reality ==   |   == IM Design==   | |
| "-----" | "-----" | "-----" |
|   videoman@netcom.com   | FTP: ftp.netcom.com | Video Production |
|   videoman@cyberspace.org   | DIR: pub/videoman | 3D Graphics & DTP |
|   Mosaic Home Page: file://ftp.netcom.com/pub/videoman/web/HOME.html   |
~"-----"~

```

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1.96 MSG-93 Subject: Boing effect

Subject: Boing effect

Date: Wednesday, 09 November 1994 06:09:21

From: Tommy Carlsson <e90tca@efd.lth.se>

Hi folks

I have some trouble with the boing effect.

What Im trying to do is to have a text to come in from the right side of the screen and at the end of the path get the text to squash and stretch.

The text does this but it jumps back along the path a bit and then back to the end of the path before it get squashed.

The text is 10 letters long with the main axel in the 5th letter.

Can anyone help me ?

That all folks bye!

TC

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1.97 MSG-94 Subject: Re: Imagination vs Ab\$urd

Subject: Re: Imagination vs Ab\$urd

Date: Wednesday, 09 November 1994 06:17:13

From: Douglas Rudd <rudd@plk.af.mil>

>
> How many of you SGI people have 2 or 3 SGI computers at your homes?

Got me here. Only two Amigas and a pc. If I pick the right six numbers, then I'll get one - no rich relatives.

>
> How many highschool kids can start 3D in their homes? (they
> are the artists of the future)

That's why Imagine is superior to Wavefront. A kid could (possibly) use Imagine at home or at school, but Wavefront? Not likely. I haven't seen too many highschools that can afford a suite of SGIs for a classroom.

>
> How many students can learn a new proffesion (3D) in their free time?
> (at home)

Don't know. I never had a proffesion. I do have a profession. When I was a student the likes of Imagine was not available at ANY price. Now most any student can afford Imagine and not wait for scant time on the SGI.

>
> How many can start making a living with 3D, without working for others
> that have SGI?

How many can make a living in 3D?.

>
> IBM AT used to cost \$5000 doing not much more than C-64.

>
> Make SGI as cheap as PC Pentume/Amiga 4K/Mac PowerPC, and I have
> my hat off. (and my pockets empty for you)

>
If you make an SGI as cheap as a PC, you'll have a PC.

> There are bilions people around the glob seeing/reading/wanting to get
> a start at the wonder of 3D/VR, you don't care much about them, do you?

That many? Wow! And it's such a small "glob" too. So, you mean to say, that by advocating affordable 3D software, that I don't care? Opposed to your advocacy of SGI/Wavefront which is supposed to make 3D available to the thousands rather than the millions (or as you would, milions).

>
> Thanks to ViewTek/Impulse/CBM/DPS and others, that give a chance to start,
> to people that don't need to sell their house in order to have a studio.

>
I'm not sure you caught my drift....

> Anyway, either Silicon get down to earth, or tomorrow Nintendo will
> buy them out. Look back to history, it happened many times.
>
Actually, silcon is one of the most common elements in the Earth's crust ;-)

>
> P.S. Please don't compare it to cars, computers fanatics are not cars
> fanatics.

>
Speak for yourself. I have more than one interest in life, and I can get
fanatical about several of them. Cars, people, computers, politics,
geology, physics, camping, travel, art, music, etc..... Do you have any
other interests? Well, english grammar isn't one of them, right?

> How do you come back from 3D ?
> Ayalon M. Hermony Internet: ila2024@datasrv.co.il

>
>
Well, I guess we may both want the same thing? We just see it differently.
If I can't afford it, I can't use it. So what is it's value? Creativity
does not run on the clock. If I get an idea, I work on it NOW, or the
depth of the concept may vanish while the shell of the idea remains.

Doug Rudd
rudd@plk.af.mil

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

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

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1.98 MSG-95 Subject: Lunar lander (fwd)

Subject: Lunar lander (fwd)
Date: Wednesday, 09 November 1994 07:04:17
From: Christopher Barger <cbarger@indirect.com>

>HI all,

>Does any one have an object of a Lunar lander?

>If any one does can they please send it to me or contact me.

I, too would be interested in receiving a copy. In addition, I'm looking for an object of the Apollo CSM (command and service module). Can anyone point me to one ?

Thanks in advance.

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1.99 MSG-96 Subject: Imagine 3.1

Subject: Imagine 3.1
Date: Wednesday, 09 November 1994 07:54:38
From: w.graham6@genie.geis.com

Have any other 3.1 users noticed that you can load a backdrop image into each of the quad views- at the same time? A friend of mine told me about it last nite, I tried it when I got home, and sure enough it works. You just click in the respective view, and load a backdrop, then click in another view, load another backdrop, etc. It works in Newmode also. Very handy for Forms work.

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1.100 MSG-97 Subject: IML_Pro

Subject: IML_Pro
Date: Wednesday, 09 November 1994 12:18:39
From: Wizard <GUEST@novell.dima.unige.it>

| O | .MODEL SMALL

```

| | .DATA
| O | LOGIN DB "          _ _ _ _ _ Wizard logged in"
| | .CODE
| O | MAILING PROC FAR
|/\_

```

Hi fellows,

I'm writing this message to inform Ya all I realized a 'number zero' of the pc hypermedia version of IML Pro (or whatever we want call it): the newsletter Shinobi told days ago.

As the words 'number zero' suggest, it is the first idea, a possibly statement of the final work.

What am I asking Ya??? I'd like U all tell me how improve my silly work. Why? Coz this should, this could be our newsletter. How??? Just email me and I'll uuencode Ya the executable file so You can test it: this file is about 250Kb, I realized it using 'NeoBook', an authoring util by NeoSoft, a sort of hypermedia text with buttons, text windows, picture windows, etc....

A FINAL NOTE:

this could be an opportunity to realize what we all need, please help me and Shinobi to accomplish this task!!!!
(and again exc me for my english!)

SEND REQUESTS to POLA@novell.dima.unige.it (Wiz4rd)

```

|/\_
| O | RET
| | MAILING ENDP T-H-A-N-X
| O | STACK 200H ae(-_^)ue
|_| END MAILING _ _ _ _ _ Wizard signing off

```

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1.101 MSG-98 Subject: Re: Imagination vs Ab\$urd

Subject: Re: Imagination vs Ab\$urd
Date: Wednesday, 09 November 1994 13:03:43
From: Ayalon Hermony <ila2024@zeus.datasrv.co.il>

Hello Mr. Rudd,

Due to a glitch in my server, it did the cut without the paste, so it seems I wrote an 'attack' on your opinions.
Well, what I was doing is backing your post, trying to add to the point

that a mega dollar computers aren't my cup of tea as well.
I know you didn't ask for support to your post, and I'm sorry if it offended you in any way. It wasn't meant to.

It was an answer to the guy that wrote, SGI is better than x, y, z. Which he was right of course, but I wanted to make a point, that buying an expensive h/w isn't a solution now days.

But,

On Tue, 8 Nov 1994, Douglas Rudd wrote:

> geology, physics, camping, travel, art, music, etc..... Do you have any
> other interests? Well, english grammar isn't one of them, right?

I have many. And I don't compare my track to mount Everest to computers either. (And I had motorbikes, have and love cars etz...)
My english grammar is bad, I know. It seems it's easier for me to read well, and write badly. (Even if your second language is better than my english, I don't get the point of your last remark. And I don't mean it, as Politicly Correct mumble)

>

> -----

-

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

> -----

-

>

If you have past post of the above, you'll find your grammer wasn't the best either :) You fixed it by now, as seen.

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1.102 MSG-99 Subject: Re: Imagination vs Ab\$urd

Subject: Re: Imagination vs Ab\$urd
Date: Wednesday, 09 November 1994 19:35:50
From: Douglas Rudd <rudd@plk.af.mil>

<Snip>

> Due to a glitch in my server, it did the cut without the paste, so it
> seems I wrote an 'attack' on your opinions.
> Well, what I was doing is backing your post, trying to add to the point

> that a mega dollar computers aren't my cup of tea as well.
> I know you didn't ask for support to your post, and I'm sorry if it offended
> you in any way. It wasn't meant to.
>
> It was an answer to the guy that wrote, SGI is better than x, y, z.
> Which he was right of course, but I wanted to make a point, that buying
> an expensive h/w isn't a solution now days.
>
<Snip>

Point taken. Please accept my apology for the flames. Since I use vi, the editor from hell, I can understand how glitches occur. Perhaps I should have contacted you "at home", but I saw your post as an attack. For my part, the only real reason to discuss the SGI here is when Imagine is ported to the SGI.

Grammar is usually overlooked on the net except when flames are intended, then it becomes a weapon.

Doug Rudd
rudd@plk.af.mil

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

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

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1.103 MSG-100 Subject: Don't take me wrong

Subject: Don't take me wrong
Date: Wednesday, 09 November 1994 20:22:59
From: Daniel 'Mega' <MEGA@maracana.lci.ufrj.br>

Dear friends of Amiga

In my post "Re: Silicon Graphics", I want to say that SGI don't need to buy Amiga cause they Gfx tech is far better than C=. Everybody, including myself, wants low-cost Gfx workstation. Decrease SGI workstations prices is a eco-political decision of SGI. I don't think they will do it, cause they have "almost" the monopoly in this area.

Daniel Bueno Bracher

Universidade Federal do Rio de Janeiro
Internet E-mail: mega@lci.ufrj.br

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1.104 MSG-101 Subject: Here's Lookin' Up Your Address

Subject: Here's Lookin' Up Your Address
Date: Wednesday, 09 November 1994 22:38:51
From: dave@flip.eag.unisysgsg.com (Dave Wickard)

Welcome welcome welcome IML readers! :-)

I haven't talked to you for quite a while.
Now, I break my self-imposed vow of silence to let you know that
things are boiling here at Unisys again.

Months ago, long term IML readers may remember that we
had an email address change here.

It was a monumental task, but finally everything got changed
over and settled down. So now, for your convenience, ;-)
we are changing the email address of the IML once more.

Trust me, I have no say in this... it's a global change across
the entire Unisys email system. Soon, your postings
to the IML via the old address: imagine@email.sp.paramax.com
will no longer go through. They will bounce.

This will take place in the near future. Currently, mail
is still being allowed to go through, but the plug will be
pulled within a few weeks.

You can begin using the NEW address immediately.

It's live...it's working.

The NEW IML address is:

imagine@email.eag.unisysgsg.com

I know you're dying to find out what it all means.
 (email is the system name)
 (eagan is the facility I am in)
 (Unisys GSG is the division I work for-
 Govt. Systems Group)

It's hard to believe that something could be both
fun AND enlightening like that, isn't it?

So... once more, write it on the dog in markers,
tattoo it on your buttocks, and scrape it into the
paint on your car:

imagine@email.eag.unisysgsg.com

Naturally, the:

imagine-request@email.eag.unisysgsg.com

address follows along with. If you need to SUBSCRIBE,
UNSUBSCRIBE, CHANGE SUBSCRIPTION ACCOUNTS, or whatever,

always always always always always always always always

use that address. If you post your message to the whole
list, hundreds of people will hate you and hey...
aren't you disliked ENOUGH already? ;-)

Dave Wickard (612) 456-2783 "Don't you want to live forever?"
dave@flip.eag.unisysgsg.com "Not if drawstring pants make a
dave@email.eag.unisysgsg.com comeback."
dave@shell.portal.com -Fox Mulder "The X-Files"

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1.105 MSG-102 Subject: Textures used in an object

Subject: Textures used in an object
Date: Wednesday, 09 November 1994 23:36:16
From: Steve McLaughlin <stevemcl@VNET.IBM.COM>

Hi, does anyone have a utility that will take an Imagine object and tell me what textures and bitmaps and whatever are needed to render this object? and the path names where these textures/bitmaps should be found. Ideally, it would be great to change these as well.

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1.106 MSG-103 Subject: Sorry Could Not Find Subject!

Date: Thursday, 10 November 1994 00:24:12
From: Tommy Carlsson <e90tca@efd.lth.se>

Hi!

I have 5 questions that I hope someone can give me the answers to.

1. What is the Imagine Gazett and were,how can I get it.
2. The update that I have read about, how do I do to get it from Sweden and can I get some information what the money will buy me.
3. The metals texture is giving me results that does not look anything like metals. For example gold looks more like something green and I can't seem to get the other types to look anything like metal.
4. In the swedish alphabet there is 3 more letters dotted a, dubble dotted a and dubble dotted o. The spline editor will not recognize this and it gives me only an axel. Is there something wrong with my copy or is it somethis that Impulse didnt think about.
5. For last in my manual about textures there is a texture called lightflare but I cant find it anywhere. Is it a glitch i the text or is there a texture called lightflare. If so where can I get it.

A lot of questions but I hope u can help me.
Thanks T.C

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1.107 MSG-104 Subject: New

Subject: New "Trans_mod" texture
Date: Thursday, 10 November 1994 00:43:45
From: Patrick Sauvageau <sauvp@citi.doc.ca>

This is a texture a have written for a friend who wanted to apply a brushmap label on a transparent bottle. Normally, the filter setting of the bottle will make the label as transparent as the rest bottle. With this texture, you may specify a single color to have another filter setting. So you may crete a green (0,150,60) bottle, with filter value set to 0,0,0. Apply a brush as the label, then the texture. In the texture, you will specify t hat you want the color "Green (0,150,60)" to have (100,255,200) as it's filter value. The only restriction is that you cannot have this exact color on your brush, unless you want this part to become transparent.

```
begin 777 tm.lha
M(TLM;&@U+?8`''H'0''?-$-I'0''#71R86YS7VUO9"YD;V,?K0$#6W:QMJ' -
M^`'M`2RS@&68`EF`Q%6XNMG:V!-)23KL3QRZ062!(*`$<33PF<:>WH>O@18
M:/H%3Z7::#G)S^50NB#D^"I,=#ALTDI@Q1\<X(I,IOE/>1<5`ZG02F_- \3A4.
M2C\XHX+('KJWB8@>*0$HM$MKMJ<TBHQDJP3>!PL' *UQ&,]J:#[%RU/Y:\2Q]
MTR6P9SKI;LJ>[AYX>7K?RN6[V!\8VG+L"$T:A49B[@'Q<_(U2Y&[!:$U%9;#
MJV'M++/F?PGZI=Q' %WX;N<_`&56NH;'YPI8[48H-J-@!]T4W71)T1L35\2-S
MFR!_X'N\[/*/\R(@"-A+6QH-2T;'@`'<'0''Q#:1T''`UT<F%N<U]M;V0N
M:71XG#4!O&)VPT;5[^ZVYM:T2AM`PE'?A46MRW5QL'8*.W.RO.%HE>R:'HVV
MO-7';6G.K#1H(@P&'P$1@ (B"P%!@:'P&'P-'8" (P&'C"0='0RIH"?L) PAON[
MNNY@9@+'P^'+X;MP*MMV0'' ]@]D)_VH2T3TR[^;B=]%G7PC(BKXB^@W3SUJT
M2P*)$6%:'U=7'Q*R%M0+R_29K1E_@R/O*.FXBIRB?K3VZVHI5@?J2M9_W' '
MZWW/GVHC3KRC9HY'"=UHRE] (3]SF"-N,P2$S<8" [2!:3<XP2?H$T,B7AV),F
MF;8D7$Q-Z8&0['T&/!'YB!UF+A5/5'N*^V,ZJGK#U)F\$"4D;.TF]*,1(CFJ
M\G\U7:S$C9.2_>2(3DGVW9-&M)QO[]Y;\GE._,R?Y\S-J@3W7]UL/\!U_=[#
M]7B_"0$WGL5H\M[3MSV=M],PFT?W+RB3L.,DFD31)7)H$JDWY,XF8]O]#-LA
M_1S?]ANIF]'F<:O5&+7:KMHI,VT>&VRSFOI\!JRR`Q7:9,=S643)^]O\`!W8
MX70:SF7I2VF]+6U7IC7SQHWV%A8"./.1R*EGI5*S-2S;=1R;HE!. \)WY.._^
MN;&.<3SR<M_E^;2+!+9.<I"B!PV\Q>I`<.T/_GZO_[761`?]D>`\1C)8UWO7
M]<"SO#NY>X=J?(GXE,]NQZ"='GSD^8GRDYY/D)\1/A)[Y/=)/=<=HGLD]A^
%QN\6P`#N
\
end
```

--
Patrick Sauvageau (SIA)
sauvp@citi.doc.ca

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1.108 MSG-105 Subject: 3.1 States

Subject: 3.1 States
Date: Thursday, 10 November 1994 02:36:45
From: Carsten Bach <infoflex@inet.uni-c.dk>

I have just received my version 3.1 and whanted to make a morphe between the Electric texture and the Fire texture.

I have created 4 states

```
Main - Electric timing 0
End-Electric   timing 1
Fire           timing 0
End-Fire       timing 1
```

But every time i try to go to Main-electric state i get the fire texture.

Am i missing something ? Or is there at good reason for what is happening?

Arne Voigt Denmark

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1.109 MSG-106 Subject: Imagine textures now on aminet

Subject: Imagine textures now on aminet
Date: Thursday, 10 November 1994 04:25:58
From: Steve McLaughlin <stevemcl@VNET.IBM.COM>

I saw this on the AMIGA graphics news, I thought I would repost it here. Please note that I am not the author of these textures.

I have written a few textures for the FP version of Imagine 3.0 on the Amiga. They have been uploaded to Aminet as IITextures.lha in the gfx/3d directory.

```
AttrMath.itx      : Perform simple math operations.
ColorCube.itx     : Give an object all 16 million colors.
ColorSpiral.itx   : Create an animated vortex.
EdgeFill.itx      : Simulate wireframe or latticize.
```

LedCount.itx : Flash the LED for every ray hit and keep count.
RadialColor.itx : Custom radial color flows.
Roughness.itx : A replacement roughness, no crawl.
SetChild.itx : Similar to Apply, set a groups attributes.

Ian.Smith@f564.n2601.z1.fidonet.org

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1.110 MSG-107 Subject: Re: Textures used in an object

Subject: Re: Textures used in an object
Date: Thursday, 10 November 1994 04:52:28
From: Kent Marshall Worley <mumu@america.net>

On Wed, 9 Nov 1994, Steve McLaughlin wrote:

> Hi, does anyone have a utility that will take an Imagine object and
> tell me what textures and bitmaps and whatever are needed to render this
> object? and the path names where these textures/bitmaps should be found.
> Ideally, it would be great to change these as well.
>
What is wrong with using the attributes requester in the detail editor?

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1.111 MSG-108 Subject: Re: Seamless Waterfalls & Fire

Subject: Re: Seamless Waterfalls & Fire
Date: Thursday, 10 November 1994 05:09:45
From: dsan@ct.se (Dan Santos)

In a message of 08 Nov 94 spack wrote to me:

s> Is the BumpNoiz texture a Imagine 3.0 texture or an Essence one? Since
It's an Imagine 3 texture..

s> I don't have Imagine 3.0, I used the Essence Bump texture. My waterfall
s> came out looking more like lava than water.

It seems like your waterfall just needs more speed to look like water... You
could also try using essences randomripple texture instead.

s> -Scott
s> spack@adobe.com

Dan Santos (dsan@cindy.ct.se)

DigiLight Studios - 3D Animation & Image effects - +46-40-138678

```
+-----+-----+-----+-----+-----+-----+-----+-----+-----+
|A3000-040/A4000-040|SGI Indigo Elan, ALIAS PA 5|AbekasA65/DPS-PAR (Ami)|
|Real 3D 2/Imagine 3|Liberty, Elastic Reality |Sony D2/1"C/BetaSP VTRs|
+-----+-----+-----+-----+-----+-----+-----+-----+-----+
```

Thread 3

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1.112 MSG-109 Subject: Re waterfall

Subject: Re waterfall

Date: Thursday, 10 November 1994 11:57:11
From: D.Haines@unsw.edu.au

Shinobi, excellant work with the waterfall, this is something that I have
wanted to do since 1.0 days, funny it was there all along, except for the
bump maps. Just goes to show how powerfull this software really is. Good
stuff.

David Haines
College of Fine Arts
Phone: +61 +2 +339-9555
Fax: +61 +2 +339-9506

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1.113 MSG-110 Subject: Warp transputer

Subject: Warp transputer
Date: Thursday, 10 November 1994 12:58:33
From: D.Haines@unsw.edu.au

With the invention of the pentium and its quickness this may be a moot point, but I read that Alladdin 4d now addresses the warp transputer board, I wonder if imagine will ever address this thing, as it seems like it might be a reasonable way to get some speed, since its modular and so would be more cost effective.

If everyone wrote software for this type of hardware, then the amiga would be revived and could be a very serious rival to those SGI boxes. Then again hardware comes and goes these days.

See ya.

David Haines
College of Fine Arts
Phone: +61 +2 +339-9555
Fax: +61 +2 +339-9506

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1.114 MSG-111 Subject: Re: 3.1 States

Subject: Re: 3.1 States
Date: Thursday, 10 November 1994 16:11:13
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

No your not missing anything, you just have found out that you can't morph two different textures from one to the other. You can however fake this with textures that have filter settings for them. You can however

morph one textures settings in the states and it will remember the different settings for that texture, for the different states. You must also remember to select the Texture/Brushes and if you want Face Colors Buttons. This will keep the data you created for each state set. Just make sure you select it/them for each state in the object.

=RRW=

> I have just recived my version 3.1 and whanted to make a morphe between
> the Electric texture and the Fire texture.
>
> I have created 4 states
>
> Main - Electric timing 0
> End-Electric timing 1
> Fire timing 0
> End-Fire timing 1
>
> But every time i try to go to Main-electric state i get the fire texture.
>
> Am i missing something ? Or is there at good reason for what is happening?
>
> Arne Voigt Denmark
>
>
>

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1.115 MSG-112 Subject: Re: Warp transputer

Subject: Re: Warp transputer
Date: Thursday, 10 November 1994 16:50:30
From: joerg fiedler <jfiedler@genetik.uni-bielefeld.de>

> With the invention of the pentium and its quickness this may be a moot
> point, but I read that Alladdin 4d now addresses the warp transputer board,
> I wonder if imagine will ever address this thing, as it seems like it might
> be a reasonable way to get some speed, since its modular and so would be
> more cost effective.

Warp Transputer...oh, man...what do you think... =8/

I wonder wether they (IM) will do a 060 tune up.

Even a C= style GUI outfit seems to be an impossible mission =8(

Not so hopefully

Joerg Fiedler

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1.116 MSG-113 Subject: Re: New

Subject: Re: New "Trans_mod" texture
Date: Thursday, 10 November 1994 19:10:30
From: joec@ensoniq.com (Joe Cotellese)

>This is a texture a have written for a friend who wanted to apply a
>brushmap label on a transparent bottle. Normally, the filter setting of the

Any chance of a PC version ?

Joe Cotellese

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1.117 MSG-114 Subject: Re: Textures used in an object

Subject: Re: Textures used in an object
Date: Thursday, 10 November 1994 19:27:02
From: joec@ensoniq.com (Joe Cotellese)

>
>
>On Wed, 9 Nov 1994, Steve McLaughlin wrote:
>
>> Hi, does anyone have a utility that will take an Imagine object and
>> tell me what textures and bitmaps and whatever are needed to render this
>> object? and the path names where these textures/bitmaps should be found.
>> Ideally, it would be great to change these as well.
>>
> What is wrong with using the attributes requester in the detail editor?

If your not joking then what is wrong is it is needlessly time consuming to change paths or find them especially if you have alot of maps/textures on an object. Not to mention if you have textures on sub-groups. Big pain in the butt.

Joe Cotellese

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1.118 MSG-115 Subject: Re: Textures used in an object

Subject: Re: Textures used in an object

Date: Thursday, 10 November 1994 20:40:16
From: joec@ensoniq.com (Joe Cotellese)

>Hi, does anyone have a utility that will take an Imagine object and
>tell me what textures and bitmaps and whatever are needed to render this
>object? and the path names where these textures/bitmaps should be found.
>Ideally, it would be great to change these as well.

>

Actually, I am writing one now. It is a PC program that will allow you to change the path of textures and brushmaps.

I'm doing it because it was a big pain in the butt going from my Amiga to my PC. All of the paths hard-coded into the objects didn't work and I had to change them all via the Detail Editor (that blows).

Unfortunately, I am swamped at work so I don't know when I'll get it completed.

Joe Cotellese

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1.119 MSG-116 Subject: Re: Textures used in an object

Subject: Re: Textures used in an object

Date: Thursday, 10 November 1994 21:46:18

From: Douglas Rudd <rudd@plk.af.mil>

>
> > Hi, does anyone have a utility that will take an Imagine object and
> > tell me what textures and bitmaps and whatever are needed to render this
> > object? and the path names where these textures/bitmaps should be found.
> > Ideally, it would be great to change these as well.
> >
> What is wrong with using the attributes requester in the detail editor?
>
This brings up an interesting point. Is there a utility to convert attributes
between PC and Amiga formats? If you have an objects with 20 or so brushes,
then changing \ to / or vice versa can become a pain, especially if you have
several of these objects. Obviously, such a utility would need to exist in
both Amiga and PC formats.

Doug Rudd
rudd@plk.af.mil

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

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

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1.120 MSG-117 Subject: Animated Brushmaps

Subject: Animated Brushmaps
Date: Thursday, 10 November 1994 23:21:15
From: Stethem Ted 5721 <TedS@ms70.nuwes.sea06.navy.mil>

Has anybody gotten the animated brushmap feature to work in Imagine 3.1?
I finally got around to trying it last night and couldn't get it to work at
all. I took a DPaint anim and used it as a brush map on a primitive sphere
object, set up a little test project and tried to render. I got an error
message saying it could not load the anim file. I went back to the detail
editor and tried a quickrender, same error message. I entered the number of

frames in the max sequence block, tried a quickrender, and got an error message saying unable to load anim.0001. I don't know, the docs with 3.1 say you don't need to break up an animation into individual frames anymore to use them as an animated brushmap. What gives?

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1.121 MSG-118 Subject: Real Time Inverse Kinematics

Subject: Real Time Inverse Kinematics

Date: Friday, 11 November 1994 00:01:31

From: enigma@amanda.dorsai.org

I am pleased to announce the addition of real time Inverse Kinematics modeling to FreeForm3D Bspline Modeler version 1.9. The Inverse Kinematics are at interactive frame rates, even on a A3000. What I mean by interactive and real time, is that you not only see the objects' bones being updated before you, you see the bones and, the whole object being updated right before your eyes, as you move the mouse. You can choose from constrained and un-constrained movement.

Constrained movement means that the last bone point on the object acts as an anchor, and all of the other bone points can move feely by pulling on just one point, but the bones cannot move the object away from the anchor.

Un-constrained means that the object is free to move around the screen, like a snake, by pulling on any point. On my 3000, I was able to grab the first bone point on an tube shaped Bspline object, and whip it around the screen like it was an old rag, or piece of string flapping around in the wind, in real time.

This can not only bend tubes into shapes easily, but any object can be bent and snaked, along its bone direction. You can take an object and bend it into an S shape just by grabing one bone point, and moving your mouse in an S shape manner on the screen, and the whole object will adjust itself to that shape; and you can see how the whole object is affected interactively, as you move the mouse. You can make an Octopus tenticle, grab the tip of it an move it around, and the whole tenticle will curl and wave around. You can make a bottle, and make it seem to bend over and look at the ground, or move its "head" around, simply by grabbing the bone point that applys to the section and pulling it over and around, in the direction you want, and see, as you pull, how the whole bottle comes to life, just with that one point. I've included a sample tutorial with the demo for you to try right away. Its really easy, and quite fun. I've just uploaded the new 1_9 demo to:

ftp 128.252.135.4 in pub/aminet/gfx/3d
and
ftp tomahawk.welch.jhu.edu in pub/LW/utils or pub/LW/incoming/utils

If you don't see it, give it a day or two, for the operators to transfer it over. If you wish to purchase FreeForm3D, or would like to know more about its other capabilities, the information is provided below.

Below is a description of FreeForm3D Bspline Modeler and some of the other features it has to offer, for those of you who haven't heard about it yet.

FreeForm 3D Bspline modeler brings truly affordable, super-fast Bspline modeling to your current 3D program rivaling that of high end workstations. FreeForm can output to Lightwave, Aladdin4D, Real3D2, Imagine, Caligari and RenderMan. FreeForm has real-time object and point editing in all views; and a real-time, 3D space, through the camera perspective view. In addition to the standard 3D tools, FreeForm has tension adjustment to Bsplines (giving NURB like control), deformations, rail extrusion, morph extrusion, cross sectional skinning, automatic Bones creation, real-time Bones manipulation, an easy keyframe animator and on-line help. FreeForm even gives users of other Bspline programs, a faster, easier to use Bspline environment, and the fastest grayscale preview, true curve-level rendering. FreeForm 1.9 is \$80, requires at least a 68020 with a FPU, and 1.2 megs of Ram.

Usable demo of V1_9 on Aminet ftp 128.252.135.4 in gfx/3D
, on the Lightwave ftp tomahawk.welch.jhu.edu pub/LW/utils
and may also be on Compuserve. Cash, check or money order to:

Fori Owurowa
1873-75 Cropsey Ave
Brooklyn, NY 11214
718-996-1842 12 noon to 7pm Eastern
enigma@dorsai.dorsai.org

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1.122 MSG-119 Subject: Re: DOF transition bounce

Subject: Re: DOF transition bounce
Date: Friday, 11 November 1994 01:11:10
From: Ed Totman <etotman@gort.ucsd.edu>

Yes, I've noticed this problem also. Seems to occur whenever DOF is changed or the camera moves in a DOF animation. I emailed and called Impulse about this but they wanted a project mailed to them on floppy disk. Impulse, if you are listening, make an animation, any animation will do, and morph the DOF settings. You will see a the animation bump as if the camera was jolted.

On Tue, 8 Nov 1994, rob (r.d.) hounsell wrote:

```
> Folks,
>
> I seem to (belatedly) recall someone posting about a problem I experienced o
n
> the weekend: I rendered a scene where the DOF is slowly increased, bringing th
e
> unfocused background objects into focus. The problem is that after the end of
> the transition frames, the camera seems to jump a few pixels to one side.
>
> Is there a work-around/fix for this, other than moving the post-transition
> camera position by trial and error? (the action bar for the camera shows the
> SAME position for both the pre and post transition frames.
>
> Thx
> Rob
> +-----+
+
> | Rob Hounsell                Internet: HOUNSELL@BNR.CA
|
> | Team Leader: UNIX           PHONE: (613) 765-2904
|
> | DMS System Performance Development   ESN: 395-2904
|
> | Dept. 7D23                  Bell Northern Research
|
> +-----+
+
>
```

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1.123 MSG-120 Subject: Lensflare

Subject: Lensflare
Date: Friday, 11 November 1994 03:23:49
From: Tommy Carlsson <e90tca@efd.lth.se>

Hi !

Thanks for the answers and I was wrong it is lensflare and not lightflare but not global.

In my texture text it says that there is a lensflare texture and also in the IMTguide that RRW was so nice to share with us there is a ref. to lensflare. I dont know why I dont have it is there anyone else outthere that have Imagine3.0 and cant find either ?

About the letters .

I have WB 2.04 and in Typesmith I can get the letters !!!!!.

Thanks !

TC

Thread 124

--> RETURN TO CONTENTS!<--

1.124 MSG-121 Subject: Transputer stuff

Subject: Transputer stuff

Date: Friday, 11 November 1994 08:06:23

From: BOCONNELL@mecn.mass.edu

according to the documentation i have read, Cybernetica is in the process of writing a program called "the light engine". this is a program for the warp transputer. it is an optimised raytracer that loads lightwave and imagine staging files, and thusly traces them. while it would be nice if impulse would port imagine 3.x to imnos t-805 code, i think that this utility will serve the purpose well enough.

plus, the relative power of a modular accelerator will make rendering frames with extreme anti-aliasing and lensflare, fog, DOF, 500 essence textures, etc. etc. much less painful.

I am in the process of saving for a full rack of these chips. I have done alot of reading on these products. I suggest you all call the 800 # and also read about it. the more information you are exposed to, the more effective you will be as animators.

- * Bob O'Connell - boconnell@mecn.mass.edu
- * Cross Platform Productions - Boston, MA
- * A4000/Warp Engine 40/40 18mb RAM
- * 1 gig Micropolis AV / Toshiba CD-ROM / Bernoulli 90 Pro
- * Imagine 3.0 / Essence I, II, Forge / Lightwave 3.5
- * and a honkin' huge coffee urn

Thread 132

--> RETURN TO CONTENTS!<==

1.125 MSG-122 Subject: RE: IMAGINE PRO?

Subject: RE: IMAGINE PRO?
Date: Friday, 11 November 1994 09:50:19
From: greg.tsadilas@hofbbs.com

Since there are questions about Imagine LT and Imagine Pro, here's the scoop.

Imagine LT (LITE) is available for the PC platform only. It is Imagine with the advanced animation tools removed (bones, states, kinematics, etc). It comes on a CD only. The CD has sample animations, images, objects, etc. The cost is \$100, and offers an upgrade path to the full blown Imagine for \$200.

Imagine Pro is the full blown version of Imagine. The new name was given to distinguish it from the LITE version mentioned in the ads.

There was an ad for it in Digital Video, November issue. Another add will be appearing in Computer Graphics World (CGW) very soon.

-GreG

Thread 82

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1.126 MSG-123 Subject: RE: NEW

Subject: RE: NEW "TRANS_MOD
Date: Friday, 11 November 1994 10:59:28
From: greg.tsadilas@hofbbs.com

Joe Cotelese:

You can have the same type of textures for the PC. Steve Blackmon wrote several textures that are on CompuServe. Note, they are PC specific.

FRPAINT.ITX will allow you to alter the filter value by keying off of a key color

REFPAINT.ITX will do the same with reflections.

Then there are also Steve's DE*.itx line of textures. They are DEBUMP, DECOLOR, DERELECT, DEFILTER. These textures allow you to blend one texture into another, or only apply the texture (color or bump or reflect or filter) to just a specific area of an object. The affected area can be defined by using an image map, or in a linear or radial fashion. These textures are invaluable in doing something like blending DinoSkin into a Leather texture, where the dino bumps gradually get less pronounced as they seamlessly blend into the Leather texture bump and color pattern.

These textures and sample objects can be found in the Graphics User Group A forum, where the Imagine section is now located. "GO GUGRPA" to get there.

-GreG

Thread 5

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1.127 MSG-124 Subject: Re: Lensflare

Subject: Re: Lensflare

Date: Friday, 11 November 1994 17:30:06

From: Waland J F <walaj@essex.ac.uk>

>In my texture text it says that there is a lensflare texture and also in the
>IMTguide that RRW was so nice to share with us there is a ref. to lensflare.
>I dont know why I dont have it is there anyone else outthere that have

it was renamed 'twinkle.itx' as far as I know.

jon

Thread 197

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1.128 MSG-125 Subject: Caustics / rain drops on a 'block' of water

Subject: Caustics / rain drops on a 'block' of water
Date: Friday, 11 November 1994 18:22:56
From: Waland J F <walaj@essex.ac.uk>

Hi, Does anyone know how to simulate the lighting effects found on the bottom of a swimming pool/bath etc, when the surface is rippled?

I tried using the rain.itx with a water like attribute (ie it was semi transparent) but nothing showed up on the primitive plane I placed below it (apart from the change in colour from the water). I assume this is because rain.itx is only a bump texture - is there a Imagine 3.0 texture that will attempt to do what I want?

tanks in retreat,
jon

Thread 133

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1.129 MSG-126 Subject: RE: NEW

Subject: RE: NEW "TRANS_MOD
Date: Friday, 11 November 1994 21:50:11
From: Ed Phillips <flaregun@udel.edu>

On Thu, 10 Nov 1994 greg.tsadilas@hofbbs.com wrote:

>
> Joe Cotelese:
>
> You can have the same type of textures for the PC. Steve Blackmon wrote
> several textures that are on Compuserve. Note, they are PC specific.
>

Does anyone have Steve Blackmon's email address? Maybe we could get him to post these textures to the IML.(??) There has been plain few (if any) PC textures posted to the list.

Thanks,

Ed

```
/*-----*/
/* Ed Phillips flaregun@udel.edu University of Delaware */
/* Jr Systems Programmer (302) 831-6082 IT/Network and Systems Services */
/*-----*/
```

Thread 123

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1.130 MSG-127 Subject: Re:

Subject: Re:

Date: Friday, 11 November 1994 22:09:19

From: dsan@ct.se (Dan Santos)

In a message of 09 Nov 94 Tommy Carlsson wrote on the IML:

TC> 1. What is the Imagine Gazett and were,how can I get it.

From Impulse, If you bought Imagine directly from them, or if they got your registration card.

TC> 2. The update that I have read about, how do I do to get it from Sweden and

TC> can I get some information what the money will buy me.

Send 100 to Impulse, Impulse sends back 3.1 to you. :)

TC> 4. In the swedish alphabet there is 3 more letters dotted a, dubble dotted

TC> a and dubble dotted o. The spline editor will not recognize this and it gives

TC> me only an axel. Is there something wrong with my copy or is it somethis that

TC> Impulse didnt think about.

According to one of David Lettermans top ten list, the average american hate swedes :) No big deal, just use a and o and put the dots there yourself.

TC> 5. For last in my manual about textures there is a texture called

TC> lightflare but I cant find it anywhere. Is it a glitch i the text or is

TC> there a texture called lightflare. If so where can I get it.

I didn't find any lightflare.. is it on the printed manual or in the texture.txt file?

Dan Santos (dsan@cindy.ct.se)
DigiLight Studios - 3D Animation & Image effects - +46-40-138678
+-----+
|A3000-040/A4000-040|SGI Indigo Elan, ALIAS PA 5|AbekasA65/DPS-PAR (Ami)|
|Real 3D 2/Imagine 3|Liberty, Elastic Reality |Sony D2/1"C/BetaSP VTRs|
+-----+-----+-----+

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1.131 MSG-128 Subject: LASER ray

Subject: LASER ray
Date: Saturday, 12 November 1994 00:06:14
From: leyen@inf.ufrgs.br (Christian Leyen)

Hello all,

I have to make a "laser ray" animation and I'm looking for a texture that can simulate some kind of heterogeneity flowing through this ray (smoke or something like that). What 3.0 texture does what I want? I don't have the time to try all of them !!

thank you!

Christian Leyen (leyen@inf.ufrgs.br)

Thread 149

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1.132 MSG-129 Subject: Textures (was Re: IMAGINE PRO?)

Subject: Textures (was Re: IMAGINE PRO?)
Date: Saturday, 12 November 1994 00:06:48
From: Stephen Wilkinson <wilks@lbm.com>

On Nov 10, 6:05pm, greg.tsadilas@hofbbs.com wrote:

[snip]

> Imagine LT (LITE) is available for the PC platform only. It is Imagine with
> the advanced animation tools removed (bones, states, kinematics, etc). It
> comes on a CD only. The CD has sample animations, images, objects, etc. The
> cost is \$100, and offers an upgrade path to the full blown Imagine for \$200.

I was in B.Dalton's yesterday and saw a Book/CD bundle with Imagine on it. It seemed it was about USD \$50. It came with lots of demo objects and some animations. All for the PC.

[snip]

> There was an ad for it in Digital Video, November issue. Another add will be
> appearing in Computer Graphics World (CGW) very soon.

Speaking of CGW, the latest issue (Nov) has an advertizement for a book on page 37 titled "Texturing and Modeling: A procedural approach" by David Ebert, F. Musgrave, Darwyn Peachey, Ken Perlin and Steve Worley! Is this "our" Steve Worley? It would make lots of sense. The book looks great and comes with a 3.5" disk. There was a snail address, but also e-mail -- app@acad.com. I'm not affiliated with these guys, I just saw Steve's name. I don't even own Essence... :(

--

Stephen

Stephen Wilkinson wilks@lbm.com
Sr. Software Engineer
LB&M Associates

"Programming is like pinball. The
reward for doing it well is the
opportunity to do it again."

```
#define OPINION           (myown)
#define COMPANYOPINION (~myown)
```

This message created using 87% recycled neuro-transmitters

Thread 102

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1.133 **MSG-130 Subject: Animated frames for the global brush ...**

Subject: Animated frames for the global brush ...
Date: Saturday, 12 November 1994 01:04:51
From: d1m@cvsd.cv.com (David McKell)

Hi fellow adventurers into virtual Imagine land,

Well, usually I have been able to figure things out on my own (sometimes just by sheer random brute force) but this time I have to concede. Maybe it was because it was 1.00AM

and too many of my brain cells had already gone to bed but I finally got disgusted and went to bed also. So here's the question: How do you get a series of frames to get played to the global brush map? I went to the action editor and clicked on the global actor, browsed to the directory where I had saved off my anim frames and then entered the max sequence number that matched the number of frames I had. First I tried this format:

Brushname001

Brushname002

Etc

.
.

and then I tried this format:

Brushname.001

Brushname.002

.
.

It didn't seem to care whether there was a period (dot) inbetween the name and frame number all I got was the first frame as my global brush throughout my entire animation.

This is probably (I hope) just one of those really obvious things I was ← overlooking due to the late hour. Who can clear this up for me?

Thanks !

David McKell DLM@CVSD.CV.COM San Diego

A4000 040 18 megs RAM Imagine 3.0

Forge and Essence II DCTV

and a four month old baby, whew!

Thread 173

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1.134 MSG-131 Subject: Tacking down brushes on morphing surfaces ..

Subject: Tacking down brushes on morphing surfaces ..

Date: Saturday, 12 November 1994 01:24:04

From: dlm@cvsd.cv.com (David McKell)

Hi again everybody,

Can anyone tell me how to get a brush to stay tacked down when morphing an object?

I had scanned in a dollar bill and then layed it down on a plane and created various states and got it to walk around but could not get the bottom edges where the "feet" were to hold the brush down. I tried various combinations of the shape, grouping and properties buttons when I was creating the the states but to no avail. What am I missing? Help !

Thanks !

David McKell D1M@CVSD.CV.COM San Diego
A4000 040 18 megs RAM Imagine 3.0
Forge and essence II DCTV
and a four month old baby, whew!

Thread 134

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1.135 **MSG-132 Subject: Re: Transputer stuff**

 Subject: Re: Transputer stuff
Date: Saturday, 12 November 1994 02:33:00
From: dsan@ct.se (Dan Santos)

In a message of 11 Nov 94 BOCONNELL wrote to me:

B> according to the documentation i have read, Cybernetica is in the process
B> of writing a program called "the light engine". this is a program for
B> the warp transputer. it is an optimised raytracer that loads lightwave
B> and imagine staging files, and thusly traces them. while it would be nice
B> if impulse would port imagine 3.x to imnos t-805 code, i think that this
B> utility will serve the purpose well enough.

Almost too good to be true.. it would have to have all rendering features of both Lightwave and Imagine.

B> I am in the process of saving for a full rack of these chips. I have

Don't forget RAM for each one of those chips..

Dan Santos (dsan@cindy.ct.se)
DigiLight Studios - 3D Animation & Image effects - +46-40-138678

```
+-----+-----+-----+
|A3000-040/A4000-040|SGI Indigo Elan, ALIAS PA 5|AbekasA65/DPS-PAR (Ami)|
|Real 3D 2/Imagine 3|Liberty, Elastic Reality   |Sony D2/1"C/BetaSP VTRs|
+-----+-----+-----+
```

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1.136 MSG-133 Subject: Re: Caustics / rain drops on a 'block' of water

Subject: Re: Caustics / rain drops on a 'block' of water
 Date: Saturday, 12 November 1994 04:10:14
 From: Michael North <IBTLMAN@MVS.OAC.UCLA.EDU>

 -----TEXT-OF-YOUR-MAIL-----

> Hi, Does anyone know how to simulate the lighting effects found on the bottom
 > of a swimming pool/bath etc, when the surface is rippled?
 >
 > I tried using the rain.itx with a water like attribute (ie it was semi
 > transparent) but nothing showed up on the primitive plane I placed below it
 > (appart from the change in colour from the water). I assume this is because
 > rain.itx is only a bump texture - is there a Imagine 3.0 texture
 > that will attempt to do what I want?
 >
 There is a caustics lite texture that is undocumented as far as I can
 tell, but it works fine. Make an axis into a light object and then
 use caustics as a texture. It produces pretty nice results when shining
 on a ground with the old waves texture applied.

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1.137 MSG-134 Subject: Re: Tacking down brushes on morphing surfaces ..

Subject: Re: Tacking down brushes on morphing surfaces ..
 Date: Saturday, 12 November 1994 04:40:05
 From: Ed Totman <etotman@gort.ucsd.edu>

Add the name of state you wish to use as a reference (such as "default") in the attributes:brush/texture info:LockState box. See manual page 189.

Ed Totman
etotman@gort.ucsd.edu

On Fri, 11 Nov 1994, David McKell wrote:

> Hi again everybody,
>
> Can anyone tell me how to get a brush to stay tacked down when morphing an object?
> I had scanned in a dollar bill and then layed it down on a plane and created various states and got it to walk around but could not get the bottom edges where the "feet" were to hold the brush down. I tried various combinations of the shape, grouping and properties buttons when I was creating the the states but to no avail. What am I missing? Help !
>
> Thanks !
>
> David McKell D1M@CVSD.CV.COM San Diego
> A4000 040 18 megs RAM Imagine 3.0
> Forge and essence II DCTV
> and a four month old baby, whew!
>
>

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1.138 MSG-135 Subject: Wha?

Subject: Wha?
Date: Saturday, 12 November 1994 05:51:11
From: Mike McCool <mikemcoo@efn.org>

Hey y'all

Got that post, from the person advertising the new spline modeller. He mentioned that there's a demo at-or-about-to-be on aminet. Only the title was a long string of numbers. No letters, just numbers dot numbers dot numbers.

I've never seen anything down there with this kind of title, and though he did mention that it may take a few days for it to show up, is it going to be there under such a title, or did my mailer just babble at me?

"128.252.134.4?"

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1.139 MSG-136 Subject: Re: Caustics / rain drops on a 'block' of water

Subject: Re: Caustics / rain drops on a 'block' of water
Date: Saturday, 12 November 1994 06:28:31
From: dsan@ct.se (Dan Santos)

In a message of 11 Nov 94 Waland J F wrote to me:

WJF> From: Waland J F <walaj@essex.ac.uk>
WJF> To: imagine <imagine@email.sp.paramax.com>

WJF> Hi, Does anyone know how to simulate the lighting effects found on the
WJF> bottom of a swimming pool/bath etc, when the surface is rippled?

EssenceII has a texture that does exactly what you mentioned. It's called caustics or something similar. I have used it with great success..

WJF> jon

Dan Santos (dsan@cindy.ct.se)
DigiLight Studios - 3D Animation & Image effects - +46-40-138678

+-----+
|A3000-040/A4000-040|SGI Indigo Elan, ALIAS PA 5|AbekasA65/DPS-PAR (Ami)|
|Real 3D 2/Imagine 3|Liberty, Elastic Reality |Sony D2/1"C/BetaSP VTRs|
+-----+

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1.140 MSG-137 Subject: Re: Wha?

Subject: Re: Wha?
Date: Saturday, 12 November 1994 08:37:04
From: Roger Straub <straub@csn.org>

On Fri, 11 Nov 1994, Mike McCool wrote:

> Hey y'all
>
> modeller. He mentioned that there's a demo at-or-about-to-be on aminet.

You can find it on
tomahawk.welch.jhu.edu:/pub/LW/incoming/utils/FreeForm1_9.lha, or
something like that.

See ya,
Roger

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1.141 MSG-138 Subject: Re: Silcon graphics

Subject: Re: Silcon graphics
Date: Saturday, 12 November 1994 09:48:57
From: "Mark A. Jones" <mjones@atc.imssys.com>

On Fri, 28 Oct 1994, Darryl Lewis wrote:

> Ok, don't flame me, but I thought some of you might be interested in this.
>
> There is a strong rumour going around that Silcon Graphics is interested in
> buying the Amiga technology from the receivers.
>
> Just imagine, a high end affordable machine that could possible do realtime
> raytracing! Marry the amiga technology and silcon graphics technology and
> you could have a machine for the cost of a regular machine that would blow
> everything else away.....

>
> Darryl
>
> -- Via DLG Pro v1.0
>
>

Wishful Thinking.

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1.142 MSG-139 Subject: Re: Oh Christmans tree?!?

Subject: Re: Oh Christmans tree?!?
Date: Saturday, 12 November 1994 10:32:50
From: "Mark A. Jones" <mjones@atc.imssys.com>

On Fri, 28 Oct 1994, Benjamin Choi wrote:

>
>
> I'm just a newbie here, but I have been with Imagine (and TS) for quite
> a while.
> Along this whole time, (as TTDDD, IM-staging) "languages" and
> "programs" came out, I was hoping that some of the programmer/math proficient
> Imagineers could come up with some sort of FRACTAL or ALGORITHMIC objects.
> I think that it would be perfect to generate such things as realistic
> trees, landscapes, snowflakes?... Anything that could be accurately described
> mathematically, (fractals, splines...).> Any takers? Am I wrong? Any ideas?
>
>
> Ben C
> b2choi@artscourse.uwaterloo.ca
>
>
>
>
All you would need is a Raptor and your object would render in well under
TWO YEARS!

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1.143 MSG-140 Subject: Sorry Could Not Find Subject!

Date: Saturday, 12 November 1994 11:34:48
From: imagine-relay@email.sp.paramax.com

On Sat, 5 Nov 1994, Rory Macdonald wrote:

> Someone must have the answer to simulating a phaser blast from the Enterprise.
> My first thoughts were a cylinder set as a light source but the effect was
> not very impressive (maybe it was my choice of attributes). I apologise if
> this is an obvious and repetitive question but your help would be appreciated.

> Cheers
>
>

I would try wrapping your first cylinder in another cylinder that is slightly larger and made into a fog object. Adjust the fog intensity until you achieve the effect.

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1.144 MSG-141 Subject: Re: Reflective objects inside a glass tube!!

Subject: Re: Reflective objects inside a glass tube!!
Date: Saturday, 12 November 1994 11:57:22
From: "Mark A. Jones" <mjones@atc.imssys.com>

On Thu, 27 Oct 1994, Joe Cotellese wrote:

> Help!

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1.146 MSG-143 Subject: Mike Halvorson

Subject: Mike Halvorson
Date: Saturday, 12 November 1994 12:42:24
From: Shinobi@ckbbs.tor.hookup.net (Shinobi)

Can someone tell me Mike Halvorson's e-mail address? Thanks!

-- Via DLG Pro v1.0

```
*-*-*-*-*  
| Paul           Fine Lines Publications           |  
* Thompson      CGI Animations Multimedia         *  
|               Shinobi@ckbbs.tor.hookup.net      |  
*-*-*-*-*
```

Thread 164

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1.147 MSG-144 Subject: L-Parser

Subject: L-Parser
Date: Saturday, 12 November 1994 13:34:18
From: Ed Totman <etotman@gort.ucsd.edu>

If you have:

time, 386 or 486, Imagine3.1

check out this L-systems compiler. It creates AWESOME 3space fractals. Ferns, lobster shapes, trees, spiders, flowers, shells, spirals, etc., all based on mathematical equations you can edit. It's written by Laurens J. Lapre and you can find it on any simtel mirror such as:

ftp.cdrom.com /.2/simtel/msdos/graphics/lparser3.zip (400k)

Unzip the file then type this as an example:

go lsys00 (or use any of the other *.ls files) esc key to exit viewer

When you are ready to export dxf for imagine type:

lparser -d lsys00 (or lparser -3 lsys00 for a smaller object)

The file to load in imagine is "output.dxf". Awesome!!

Special thanks to Impulse for fixing dxf support! I also found a windoze object editor that exports dxf and allows creation of smooth, skinned shapes like a hand or face. Here's one ftp site:

Host plaza.aarnet.edu.au

```
Location: /graphics/graphics/mirrors/uniwa.uwa.edu.au/utilities
FILE -r--r--r-- 106775 05-Nov-1994 11:13:50 winblobs.zip
```

A dos version also exists but the windoze version is better. Both lparser and winblobs are freeware.

Experiment and have fun! I'll be playing with these programs for weeks!

Ed Totman
etotman@gort.ucsd.edu

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1.148 MSG-145 Subject: Re: Oh Christmans tree?!?

Subject: Re: Oh Christmans tree?!?
Date: Saturday, 12 November 1994 23:49:26
From: "Mark A. Jones" <mjones@atc.imssys.com>

On Fri, 28 Oct 1994, Benjamin Choi wrote:

>
>
> I'm just a newbie here, but I have been with Imagine (and TS) for quit
> e
> a while.

> Along this whole time, (as TTDDD, IM-staging) "languages" and
 > "programs" came out, I was hoping that some of the programmer/math proficient
 > Imagineers could come up with some sort of FRACTAL or ALGORITHMIC objects.
 > I think that it would be perfect to generate such things as realistic
 > trees, landscapes, snowflakes?... Anything that could be accurately described
 > mathematically, (fractals, splines...).

> Any takers? Am I wrong? Any ideas?

>
 >
 > Ben C
 > b2choi@artscourse.uwaterloo.ca
 >
 >
 >
 >
 >

All you would need is a Raptor and your object would render in well under
 TWO YEARS!

Thread 155

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1.149 MSG-146 Subject: Non US characters

Subject: Non US characters
 Date: Sunday, 13 November 1994 19:34:34
 From: goran@abalon.se (Goeran Ehrsson)

On Thu, 10 Nov 94 01:33:00 +0100 dsan@ct.se (Dan Santos) wrote:

> In a message of 09 Nov 94 Tommy Carlsson wrote on the IML:
 >
 > TC> 4. In the swedish alphabet there is 3 more letters dotted a,
 > TC> dubble dotted a and dubble dotted o. The spline editor will not
 > TC> recognize this and it gives me only an axel. Is there something
 > TC> wrong with my copy or is it somethis that Impulse didnt think about.
 >
 > According to one of David Lettermans top ten list, the average american hate
 > swedes :) No big deal, just use a and o and put the dots there yourself.

I think that's a big deal for a program released in 1994!!!
 It's just another example of how out-of-style-guide Imagine is!
 But I still love the program... and use it almost every day.

I'd like to thank everyone who replied on my mail on how to create a good
 looking christmas tree, I'm not satisfied yet, but I'm working on it...

..
- Goran (the 'o' in my name should have two dots over it. :-)

--
Email: goran@abalon.se (MIME compliant)
WWW : http://www.abalon.se/~goran
EARTH: Abalon AB, Box 11129, 16111 BROMMA, SWEDEN

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1.150 MSG-147 Subject: DIGIMAX 1.01

Subject: DIGIMAX 1.01
Date: Sunday, 13 November 1994 21:33:25
From: greg.tsadilas@hofbbs.com

Attention DigiMax owners:

The new version of the DigiMax software (v 1.01) can now be downloaded from the Impulse Vendor support area on Compuserve, just GO ANVENA (Animation Vendor A forum) to download the latest version. It corrects a bug when trying to save an object that only have points and no faces. On the amiga you would only get an error message, on the PC it is fatal.

The file is DMAXV1.LZH in the Impulse library, and contains the PC, and Amiga ntsc & Pal versions.

-GreG

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1.151 MSG-148 Subject: Aladdin 4D

Subject: Aladdin 4D
Date: Monday, 14 November 1994 10:21:05
From: perkins@isty-info.uvsq.fr (Sebastien PERKINS)

hi,

does anybody know if an aladdin 4d mailing list exists ? and what about an ftp site ?
does anybody on the IML use Aladdin ? Please don't worry, I'm still using Imagine !!!

thanks,

Seb

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1.152 MSG-149 Subject: Re: LASER ray

Subject: Re: LASER ray
Date: Monday, 14 November 1994 19:14:34
From: Patrick Sauvageau <sauvp@citi.doc.ca>

In <9411111737.AA23954@mate.inf.ufrgs.br>, Christian Leyen wrote:

>Hello all,

>

>I have to make a "laser ray" animation and I'm looking for

>a texture that can simulate some kind of heterogeneity

>flowing through this ray (smoke or something like that).

>What 3.0 texture does what I want? I don't have the time

>to try all of them !!

>

>thank you!

>

>Christian Leyen (leyen@inf.ufrgs.br)

>

You can use the filter noise texture. Make an axis, apply it the filter noise and "apply to children". Make that axis the parent from the laser beam. Now, create two state where the "textured" axis only move slowly. The result will be that the transparency irregularity will move slowly in the laser beam, simulating an irregular dusty atmosphere with light wind. If you have 3.1, you may use the "clouds" texture and make the clouds morph in time as it move.

Good luck.

--

Patrick Sauvageau (SIA)
sauvp@citi.doc.ca

Thread 120

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1.153 MSG-150 Subject: Caustics / raindrops

Subject: Caustics / raindrops
Date: Monday, 14 November 1994 21:26:44
From: mivers@tscs.com (Mike Rivers)

MN> There is a caustics lite texture that is undocumented as far as I can
MN> tell, but it works fine. Make an axis into a light object and then
MN> use caustics as a texture. It produces pretty nice results when
shining
MN> on a ground with the old waves texture applied.

I've heard this caustics light texture mentioned before, where did
it come from? I was under the impression that it, and some other
textures, were not included with the first few hundred copies of
Imagine3.0 (the ones with the scanline ground reflection bug).
So what gives?

| Commodore failure. Press mouse button to continue |
Guru Meditation \$35000000 Task : \$00000CBM

A4000/060/90mhz WOW! this is fast.
140 Mips 50 Mflops.

Thread 67

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1.154 MSG-151 Subject: Algorithmic Textures

Subject: Algorithmic Textures
Date: Monday, 14 November 1994 21:26:45

From: beardm@hoskyns.co.uk

Howdy Folks,

Does anyone know of a *GOOD* ftp site that has a selection of algorithmic textures for imagine 3 ?

Let me pre-empt this by saying "Please don't tell me about the IML dumping ground at wuarchive as i can never get on it's anonymous user limit"

So any other sites would be most pleasing, i'm sure other IML'ers must get the same frustrating reponse from wuarchive!

Later

beardm@hoskyns.co.uk

Thread 209

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1.155 MSG-152 Subject: Animated Brushmaps

Subject: Animated Brushmaps

Date: Monday, 14 November 1994 22:47:44

From: cjo <cjo@smtpgw.esrange.ssc.se>

Ted Stethem wrote;

Has anybody gotten the animated brushmap feature to work in Imagine 3.1? I finally got around to trying it last night and couldn't get it to work at all. I took a DPaint anim and used it as a brush map on a primitive sphere object, set up a little test project and tried to render. I got an error message saying it could not load the anim file. I went back to the detail editor and tried a quickrender, same error message. I entered the number of frames in the max sequence block, tried a quickrender, and got an error message saying unable to load anim.0001. I don't know, the docs with 3.1 say you don't need to break up an animation into individual frames anymore to use them as an animated brushmap. What gives?

I seem to recall there was something on the IML about this a couple of months ago.

If I remember correctly (wich I'm not quite sure that I do ;) you could try this:

Say you have an dpaint animation called "burp". Rename it "burp.0001". Apply the brushmap with the name "burp", NOT "burp.0001". Render.

Since I haven't tried using animated brushmaps myself yet I have no idea if this will do the trick, but I hope it will.

```
-----  
|   Conny Joensson   |   Swedish Space Corp. Estrange   |  
|   Kiruna           |   Satellite operations - Telecom Div. |  
|   Sweden           |   cjo@smtpgw.esrange.ssc.se       |  
-----
```

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1.156 MSG-153 Subject: Uuencode

Subject: Uuencode

Date: Monday, 14 November 1994 23:03:11
From: Darryl_Lewis@comlink.mpx.com.au (Darryl Lewis)

Help!

Can any one send me a copy of uuencode that works on WB1.3 (amiga).

My copy will not work as it needs WB2+ to work.

I have a copy of uudecode that works, so I can accept files encoded that way.

Can any one help?

Darryl

-- Via DLG Pro v1.0

Thread 190

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1.157 MSG-154 Subject: Re: Reflective objects inside a glass tube!!

Subject: Re: Reflective objects inside a glass tube!!

Date: Monday, 14 November 1994 23:57:25
From: cjo <cjo@smtpgw.esrange.ssc.se>

Mark A Jones wrote;
>On Thu, 27 Oct 1994, Joe Cotellese wrote:
>>I've banged my head against a wall long enough, I need some help. I created
>>a chrome ball, (chrome attrs plus metals texture). When I place the object
>>in my scene and ray-trace it everything works OK (i.e., properly reflects
>>its environment). When I try to place the ball inside of a glass tube, it
>>no longer reflects anything!! As an experiment, I placed the ball halfway
>>inbetween the tube and the outside. When I raytraced it, I got reflections
>>only on the half of the ball that is outside of the tube.

>I believe you have discovered one of the famous "behind glass" raytrace
>bugs that have ALWAYS plagued Imagine. You also cant get a glass
>attribute inside a glass attribute object to render! There is NOTHING you
>can do but try to fake the effect (i.e. wrap a brushmap around your
>sphere to imitate the sourroundings- maybe a global brushmap would work?)

This matter has been discussed before on the IML.

Sure there is a way to "make it happen".
What you should do is to make the glass-tube have both an inner AND an outer
wall (make two tubes - one slightly smaller than the other - and join them
to a single object). Then put your chrome ball inside. Render.

The secret is that the ray has to travel trough two (2) faces with
glass-attribute-settings (or any other transparent material for that
matter).

I suppose this could be a subjet that really should be added to the FAQ :-?

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

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1.158 MSG-155 Subject: Re: Oh Christmans tree?!?

Subject: Re: Oh Christmans tree?!?
Date: Tuesday, 15 November 1994 00:03:37
From: cjo <cjo@smtpgw.esrange.ssc.se>

Mark A Jones wrote;

>On Fri, 28 Oct 1994, Benjamin Choi wrote:

>> I'm just a newbie here, but I have been with Imagine (and TS) for quite
>>a while.

>> Along this whole time, (as TTDDD, IM-staging) "languages" and
>>"programs" came out, I was hoping that some of the programmer/math proficient
>>Imagineers could come up with some sort of FRACTAL or ALGORITHMIC objects.

>> I think that it would be perfect to generate such things as realistic
>>trees, landscapes, snowflakes?... Anything that could be accurately described
>>mathematically, (fractals, splines...).

>> Any takers? Am I wrong? Any ideas?

>All you would need is a Raptor and your object would render in well under
>TWO YEARS!

There are a couple of PD's out there that does just what you're asking for.
Some new and some old (that produces results for Sculpt4D).

Write back to me if you are really interested (I've got the FTP addresses
somewhere but I'm not quite sure exactly where, that's why I'm not
delivering them right now :-)

```
-----
| Conny Joensson | Swedish Space Corp. Estrange |
| Kiruna         | Satellite operations - Telecom Div. |
| Sweden         | cjo@smtpgw.esrange.ssc.se |
-----
```

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1.159 MSG-156 Subject: Re: Transputer stuff

Subject: Re: Transputer stuff

Date: Tuesday, 15 November 1994 02:54:35

From: Douglas Rudd <rudd@plk.af.mil>

```
-----
>
> according to the documentation i have read, Cybernetica is in the
> process of writing a program called "the light engine". this is a
> program for the warp transputer. it is an optimised raytracer that
> loads lightwave and imagine staging files, and thusly traces them.
> while it would be nice if impulse would port imagine 3.x to imnos t-805
> code, i think that this utility will serve the purpose well enough.
>
```

The problem here is Lightwave and Imagine are dynamic and if "the light
engine" is not equally dynamic, it would not reliably import new versions
of LW or Im stage files. It would be better if the respective companies

supported this board.

Doug Rudd
rudd@plk.af.mil

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

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

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1.160 MSG-157 Subject: Re sideways jolt in anim

Subject: Re sideways jolt in anim
Date: Tuesday, 15 November 1994 04:37:19
From: D.Haines@unsw.edu.au

Yo all,

I have found an unexplained sideways jolt of objects in an animation, about four pixels to the left, which was not a part of the camera keyframes, and previewed smoothly, which to me sounds just like what's happening to the people who are experiencing a jolt when attempting to morph depth of field.

Very strange indeed.?

David Haines
College of Fine Arts
Phone: +61 +2 +339-9555
Fax: +61 +2 +339-9506

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1.161 MSG-158 Subject: Re: Oh Christmans tree?!?

Subject: Re: Oh Christmans tree?!?
 Date: Tuesday, 15 November 1994 05:53:05
 From: plucas@vt.edu (Perry Lucas)

 <Snip>

> All you would need is a Raptor and your object would render in well under
 >TWO YEARS!

>

Sorry for the lack of Imagine subject matter, but I want to know
 Why do I keep getting this message every couple of days? It is
 becoming annoying now. . .

```

                _/_/|
                \o.O;
+-----oOO=(____)=OOo-----+
|Perry Lucas      U      plucas@vt.edu|
|"PJ" Diversity University          |
|      Telnet:  erau.db.erau.edu 8888 |
| http://erau.db.erau.edu:80/~lucasp |
+-----+

```

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1.162 MSG-159 Subject: Imagine.fp error message

Subject: Imagine.fp error message
 Date: Tuesday, 15 November 1994 22:36:59
 From: bmolsen@bvulads.loral.com (Brad Molsen)

 Hi all, I finally got 3.0!!! That's the good news. I've been trying
 to do Shinobi's tute on waterfalls and I keep getting the same error
 message when rendering (which incidently necessitates a hard reboot) approx
 every five frames of a 60 frame animation. The message reads "imagine.fp
 error #800000 suspend or reboot"....close enough. Anyone seen this or can
 tell me what I can do to never see it again. I'm running Imagine on a Amiga
 2000.

Thanks in advance,

1.164 MSG-161 Subject: RE: Animated Brushmaps

Subject: RE: Animated Brushmaps
Date: Wednesday, 16 November 1994 01:52:20
From: Stethem Ted 5721 <TedS@ms70.nuwes.sea06.navy.mil>

I appreciate the response and I will give it a try but I think the ANIM loader in V3.1 is screwed up and not working right. I hope they are aware of all the different ANIM formats including ANIM-5, ANIM-7, ANIM-8, etc. Who does the beta testing for Impulse anyway?

I took the animation into AWorks and saved it out. When I loaded this animation as a brushmap, the brushmap requestor automatically read in the number of frames. Good, I thought, it just doesn't like DPaint animations although DPaint is Anim-5 which is old as the hills. But then, I tried rendering and got an error message saying "Bad Chunk Size". Good ol' Impulse clear-as-mud error message.

I have come to the conclusion that the ANIM loader is not working but this doesn't surprise me since Impulse seems to have a well established history of not getting various format loaders to work properly the first time around. But I have faith they will fix it by V3.2 (I hope!).

Which brings me around to another subject. Impulse has explicitly stated they will not respond to bug reports or improvement suggestions unless they are submitted in writing to the company. I would be willing to do this and am open to inputs. High on my list is a close gadget for the error window, fixing the parent button on ALL directory windows, fixing the bug with the bones subgrouping commands (big is small and small is big), and allowing the selection of different screen sizes. Also, scanline shadows was promised a long time ago, and I was informed that they were investigated but deemed unfeasible due to the excessive length in rendering times. But, 3D Studio has scanline shadows and it is one of the fastest scanline renderers around.

I think we could also use a documentation file for all the new effects.

Finally, how about a documentation file explaining all these cryptic error messages?

From: imagine-relay

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1.165 MSG-162 Subject: Re: Oh Christmans tree?!?

Subject: Re: Oh Christmans tree?!?
Date: Wednesday, 16 November 1994 04:15:54
From: Ed Phillips <flaregun@udel.edu>

On Mon, 14 Nov 1994, Perry Lucas wrote:

```
> <Snip>
> > All you would need is a Raptor and your object would render in well under
> >TWO YEARS!
> >
> Sorry for the lack of Imagine subject matter, but I want to know
> Why do I keep getting this message every couple of days? It is
> becoming annoying now. . .
>
```

Me too!

```
/*****
/* Ed Phillips flaregun@udel.edu University of Delaware */
/* Jr Systems Programmer (302) 831-6082 IT/Network and Systems Services */
/*****/
```

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1.166 MSG-163 Subject: Re: Imagine.fp error message

```
Subject: Re: Imagine.fp error message
Date: Wednesday, 16 November 1994 05:12:30
From: Kent Marshall Worley <mumu@america.net>
```

On Tue, 15 Nov 1994, Brad Molsen wrote:

```
> Hi all, I finally got 3.0!!! That's the good news. I've been trying
> to do Shinobi's tute on waterfalls and I keep getting the same error
> message when rendering (which incidently necessitates a hard reboot) approx
> every five frames of a 60 frame animation. The message reads "imagine.fp
> error #800000 suspend or reboot"....close enough. Anyone seen this or can
> tell me what I can do to never see it again. I'm running Imagine on a Amiga
> 2000.
```

```
>
> Thanks in advance,
>
```

are you running workench 1.3? I have an Amiga 500 that has plenty of ram but I get similar crashes. I have also been told it might be the GVP hard drive controller. Imagine 2.0 runs fine on my 500 but 2.9 and up do not. I need to get the 2.0 rom but I have not had a chance.

Kent Worley

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1.167 MSG-164 Subject: Re: Mike Halvorson

Subject: Re: Mike Halvorson
 Date: Wednesday, 16 November 1994 08:01:11
 From: Charles Blaquiere <blaq@io.org>

 On Sat, 12 Nov 1994, Shinobi wrote:

> Can someone tell me Mike Halvorson's e-mail address? Thanks!
 >
 >
 > -- Via DLG Pro v1.0
 >
 > *-*
 > | Paul Fine Lines Publications |
 > * Thompson CGI Animations Multimedia *
 > | Shinobi@ckbbs.tor.hookup.net |
 > *-*
 >

Mike can be reached at 76004.1767@compuserve.com.

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1.168 MSG-165 Subject: Re: Paging Dr. Imagine...

Subject: Re: Paging Dr. Imagine...
 Date: Wednesday, 16 November 1994 09:33:55
 From: Charles Blaquiere <blaq@io.org>

 Here's the address for 3DArtist:

p.o. box 4787
Santa Fe, NM 87502-4787
voice: 505/982-3532
fax: 505/820-6929
voice mail: 505/820-6929 x3
12 issue us-subscription is \$29, 6 issue sub is \$16.

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1.169 MSG-166 Subject: Re: Randomize Function Proposal

Subject: Re: Randomize Function Proposal
Date: Wednesday, 16 November 1994 09:39:10
From: Charles Blaquiere <blaq@io.org>

On Tue, 25 Oct 1994, Shinobi wrote:

> Another suggestion for Imagine:
>
> Once again I am submitting a suggestion through the IML for polishing
> before I send it off to Impulse. I would really like to see a sort of
> Randomize function that would perform the following:
>
> o Randomize sizes between Min and Max values
> o Randomize position between Min and Max values
> o Randomize alignment between Min and Max values
>

Great idea! And of course, like many Imagine functions, it should work on whatever you have selected, be it objects, points, faces, or edges. I've wanted a "point jitter" function for a long time. Additional controls could be a set of radio buttons, to control the distribution of random values between Min and Max: Constant, Linear, Triangle, Bell Curve; similar to some of the Magnetism controls.

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1.170 MSG-167 Subject: Re: Seamless Waterfalls & Fire

Subject: Re: Seamless Waterfalls & Fire
Date: Wednesday, 16 November 1994 10:15:46
From: Charles Blaquiere <blaq@io.org>

Paul, that trick brings to mind the old artificial log fires from the 50's -- you know, the ones with the red lightbulb and the rotating cellophane cylinder. B^)

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1.171 MSG-168 Subject: Textures/States problem

Subject: Textures/States problem
Date: Wednesday, 16 November 1994 11:47:19
From: Shinobi@ckbbs.tor.hookup.net (Shinobi)

Hello again everyone! I need a States expert to answer this on for me:

I want to "smear" a texture across a sphere. I tried doing this using texture/brushmap tacking but it just wouldn't happen for me. Here's what I did.

I created a sphere and applied ColrNoiz to it. I created a new state (STATE1), highlighting Brushmaps/Textures and Shape. I then chose Pick Points and selected the points along the equator. I rotated these around the Z-axis by 10 degrees. Then I chose the points on the equator PLUS the points just above it and below it (you have to look at the front view to understand what I'm doing). These I rotated 10 degrees as well. I continued doing this until all the points had been rotated.

Then I created a new state: STATE2. Once again, I highlighted Brushmaps/Textures and Shape. But when I rendered the sphere, nothing had happened. The texture was not "stretched" around the z-axis.

Can anyone help? Many thanks!

Paul

-- Via DLG Pro v1.0

```
*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*
| Paul                Fine Lines Publications                |
* Thompson            CGI Animations Multimedia              *
|                    Shinobi@cckbbs.tor.hookup.net          |
*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-**
```

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1.172 MSG-169 Subject: Re: Randomize Function Proposal

Subject: Re: Randomize Function Proposal
Date: Wednesday, 16 November 1994 15:13:25
From: gregory denby <gdenby@twain.helios.nd.edu>

Charles Blaquiere agrees with Shinobi

>> I would really like to see a sort of Randomize function that would
>> perform the following:

>Great idea! ... I've wanted a "point jitter" function for a long time.

Likewise. I did write to Impulse asking for a point randomizing function a few months ago. A second should urge them a bit more.

And, while I'm writing, let me mention some other features (again) that I'd like to see. Does anyone else think these would be useful?

1. Snap axis to point: This item would cause the object axis to snap to a picked point. Suppose you had laid out the shape of a wall, and wish to add other walls, as usual, at right angles to it. Because new points and lines originate with the same co-ords as the axis, you must either move the axis, or the points after laying them out. If moving the axis to a preexisting point could be automated, adding to existing objects would be much easier.

2. Snap object to grid: Say you've made an object, such as a ceiling light for a large room. Your room needs a few dozen of these, so you make the needed copies. Now, positioning them nicely can be tedious. If you could set the grid to an appropriate measure and then snap the lights to it, one would only need to get the lights near to their exact locations, and then snap them for perfect alignment.

Back to modeling for now

Greg Denby
gdenby@darwin.cc.nd.edu

gregory.g.denby.1@nd.edu

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1.173 MSG-170 Subject: Re: Raptor and Two Years

Subject: Re: Raptor and Two Years

Date: Wednesday, 16 November 1994 17:50:55

From: Rob Freundlich <RSF@mother.idx.com>

>On Fri, 28 Oct 1994, Benjamin Choi wrote:

>>

>>

>> I'm just a newbie here, but I have been with Imagine (and TS) for
>> quite a while.

>> Along this whole time, (as TTDDD, IM-staging) "languages" and
>> "programs" came out, I was hoping that some of the programmer/math proficient
>> Imagineers could come up with some sort of FRACTAL or ALGORITHMIC objects.

>> I think that it would be perfect to generate such things as realistic

>> trees, landscapes, snowflakes?... Anything that could be accurately described

>> mathematically, (fractals, splines...).

>> Any takers? Am I wrong? Any ideas?

>>

>>

>> Ben C

>> b2choi@artscourse.uwaterloo.ca

>>

>>

>>

>>

> All you would need is a Raptor and your object would render in well under
>TWO YEARS!

All you would need is a Raptor and you could read all the copies of this
message in well under TWO YEARS!

:-b

Rob Freundlich, Senior Software Engineer | Some folks you don't have
IDX Systems Corporation | to satirize, you just quote 'em.
 | - Tom Paxton, from "A Folk
Amiga 4000/040. deal with it. | Singer's Guide to Usenet"

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1.174 MSG-171 Subject: Modelling and Snapping

Subject: Modelling and Snapping
Date: Wednesday, 16 November 1994 19:46:00
From: KEN_ROBERTSON@robelle.com

Check out Pagestream (well, version 2.2) for Aligning and Duplicating. For example, a duplicate requestor will pop up when you hit Amiga-D. It asks for number of copies, horizontal and vertical offset. Press 'return' over the OK button (I like that) and voila! Instant copies all over. Of course, Imagine would have to do it in 3-D, with matrix possibilities.

For alignment, Pagestream asks that you pick two (or more) objects before opening the alignment requestor. This allows you to align up down, left, right, or average objects i.e. bring some up and some down to some average point. Tricky to implement in 3-D, but as Greg Denby pointed out, it would be nicer to align objects with their points, not their axis'.

\KenR

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1.175 MSG-172 Subject: Sorry Could Not Find Subject!

Date: Wednesday, 16 November 1994 22:57:14
From: Benjamin Choi <b2choi@artscourse.watstar.uwaterloo.ca>

Perry L. (along with a few others write) wrote the following message. I agree wholeheartedly, I didn't think I made THAT bad a comment! ;)

No really tho' I forget the name of the program, but someone posted something about a PC prog/utility that made some pretty interesting 3D objects,

anybody have an idea if there's an amiga program that does "all that", BTW, I haven't had a chance to download some of the 3d object generators suggested on this list, thanks to all who suggested.

-Ben C-

```
>Return-Path: <plucas@vt.edu>
>Date: Mon, 14 Nov 1994 21:32:51 +0500
>To: imagine@email.sp.paramax.com
>From: plucas@vt.edu (Perry Lucas)
>Subject: Re: Oh Christmans tree?!?
>
><Snip>
>> All you would need is a Raptor and your object would render in well under
>>TWO YEARS!
>>
>Sorry for the lack of Imagine subject matter, but I want to know
>Why do I keep getting this message every couple of days? It is
>becoming annoying now. . .
>
>
>
>      _/_/|
>      \o.O;
>+-----oOO=(____)=OOo-----+
>|Perry Lucas      U      plucas@vt.edu|
>|"PJ" Diversity University |
>|      Telnet:  erau.db.erau.edu 8888 |
>| http://erau.db.erau.edu:80/~lucasp |
>+-----+
>
>
```

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1.176 MSG-173 Subject: Animation Brushmaps Update

Subject: Animation Brushmaps Update
Date: Wednesday, 16 November 1994 23:32:52
From: Stethem Ted 5721 <TedS@ms70.nuwes.sea06.navy.mil>

OK, here is what I have found out about using the new animation brushmaps feature in Imagine V3.1 for the Amiga:

It does work for 640x400x16 color Deluxe Paint animations, all the time.

Now, for the weird part. I started by trying to use some of the animations that come with Deluxe Paint including Crying, the dog animation, and the other two. Crying is a 320x200x64 color (EHB) anim. That one doesn't work. In fact, what I have found is that if you use the new Show Anim feature and that won't play the anim, then it is not useable as a brushmap (without breaking it up into individual frames). If you try to use Show Anim on Crying, the animation doesn't load and the directory requestor just pops back up. What is really weird is that there are two other animations, one called Lee's Trip or something like that and it won't load either. It is 320x200x32 colors. But then there is another animation which is a kind of a demo screen of several animation functions in DPaint, it is 320x200x32 colors, and it loads fine!

I then tried several HAM Interlace animations. Almost all of these came up with the Bad Chunk Size error message. But then I found one that loaded fine! My problem right now is remembering if that one was saved out from Imagine as an animation versus the others which were assembled as animations from ADPro.

Also, the documentation that comes with V3.1 refers to the use of 24-bit animations, and as far as I know, there is no official ANIM format for 24-bit animations on the Amiga (excluding Magic Lantern but that is a DIFF format). But Imagine does have its own animation format for 24-bit frames.

I will experiment with this further but this whole thing is becoming frustrating since I was hoping to just jump in and map existing animations I have without having to go through the lengthy process of breaking up animations into single frames and storing the frames to the hard drive. But if time and hard disk space are not a concern for you, then all this is irrelevant.

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1.177 MSG-174 Subject: Textures/States problem

Subject: Textures/States problem

Date: Thursday, 17 November 1994 00:57:13

From: cjo <cjo@smtpgw.esrange.ssc.se>

Paul Thompson wrote;

>I want to "smear" a texture across a sphere. I tried doing this using
>texture/brushmap tacking but it just wouldn't happen for me. Here's what I
>did.

>

>I created a sphere and applied ColrNoiz to it. I created a new state
>(STATE1), highlighting Brushmaps/Textures and Shape. I then chose Pick
>Points and selected the points along the equator. I rotated these around
>the Z-axis by 10 degrees. Then I chose the points on the equator PLUS the
>points just above it and below it (you have to look at the front view to
>understand what I'm doing). These I rotated 10 degrees as well. I

>continued doing this until all the points had been rotated.
>
>Then I created a new state: STATE2. Once again, I highlighted
>Brushmaps/Textures and Shape. But when I rendered the sphere, nothing had
>happened. The texture was not "stretched" around the z-axis.

I could have told you from the very start that this wouldn't work!
(Great help, eh ;-)

Hmmm ... how on earth do you do this?

The only sollusion that comes to mind is:

1. Make a brushmap in a paint-program (dpaint or whatever). Note; for a brushmap to apply perfectly to a sphere the map has to be exactly twice as wide as it is high (it took me a while to figure this one out)
2. Save it.
3. Smear it the way you like.
4. Save it again (with another name)
5. Enter Imagine.
6. Create your sphere.
7. Attach the first brushmap (wrap-wrap) with full-scale-value = 255.
8. Attach the second brushmap (wrap-wrap) with full-scale-value = 0.
9. Create the first state (DEFAULT).
10. Reverse the full-scale-values (1st map 255=>0, 2nd map 0=>255).
11. Create a second state.
12. Set up a short animation and render.

The basic idea is this:

You can't change the way a brushmap or arithmetical texture applies to an object by altering the shape of the object (moving points or whatever). To achieve what you want you have to change the parameters for the texture or change the brushmap. Maybe you could have used the 'animated-brush-thingie' if it would have worked (isn't that right, Impulse? ;-). Also, one texture (or brush) won't morph into another texture (or brush). Instead you'll have to apply two different textures (or brushes) (why not the same texture but with different settings?) where the first have maximum effect on the object and the second no effect what-so-ever in the beginning of the animation, and just the opposite in the end.

Errh... quite a long a description, this became, didn't it?

I hope I have made myself clear and understandable.

(I also hope all of this is correct, if it ain't ... hey, shoot me!)

```
-----  
| Conny Joensson | Swedish Space Corp. Estrange |  
| Kiruna | Satellite operations - Telecom Div. |  
| Sweden | cjo@smtpgw.esrange.ssc.se |  
-----
```

Thread

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1.178 MSG-175 Subject: Metal textures

Subject: Metal textures
Date: Thursday, 17 November 1994 05:39:30
From: MiKE <cheng@sun.mech.uq.oz.au>

Hi all,

This may be an old problem, but I rarely get to read IML or play with Imagine :(

I can't seem to get the metal texture working correctly. If I set the attributes for a shiny polished metal surface, it comes out as a dull, bumpy texture, dark and splotchy; and looking nothing like a metal at all. Any takers?

MiKE (Cstar on #amiga)

cheng@sun.mech.uq.oz.au <http://www.uq.oz.au/mecheng/home/MiKE.html>
[Alternate: e4302585@dingo.cc.uq.oz.au Michael.Cheng@lambada.oit.unc.edu]

Thread 176

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1.179 MSG-176 Subject: Re: Metal textures

Subject: Re: Metal textures
Date: Thursday, 17 November 1994 06:40:03
From: Charles Blaquiere <blaq@io.org>

Mike, metal attributes need something to reflect. Unless you add a reflection brushmap to your object, add a global environment map in Action Ed, or use trace mode, your metal will look very dark indeed, since most of its color will come from the reflect part, which is reflecting pitch black emptiness.

Thread 180

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1.180 MSG-177 Subject: Re: Textures used in an object

Subject: Re: Textures used in an object
Date: Thursday, 17 November 1994 07:22:15
From: Charles Blaquiere <blaq@io.org>

I sent Joe a UUencoded version of a utility called Strings. It displays all alphanumeric strings hiding in a file; when run on an Imagine object or staging file, it will spit out all references to externals such as textures and brushmaps. I'm sure "Strings" is on wuarchive.

Thread 116

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1.181 MSG-178 Subject: Re: Textures/States problem

Subject: Re: Textures/States problem
Date: Thursday, 17 November 1994 08:39:08
From: Charles Blaquiere <blaq@io.org>

In the Attributes requester, you need to specify STATE1 as the Lock state for your textures and brushmaps. Otherwise, sticky textures -- won't be.

Thread 181

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1.182 MSG-179 Subject: Re: Textures/States problem

Subject: Re: Textures/States problem
Date: Thursday, 17 November 1994 09:40:50
From: Roger Straub <straub@csn.org>

On Wed, 16 Nov 1994, Shinobi wrote:

> Hello again everyone! I need a States expert to answer this on for me:
>
> (STATE1), highlighting Brushmaps/Textures and Shape. I then chose Pick
> Points and selected the points along the equator. I rotated these around

[snip]

> Then I created a new state: STATE2. Once again, I highlighted
> Brushmaps/Textures and Shape. But when I rendered the sphere, nothing had
> happened. The texture was not "stretched" around the z-axis.
>
> Can anyone help? Many thanks!
>
> Paul

Hi, Paul!

You have to set the LockState box in the texture requestor to "STATE1"
for the smearing to work. The texture will apply as if it had been
painted onto STATE1 and then the points were pulled around, smearing the
texture.

See ya,
Roger

Thread 178

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1.183 MSG-180 Subject: Re: Metal textures

Subject: Re: Metal textures
Date: Thursday, 17 November 1994 11:06:20
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> Hi all,
> This may be an old problem, but I rarely get to read IML or play
> with Imagine :(
> I can't seem to get the metal texture working correctly. If I set
> the attributes for a shiny polished metal surface, it comes out as a dull,
> bumpy texture, dark and splotchy; and looking nothing like a metal at all.
> Any takers?

Add a reflection map,ground object, global wrap in the action editor or
raytrace it with some nice objects around it..Enjoy

```
> | Paul                Fine Lines Publications          |
> * Thompson           CGI  Animations  Multimedia      *
> |                   Shinobi@ckbbs.tor.hookup.net      |
> *-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*
>
```

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1.185 MSG-182 Subject: Texture

Subject: Texture "Smear"
 Date: Thursday, 17 November 1994 14:32:02
 From: Shinobi@ckbbs.tor.hookup.net (Shinobi)

I'm not sure if I made my desires clear in my last message, so let me clarify a point.

I want to apply a texture (or brushmap) to a sphere and tack it. Then I want to deform the sphere and, thus, have the texture or brushmap deformed along with it. If I can figure out how to do this I can develop some cool techniques!!

Shinobi

-- Via DLG Pro v1.0

```
*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*
| Paul                Fine Lines Publications          |
* Thompson           CGI  Animations  Multimedia      *
|                   Shinobi@ckbbs.tor.hookup.net      |
*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*
```

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1.186 MSG-183 Subject: Re: Modelling and Snapping

Subject: Re: Modelling and Snapping
 Date: Thursday, 17 November 1994 15:15:33
 From: gregory denby <gdenby@twain.helios.nd.edu>

KenR's mention of Pagestream's aligning and duplication features opens the door to yet more improvements to ask Impulse for. When I wrote about duplicating lights before, I used that example for a specific reason. Namely, one can use Replicate on an object, and with a little head scratching can place a row of polygon objects with pretty good accuracy. But if you want many objects set to be lights, you must copy, paste, copy paste (insert reference to Christmas Tree Raptors here).

Ken, I hope it was just a flip of logic, and not my wonderful capacity for expression (:-) , but what I did mean to forward was the notion of being able to snap objects by their axis to the grid, as well as their points.

Bye,
Greg Denby
gdenby@darwin.cc.nd.edu
gregory.g.denby.1@nd.edu

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1.187 MSG-184 Subject: Re: Textures used in an object

Subject: Re: Textures used in an object
Date: Thursday, 17 November 1994 20:01:16
From: Patrick Sauvageau <sauvp@citi.doc.ca>

In <Pine.BSI.3.91.941116231435.27580D-100000@r-node.io.org>, Charles Blaquiere wrote:

>I sent Joe a UUencoded version of a utility called Strings. It displays
>all alphanumeric strings hiding in a file; when run on an Imagine object
>or staging file, it will spit out all references to externals such as
>textures and brushmaps. I'm sure "Strings" is on wuarchive.

I have just wrote a program that display the list of brush maps and textures used in an object as well as the complete hierarchy of grouping.

The next step will be to allow the user to change any path/filename in an object. It may also have an automatic conversion feature using a correspondentce list and an amiga-pc path name conversion.

No graphic user interface since it will be source compatible with Amiga and PC.

You may expect it to appear on the IML in a week or two.

REQUEST TO IMAGINE-PC user:

Can someone send me an object created on Imagine PC ? It's for testing purpose. The ideal object have some level of grouping, textures and brushes. The object dont have to represent anything, you may just use some simple primitive or axis only.

Thank in advance.

--

Patrick Sauvageau (SIA)
sauvp@citi.doc.ca

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1.188 MSG-185 Subject: No subject given

Subject: No subject given
Date: Thursday, 17 November 1994 22:08:12
From: cjo <cjo@smtpgw.esrange.ssc.se>

Benjamin Choi wrote;

> No really tho' I forget the name of the program, but someone posted
> something about a PC prog/util that made some pretty interesting 3Dobjects,
> anybody have an idea if there's an amiga program that does "all that".

I have been discussing this privately with Arne Voigt in Denmark. He was also looking for "object-makers". I have collected a few during the past weeks.

'Contour4D' and 'Tree4D' are two programs that generates landscapes and trees respectively for Sculpt4D, so in order to use the results in Imagine you would need a "translator" (such as Pixel 3D Pro or something). Both programs are on Fred Fish disk #586 (wich you can find on 'nic.funet.fi' in directory 'pub/amiga/fish/').

'Fractal' generates (rather beautiful) landscapes in TDDDD-format (you'll need 'T3DLIB' to convert to TDDD). 'Shelly' generates sea-shells. 'T3DLIB', 'Shelly', 'FreeForm' and 'Icoons' (the last two are object

editors) can all be found on any Aminet site in the 'gfx/3d' directory. Unfortunately I can't for the life of me remember where I have gotten 'Fractal' from. It's a neat little thing (15kb packed). Write me a mail if you are interested and I'll mail it to you privately (unless you all want me to mail it to the IML, do you?)

```
-----  
| Conny Joensson | Swedish Space Corp. Estrange |  
| Kiruna | Satellite operations - Telecom Div. |  
| Sweden | cjo@smtpgw.esrange.ssc.se |  
-----
```

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1.189 MSG-186 Subject: LW-related stuff on aminet

Subject: LW-related stuff on aminet
Date: Thursday, 17 November 1994 22:08:27
From: di2matha@ida.his.se (Mattias Hallberg)

Hello!

Does anyone know where I can get LightWave related stuff? Is there any program that converts Imagine<->LightWave???

/M. Hallberg - di2matha@ida.his.se

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1.190 MSG-187 Subject: Tree Makers, good and bad

Subject: Tree Makers, good and bad
Date: Friday, 18 November 1994 11:04:04
From: Mike McCool <mikemcoo@efn.org>

Excuse my barging in on your string like this, but I keep hearing about Tree4d, which someone was nice enough to mention last week as being on FF #586. I rushed out and grabbed it, and then remembered that I'd seen it eras ago and thought then that it sucked. I haven't revised my opinion. It makes trees, but strictly in the lollipop vein. They look like something out of Pokey and Gumby.

The treemaker that works, at least for trunks and limbs, is a tiny little thing called "fr." It's like 4k, and it makes gorgeous trees. It also makes snowflakes. It, too, has been mentioned in this string,--but please, give it a shot and leave Tree4d alone,--unless you rally need trees that look like a funky claymation cartoon.

(Fire extinguisher in hand).

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1.191 MSG-188 Subject: Announcing LIGHT-ROM (has Imagine data too!)

Subject: Announcing LIGHT-ROM (has Imagine data too!)

Date: Friday, 18 November 1994 11:55:19

From: michael@iglou.com (Michael Meshew)

=====

L I G H T - R O M
General Information
10/23/94

=====

OVERVIEW

=====

In cooperation with Lightwave artist Michael Meshew, Amiga Library Services is producing a new CD called "LIGHT-ROM". This is a 650 Mb CD-ROM dedicated to 3D artists all over the world, and contains Lightwave objects, scene files, textures, bump maps (JPEG, IFF, & TARGA), fonts, thumbnail renderings, and text files with advice from the rendering pros. It also contains a "Showcase Directory", displaying the talents of selected Lightwave artists from all over the world.

=====

CONTENTS

=====

=====

LIGHT-ROM Volume 1 contains the following:

- o Lightwave 3D scene files, objects, surface attributes, and image sequences. All objects are also usable with trueSpace by Caligari, for PC compatible systems.
- o Imagine objects, surface attributes, and text files for Amiga and

- o IBM Imagine artists. (Over 100 megs of objects & text files).
- o Sculpt 3D objects, readable by Lightwave 3D and Sculpt, for Amiga and Mac artists.
- o GEO objects, readable by Lightwave 3D and Videoscape 3D, and can also be used with Scenery Animator 4.0.
- o A collection of textures, images and bump maps in IFF, TARGA, and JPEG formats, for use in 3D packages such as Lightwave or Imagine.
- o A collection of textures, images and bump maps in IFF, TARGA, and JPEG formats, for use in 3D packages such as Lightwave or Imagine. They are also useful as backgrounds for desktop video applications.
- o A collection of DEM's (Digital Elevation Maps) for use in Scenery Animator or VistaPro. They can also be used in 3D translation programs to convert to 3D landscapes.
- o An exclusive "Showcase Directory", where Lightwave artists from around the world can showcase their talents and skills to the rest of the Lightwave community, and advertise their abilities to potential employers.
- o A collection of old style Toaster CG fonts and wipes.
- o A collection of text files covering the Video Toaster and Lightwave, from the Internet mailing lists and from various BBS systems. These text files consist of advice and tips from some of the professionals using the Toaster and Lightwave.
text files consist of advice and tips from some of the professionals using the Toaster and Lightwave.
- o Thumbnail renderings of Lightwave objects, images, textures and bump maps, included for your convenience.

=====
MULTIPLATFORM CD-ROM
=====

LIGHT-ROM is a multiplatform CD-ROM. It adheres strictly to level 1 of the ISO-9660 standard, and thus can be read on almost any system that has CD-ROM support.

When Lightwave is released for Windows, Windows NT, and the SGI, in late 1994, LIGHT-ROM will work immediately on those platforms.

=====
=====

UPDATES
=====

LIGHT-ROM will be updated at approximately 6 month intervals. Contributors will be eligible for a free copy.

=====
HOW TO ORDER
=====

The retail price of LIGHT-ROM is \$39.95 plus \$3.95 for shipping and handling. Orders can be sent via mail, FAX, email, or voicemail to:

Mail: Amiga Library Services
610 N. Alma School Road, Suite 18
Chandler, AZ 85224-3687
USA

VOICE: (800) 804-0833

Email: orders@amigalib.com

For submitting your original work, please request a submissions form from;

Mail: Michael Meshew
Graphic Detail
4556 South Third Street
Louisville, Ky. 40214 USA

Email: michael@iglou.com

All work must be your own original creations and is subject to approval before receiving your free copy of LIGHT-ROM. You may select either the current issue of LIGHT-ROM or the next issue for your free copy.

LIGHT-ROM is currently listed in Creative Computer's December ad in AmigaWorld for just \$29.95 + shipping.

Creative Computers 1-800-872-8882
LIGHT-ROM item #5925

If you have any suggestions on how to improve LIGHT-ROM, please let me know. Thank you very much!

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1.192 MSG-189 Subject: Re: LW-related stuff on aminet

Subject: Re: LW-related stuff on aminet
Date: Friday, 18 November 1994 12:52:21
From: ASKER BRODERSEN <pt94abr@janus.pt.hk-r.se>

> Does anyone know where I can get LightWave related stuff? Is there any program
> that converts Imagine<->LightWave???
>

Check out IM2LW (Imagine To Lightwave), it can be found on Aminet.

/Asker Brodersen, pt94abr@pt.hk-r.se

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1.193 MSG-190 Subject: Re: Uuencode

Subject: Re: Uuencode
Date: Friday, 18 November 1994 14:21:59
From: Darryl_Lewis@comlink.mpx.com.au (Darryl Lewis)

Thanks to all who have replied. BUT please stop telling me to use ">"
to redirect the out put to a file. It doesn't work. Why? The version
of uuencode I have drops out if you enter more than 2 arguments and
prints an error message. ie uuencode file file ----prints to the screen.
uuencode file file > encoded_file ----prints
uuencode[infile]file

Is short, I know about redirection, but I have a funny version of
uuencode. I need a version which works and allows redirection or
output to a file on the amiga.
If not, I'll dissassemble the code and rewrite it as a last ditch
effort!

Darryl

-- Via DLG Pro v1.0

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1.194 MSG-191 Subject: Re: Textures used in an object (fwd)

Subject: Re: Textures used in an object (fwd)
Date: Friday, 18 November 1994 18:35:46
From: Wayne Haufler <haufler@Starbase.NeoSoft.COM>

I think we are overlooking one good solution: TTDD (or something like that)
This is a utility that converts object files to ASCII files, and back.
I'm sure it is on the Aminet.

Or is the Imagine 3.0 -compatible version of this not available, yet.

- Wayne Haufler

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1.195 MSG-192 Subject: TIF -> AVI?? MPEG???

Subject: TIF -> AVI?? MPEG???
Date: Friday, 18 November 1994 18:37:23
From: Kurt Yamamoto <kurty@urfim.ucla.EDU>

Hi,

I am using PC Imagine 2.0 and have rendered a bunch of frames which I would like to convert to an animation. Is there a public domain util out there which will take a bunch of TIF's and make an mpeg or an avi animation out of them? Could someone tell me of a good one and maybe an FTP site from which it can be d'loaded.

If not, I was wondering if there were any affordable commercial products which perform the same function. (by affordable, I mean <\$50 US.

Thanks,
Kurt
KurtY@urfim.ucla.edu

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1.196 MSG-193 Subject: Re: TIF -> AVI?? MPEG???

Subject: Re: TIF -> AVI?? MPEG???
Date: Friday, 18 November 1994 19:11:37
From: Ed Totman <etotman@gort.ucsd.edu>

If you can get the frames converted to tga, try Dave's Targa Animator. It coverts frames to an fli or flc file.

Check any simtel mirror such as ftp.cdrom.com, /.2/simtel/msdos/animate directory. The file is dta18g-3.zip.

You are probably going to need a commercial product to make avi's (someone please let us know if there's a pd utility that will do it).

Ed Totman
etotman@gort.ucsd.edu

On Thu, 17 Nov 1994, Kurt Yamamoto wrote:

> Hi,
> I am using PC Imagine 2.0 and have rendered a
> bunch of frames which I would like to convert to an
> animation. Is there a public domain util out there which
> will take a bunch of TIF's and make an mpeg or an avi
> animation out of them? Could someone tell me of a good
> one and maybe an FTP site from which it can be d'loaded.
> If not, I was wondering if there were any affordable
> commercial products which perform the same function.
> (by affordable, I mean <\$50 US.
>
> Thanks,
> Kurt
> KurtY@urfim.ucla.edu

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1.197 MSG-194 Subject: Sway effect?

Subject: Sway effect?
Date: Saturday, 19 November 1994 02:34:22
From: Stethem Ted 5721 <TedS@ms70.nuwes.sea06.navy.mil>

I remember some discussion about the sway f/x a few weeks ago and how somebody had gotten it to work. I ended up deleting those messages. Now, I am trying to use the effect and can't get it to work. It seems to me the person that got it to work said it only worked with grouped objects? I know it is not working with a single object. Tips, anyone? Grossen vielen danke!

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1.198 MSG-195 Subject: Re: Announcing LIGHT-ROM (has Imagine data too!)

Subject: Re: Announcing LIGHT-ROM (has Imagine data too!)
Date: Saturday, 19 November 1994 04:40:59
From: MiKE <cheng@sun.mech.uq.oz.au>

On Fri, 18 Nov 1994, Michael Meshew wrote:

> L I G H T - R O M
> LIGHT-ROM Volume 1 contains the following:
> o A collection of text files covering the Video Toaster and Lightwave,
> from the Internet mailing lists and from various BBS systems. These

> LIGHT-ROM will be updated at approximately 6 month intervals. Contributors
> will be eligible for a free copy.

query: Does that mean everyone on IML, and everyone that has an object of
their own on there, gets a free copy?

MiKE (Cstar on #amiga)
cheng@sun.mech.uq.oz.au <http://www.uq.oz.au/mecheng/home/MiKE.html>
[Alternate: e4302585@dingo.cc.uq.oz.au Michael.Cheng@lambada.oit.unc.edu]

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1.199 MSG-196 Subject: Re: TIF -> AVI?? MPEG???

Subject: Re: TIF -> AVI?? MPEG???
Date: Saturday, 19 November 1994 05:26:33
From: taycock@kestrel.cqi.com

I have had some luck using Imagine 2.0 rendered Targas and OS/2's AVI
Utility, this comes with WARP in the bonus pack. Since WARP is so new I

can't guarantee how or if this process works like it should but I was able to get this to work. It was tricky though and I can't tell you how to make it work everytime it was a little iffy, but that's life on the bleeding edge.

In case you are getting your hopes up I could NOT get Imagine 2.0 to run in a dos session under OS/2. I had to boot in DOS to render and then reboot in OS/2 to make the files. This may be more of a hassle than it's worth.

Good luck and let me know if you do find something that works well.

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1.200 MSG-197 Subject: Light ROM question

Subject: Light ROM question
Date: Saturday, 19 November 1994 07:35:44
From: KEN_ROBERTSON@robelle.com

On Fri, 18 Nov 1994, Michael Meshew wrote:

> L I G H T - R O M
> LIGHT-ROM Volume 1 contains the following:
> o A collection of text files covering the Video Toaster and Lightwave,
> from the Internet mailing lists and from various BBS systems. These

> LIGHT-ROM will be updated at approximately 6 month intervals. Contributors
> will be eligible for a free copy.

Does the light ROM only have PD stuff on it? If so, is anyone making any money on this? The idea of PD stuff is that it is not supposed to be re-sold for profit.

Using some of these objects in commercial applications may certainly break some copyright laws.
\KenR

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1.201 MSG-198 Subject: Fractal tree creator?

Subject: Fractal tree creator?
 Date: Saturday, 19 November 1994 10:53:43
 From: "Frank.VanDerAuwera" <fvdauwer@psws.uia.ac.be>

 A few days ago there was a message about two fractal tree generators, one of which made play-doh style trees, and the other one was reviewed as good. Unfortunately, my mailer crashed and I lost my temp. store of messages, so I can't find the reference to that program anymore. I seem to remember it was called "fre" or "fr" or something like that. Can anyone point me to what it is and specially, where to find it? (ADT "find" with "fractal" or "tree" doesn't find it)

Thanks!

```

:-----:
:
:  /\_/\          Frank "Ferenc Ulfson" Van der Auwera  :
: (  \/ )          :
:  \  /    Run swiftly, run silent, for                :
:   \0/    Thou art the Brotherhood                    :
:           of Hunters in the Night,                  :
:           and Mankind thine Enemy                   :
: fvdauwer@uia.ac.be                                  :
: (fauwera@lib.ua.ac.be)                              :
:                                                       :
: (UIA-library, Antwerp, Belgium)                    :
:-----:

```

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1.202 MSG-199 Subject: Aminet pix/imagi

Subject: Aminet pix/imagi
 Date: Saturday, 19 November 1994 12:22:33
 From: Andrew Nunn <apn@moby.demon.co.uk.demon.co.uk>

 Hi all,

Earlier this week I uploaded my latest imagine rendering of a hairy tarantula spider to aminet at ftp.eunet.ch , with a target directory of pix/trace.

However, it has now appeared in pix/imagi ! Looks like we've got our own directory. There's also one called real3 (can't think why). Further, this directory exists on other sites - at ftp.luth.se it exists but is empty, and at wuarchive.wustl.edu it exists and has different files in it! Methinks the mirroring is not working properly.

Does anyone know who to contact to query what's happening, since it would now appear that if you put the word Imagine in the short description, your upload may not reflect around the other sites.

Incidentally, the wuarchive pix/imagi directory appears to contain some stuff that was on the old boing archive (ex-IML landfill).

Andrew Nunn
apn@moby.demon.co.uk

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1.203 MSG-200 Subject: Re: Light ROM question

Subject: Re: Light ROM question
Date: Saturday, 19 November 1994 13:37:11
From: Andrew Nunn <apn@moby.demon.co.uk.demon.co.uk>

> > L I G H T - R O M
> > LIGHT-ROM Volume 1 contains the following:
> > o A collection of text files covering the Video Toaster and Lightwave,
> > from the Internet mailing lists and from various BBS systems. These
>
> > LIGHT-ROM will be updated at approximately 6 month intervals. Contributors
> > will be eligible for a free copy.
>
> Does the light ROM only have PD stuff on it? If so, is anyone making any
> money on this? The idea of PD stuff is that it is not supposed to be
> re-sold for profit.
> Using some of these objects in commercial applications may certainly break
> some copyright laws.

It appears to be a similar idea to Syndesis 3D-ROMs ie if your stuff is on it, then you get a free one. However, I know that Syndesis required everyone to sign a form which cleared any copyright difficulties.

Incidentally, I believe Fred Fish is going to release a Lightwave and others CD at the end of November.

It appears that many PD sellers just don't care though. I've uploaded a few of the Imagine objects I have created in the past to a few bulletin boards. However, only this week I got the new CDPD 4 disk and found two of them on it, along with a load of other Imagine objects. All read.mes and credit files had been removed. I've also seen PD suppliers advertising objects which they must have downloaded from BBS's.

The worst incident I personally have experienced is with the UK magazine Amiga User International, who printed two of my Imagine renderings (which again they must have downloaded from a BBS) as part of an article on 3D. However, my signature had been carefully cropped off the bottom of the pictures!

I guess the only way to guarantee your copyright is don't upload anything to anywhere and always use a condom :)

Andrew Nunn
apn@moby.demon.co.uk

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1.204 MSG-201 Subject: Re: Light ROM question

Subject: Re: Light ROM question
Date: Saturday, 19 November 1994 16:17:02
From: cjo <cjo@smtpgw.esrange.ssc.se>

>I guess the only way to guarantee your copyright is don't upload anything
>to anywhere and always use a condom :)
>
>Andrew Nunn

Right ;-]

Conny J

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1.205 MSG-202 Subject: Re: Texture

Subject: Re: Texture "Smear"
Date: Sunday, 20 November 1994 06:38:41
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> I'm not sure if I made my desires clear in my last message, so let me
> clarify a point.
>
> I want to apply a texture (or brushmap) to a sphere and tack it. Then I
> want to deform the sphere and, thus, have the texture or brushmap deformed
> along with it. If I can figure out how to do this I can develop some cool
> techniques!!

Well, heres what I posted to someone else who wanted to do the same
thing, this was only a few days ago. But I'll just paste it here so you
can read it again:

Well, I'll give it a shot, I think you need to first set the Lockstate
in your texture or brushmap to DEFAULT, then make a state called
DEFAULT. Now you can do all the twisting and deforms you like and the
textures or wraps should twist and deform with it..Everything else you
did should be fine, but you need to make the DEFAULT state first.

everything else in this statement would be to make some new states with
the deformations you want.. Hope this helps?

=RRW=

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1.206 MSG-203 Subject: Re: Light ROM question

Subject: Re: Light ROM question
Date: Sunday, 20 November 1994 08:38:48
From: "Mark A. Jones" <mjones@atc.atc.imssys.com>

On Sat, 19 Nov 1994, Andrew Nunn wrote:

```
> > >                               L I G H T - R O M
> > > LIGHT-ROM Volume 1 contains the following:
> > >     o   A collection of text files covering the Video Toaster and Lightwav
e,
> > >           from the Internet mailing lists and from various BBS systems.  The
se
> > >
> > > LIGHT-ROM will be updated at approximately 6 month intervals.  Contributor
s
> > > will be eligible for a free copy.
> > >
> > Does the light ROM only have PD stuff on it?  If so, is anyone making any
> > money on this?  The idea of PD stuff is that it is not supposed to be
> > re-sold for profit.
> > Using some of these objects in commercial applications may certainly break
> > some copyright laws.
>
> It appears to be a similar idea to Syndesis 3D-ROMs ie if your stuff is on it,
>
> then you get a free one.  However, I know that Syndesis required everyone to
> sign a form which cleared any copyright difficulties.
>
> Incidentally, I believe Fred Fish is going to release a Lightwave and others
> CD at the end of November.
>
> It appears that many PD sellers just don't care though.  I've uploaded a few
> of the Imagine objects I have created in the past to a few bulletin boards.
> However, only this week I got the new CDPD 4 disk and found two of them on it,
>
> along with a load of other Imagine objects.  All read.mes and credit files
> had been removed.  I've also seen PD suppliers advertising objects which they
> must have downloaded from BBS's.
>
> The worst incident I personally have experianced is with the UK magazine
> Amiga User International, who printed two of my Imagine renderings (which
> again they must have downloaded from a BBS) as part of an article on 3D.
> However, my signature had been carefully cropped off the bottom of the
> pictures!
>
> I guess the only way to guarantee your copyright is don't upload anything
> to anywhere and always use a condom :)
>
> Andrew Nunn
> apn@moby.demon.co.uk
>
```

Copyright notices only hold some weight in this country. You would need an international copyright to keep a Euro-rag from stealing your work.

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1.207 MSG-204 Subject: Re: Texture

Subject: Re: Texture "Smear"
Date: Sunday, 20 November 1994 19:01:12
From: cjo <cjo@smtpgw.esrange.ssc.se>

Randy Wall wrote;

>I think you need to first set the Lockstate
>in your texture or brushmap to DEFAULT, then make a state called
>DEFAULT. Now you can do all the twisting and deforms you like and the
>textures or wraps should twist and deform with it..Everything else you
>did should be fine, but you need to make the DEFAULT state first.

>everything else in this statement would be to make some new states with
>the deformations you want.. Hope this helps?

I tried it, but I can't make it work :-(

Here is what I did:

1. Created a default plane (100, 100, 10, 10)
2. Applied the texture "quilt" with default values
3. Created state "DEFAULT" (object/grouping, shape, texture)
4. Attributes, Info, Lockstate=DEFAULT
5. Moved points +x (most of them, not all)
6. Created a new state ("BURP", object/grouping, shape)
7. Quickrendered both states
8. :-(

Did I do anything wrong?

Anyone?

Randy?

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

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1.208 MSG-205 Subject: Glas in Imagine

Subject: Glas in Imagine
 Date: Monday, 21 November 1994 12:19:23
 From: Mikael_Ostergren@p36.anet.bbs.bad.se (Mikael Ostergren)

A friend of mine made a very nice picture of a glas in REAL3D 2.x. I told him that is wasn't any problem doing that with Imagine 3. I went home and tried, tried and tried... :-). Something is (still) wierd about how Imagine renders glas. I've made a simple vine glas with 255.255.255 on attribute filter. I've checked the object so it closed (made it with Extrude-spin). I've made some background objects, sky and ground. It get dark spots at edges and where the glas is rather thick. And where light passes through two walls of glas the distortion is too big.

The object:

```

light ----> | | ----> | | ----> = mutch distortion, allmost as it was
              \ /      / \      / \      filled with water.
              / \      / \      / \
              | |      | |      | |
              / \      / \      / \
              -----
  
```

I've tried: Multiple lightsources, diffrent filter values, specularity differences, background ambient.... Doesn't seem to help.

Any hints how to make glas look like glas in Imagine? I don't like beeing beaten by REAL 3D.. :-)

/micce

```

.--
| FidoNet: 2:201/411.36   Internet: Mikael_Ostergren@p36.anet.bbs.bad.se |
| CompuServe: 100303,2117 Internet: micce@aktiv.se (work)           |
|                                                                    |
--'
  
```

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1.209 MSG-206 Subject: Re: Texture

Subject: Re: Texture "Smear"
 Date: Monday, 21 November 1994 14:08:31
 From: gregory denby <gdenby@twain.helios.nd.edu>

Conny Joensson writes...

>I tried it, but I can't make it work :-(
>Here is what I did:
>1...
>2...
>3 Created state "DEFAULT" (object/grouping, shape, texture)
>4 Attributes, Info, Lockstate=DEFAULT
>5....
etc.

I think the problem may be the order you used in steps 3 & 4. I tried the same thing, but reversed the procedure. In step 3, I added the quilt texture and set it to lock to default. Then I created the state. It worked just fine. I also tried the frog skin texture on a many segmented cube, which I then twisted. The splotches stretched quite nicely.

Does this work for you?

Greg Denby

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1.210 MSG-207 Subject: Brushmap resolution

Subject: Brushmap resolution
Date: Tuesday, 22 November 1994 01:03:46
From: bmolsen@bvu-lads.loral.com (Brad Molsen)

Hi all, Just curious, did some brushmap stuff yesterday. I wasn't satisfied with how the image translated from Deluxe Paint to Imagine. It was washed out looking something like watercolors...no hard lines or edges. The original Dpaint image was hi-res, does low or medium res images make the translation to Imagine brushmap any better? Is it the paint program, the resolution, or God forbid Imagine?

Thanks in advance,
Brad

XXX
Almond rocca?! Ahhh..no thanks, I have a cat!

Brad Molsen c/o LORAL

bmolsen@bvu-lads.loral.com

13810 SE Eastgate Way Suite 500
Bellevue, Wa 98005

(206) 957-3230
Fax: (206) 746-1335

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1.211 MSG-208 Subject: Re: Texture

Subject: Re: Texture "Smear"
Date: Tuesday, 22 November 1994 03:17:03
From: Kent Marshall Worley <mumu@america.net>

On Sun, 20 Nov 1994, cjo wrote:

> Randy Wall wrote;
> >I think you need to first set the Lockstate
> >in your texture or brushmap to DEFAULT, then make a state called
> >DEFAULT. Now you can do all the twisting and deforms you like and the
> >textures or wraps should twist and deform with it..Everything else you
> >did should be fine, but you need to make the DEFAULT state first.
>
> I tried it, but I can't make it work :-(
> Here is what I did:
> 1. Created a default plane (100, 100, 10, 10)
> 2. Applied the texture "quilt" with default values
> 3. Created state "DEFAULT" (object/grouping, shape, texture)
> 4. Attributes, Info, Lockstate=DEFAULT
> 5. Moved points +x (most of them, not all)
> 6. Created a new state ("BURP", object/grouping, shape)
> 7. Quickrendered both states
> 8. :-(
>
> Did I do anything wrong?
> Anyone?
> Randy?

are you using 3.1 ? This feature did not work in 3.0
Kent Worley

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1.212 MSG-209 Subject: Re: Amiga-PC connection

Subject: Re: Amiga-PC connection
Date: Tuesday, 22 November 1994 03:49:06
From: Kent Marshall Worley <mumu@america.net>

On Fri, 28 Oct 1994, Nikola Vukovljak wrote:

> There is something like Parnet (or at least it uses the Parallel port) to
> connect between Amiga and PC. In fact you can also use it to connect 2
> Amigas or 2 PC's.
>
> It is a commercial package (Cable + software) made by Legendary Design
> Technologies in Canada.
>
> The cost is pretty good though (US\$ 59.95) so I've just ordered one.
> The software on the PC runs through Windows, and on the Amiga - via WB.
>
> If anyone is interested as to how well this works E-mail me in about 2
> weeks (after I get it and use it) and I'll let you know.
> The makers claim speeds faster than Parnet.
>
> I hope that it is. It'll make transferring files (especially images) from
> the PC to the Amiga much easier.
>
> Nik.
> nvukovlj@extro.ucc.su.oz.au
>

I was just curious if this package worked out. How well does it compare
to parnet?

Kent Worley

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1.213 MSG-210 Subject: Textures, Scripts, Bugs and a Hello!

Subject: Textures, Scripts, Bugs and a Hello!
Date: Tuesday, 22 November 1994 05:18:37
From: Craig Brown <CBB105@PSUVM.PSU.EDU>

%%% Forwarded message from Ian.Smith@f564.n2601.z1.fidonet.org %%%

Greetings from a new subscriber. About a month ago I uploaded some new textures to Aminet (gfx/3d/IITextures.lha) for the Amiga version of Imagine 3.x. They only work on 020+FPU machines, sorry INT users. Thought I would let you know here. I also have ARexx scripts that will do things like expand the length of an animation while keeping all the timing correct. Usefull if you want to make that 30 frame animation into a smoother 120 frame one but don't want to manually change the start/end frames for every single bar! Yuck. I also have one to scale every object in a scene too, if you want to try shrinking it to decrease rendering times. I have a third one that can 'jitter' an object by randomly moving every point by a user defined amount. Would it be ok to post them here? The three scripts together are about 10K total.

Speaking of scaling your scene to reduce times.. does this work?
I tried on a very complex scene and it just made it much slower.

I just got 3.1 and patched it to use full overscan. While playing around I discovered some interesting things. I had been using a promotion utility to expand Imagine, but got strange results when rotation large objects sometimes. I found that if you patch the executable it displays everything perfectly. I never have any problems with messed up graphics. However, the value for height is stored as a SIGNED CHARACTER in the binary. :(That means the maximum value is 127, which limits your height to 508 lines! I have patched Imagine to use a 1280x508 screen, and it works just fine if you ignore the terrible aspect ratio. No errors with rotations or moves at all. I only have an A300, but I bet if somone with an AGA machine patched the screen to 1280x400 in the executable, and promoted it to a SuperHires-Interlace screen it would work great. Let me know if anyone tries this and it works/crashes.

I also found a bug in 3.0 and is still in 3.1. I have to send a fax off to Impulse about this one. Try this.. add a sphere, go into select points, box-select the upper half and Join them. That works. Select UNDO so you have the points selected again. Now do exactly this... select Move and then Ok. Now join again... what is this? If you select Check Object from the object menu it gives about a million errors. Now.. if you deselect the points and then reselect them before the join, it works fine. Bug!

I read up to IML-archive #54 (Oct 3rd) and didn't see any mention of the above, hope it wasn't discussed already.

--

cbb105@psuvm.psu.edu (Posted for Ian.Smith@f564.n2601.z1.fidonet.org)
(ARexx! Imagine *NEEDS* ARexx! Pleeeeeeeease? :-)

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1.214 MSG-211 Subject: 3.2

Subject: 3.2
Date: Tuesday, 22 November 1994 06:48:28
From: JohnS91804@aol.com

I just recieved imagine 3.1 in the mail and it has some cool stuff in it. Just wanted to know if anyone has heard of whats in store for us with 3.2 and eventually 4.0. I bet we would all like some hints!

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1.215 MSG-212 Subject: Brushmaps

Subject: Brushmaps
Date: Tuesday, 22 November 1994 07:44:12
From: Steve Lee <link@u.washington.edu>

With all this talk about textures, does anyone have any good repeatable brushmaps? wood, marble, stone, etc.. :) Thanx!

We may not pay Satan reverence, for that would be indiscreet, but we can at least respect his talents.

Mark Twain (1835-1910)

NewsIG 1.22 538/593 ---

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1.216 MSG-213 Subject: Re: Brushmap resolution

Subject: Re: Brushmap resolution
Date: Tuesday, 22 November 1994 09:14:12
From: Charles Blaquiere <blaq@io.org>

On Mon, 21 Nov 1994, Brad Molsen wrote:

> Hi all, Just curious, did some brushmap stuff yesterday. I wasn't
> satisfied with how the image translated from Deluxe Paint to Imagine. It
> was washed out looking something like watercolors...no hard lines or edges.
> The original Dpaint image was hi-res, does low or medium res images make
> the translation to Imagine brushmap any better? Is it the paint program,
> the resolution, or God forbid Imagine?

Imagine always anti-aliases brushmaps. I feel your soft-edge effect was caused by the pixel averaging that goes on when Imagine computes the brushmap color at a certain spot. Were you zoomed-in on your object? This would make the brushmap look like a large blurry mess.

A long time ago, I asked Impulse for a checkbox in all brushmap requesters, to allow me to turn antialiasing OFF if I wanted to. (Default would be on, of course) I gave them 3 realistic and creative scenarios where this would be useful. (Pop quiz! Can you think one up?) It still hasn't made the program, even though it would be a trivial change to the brushmap code.

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1.217 MSG-214 Subject: Re: Sway effect?

Subject: Re: Sway effect?
Date: Tuesday, 22 November 1994 09:15:44
From: Charles Blaquiere <blaq@io.org>

As I remember, Sway is applied to the parent of a group. It will not affect the parent, but every child will acquire the swaying motion.

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1.218 MSG-215 Subject: Re: Modelling and Snapping

Subject: Re: Modelling and Snapping
Date: Tuesday, 22 November 1994 10:01:11
From: Charles Blaquiere <blaq@io.org>

On Thu, 17 Nov 1994, gregory denby wrote:

>
> KenR's mention of Pagestream's aligning and duplication features opens
> the door to yet more improvements to ask Impulse for. When I wrote
> about duplicating lights before, I used that example for a specific
> reason. Namely, one can use Replicate on an object, and with a little
> head scratching can place a row of polygon objects with pretty good
> accuracy. But if you want many objects set to be lights, you must
> copy, paste, copy paste (insert reference to Christmas Tree Raptors
> here).
>

Gregory, perhaps you could select one of the replicated light objects,
give it the proper attributes (including "light"), then
Shift-RightAmiga-A to multi-select all of them, and use Functions | Apply
to copy those attributes from the one object onto the group? Shades of
Spock, gasping for air, whispering "the attributes of the one... outweigh
the attributes of the many." <ducking & running>

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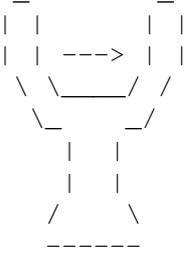
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1.219 MSG-216 Subject: Re: Glas in Imagine

Subject: Re: Glas in Imagine
Date: Tuesday, 22 November 1994 10:50:08
From: Charles Blaquiere <blaq@io.org>

On Mon, 21 Nov 1994, Mikael Ostergren wrote:

>

> A friend of mine made a very nice picture of a glas in REAL3D 2.x. I told him
 > that is wasn't any problem doing that with Imagine 3. I went home and tried,
 > tried and tried... :-). Something is (still) wierd about how Imagine renders
 > glas. I've made a simple vine glas with 255.255.255 on attribute filter. I've
 > checked the object so it closed (made it with Extrude-spin). I've made some
 > background objects, sky and ground. It get dark spots at edges and where the
 > glas is rather thick. And where light passes through two walls of glas the
 > distortion is too big.
 >
 > The object:
 >
 >
 > light ---->  = mutch distortion, allmost as it was
 > filled with water.
 >
 >
 >
 >
 >
 >
 >
 >
 >

1) To reduce the amount of distortion, bring down the refraction index. A value of 1.0 is the index for air, giving you no refraction; something like 1.1 may be what you need.

2) The black areas (I assume you're tracing?) are probably spots where Imagine gave up, threw up its virtual hands, and plotted a black pixel, because the number of reflected/refracted rays surpassed RDSP, the Resolve Depth. Go to Preferences and increase this parameter, and see if your black areas shrink or disappear. Warning: this would indicate areas where Imagine has to spend a lot of time rendering! I hope you're not creating a 300-frame animation, or else you'd better have a lot of time on your hands.

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1.220 MSG-217 Subject: Re: Texture

Subject: Re: Texture "Smear"
 Date: Tuesday, 22 November 1994 11:40:22
 From: Charles Blaquiere <blaq@io.org>

 On Thu, 17 Nov 1994, Shinobi wrote:

> I want to apply a texture (or brushmap) to a sphere and tack it. Then I

> want to deform the sphere and, thus, have the texture or brushmap deformed
> along with it. If I can figure out how to do this I can develop some cool
> techniques!!

Add a primitive sphere. Add a state, accept the name DEFAULT. Set attributes, including the brushmap you wish to tack. In the brushmap requester, enter DEFAULT as the Lock State. (As a side note, never use this state when morphing in the action editor. If you wish, you can immediately make a copy of the DEFAULT state, call it START, and use `_that_` in the action ed.)

Then do whatever you wish to your sphere: fold, staple, mutilate it! Create a new state, call it DEFORMED. Do a quickrender: the brushmap will follow the deformations, because you gave it a state to lock on to.

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1.221 MSG-218 Subject: Re: Texture

Subject: Re: Texture "Smear"
Date: Tuesday, 22 November 1994 12:19:13
From: Charles Blaquiere <blaq@io.org>

On Sun, 20 Nov 1994, cjo wrote:

> 2. Applied the texture "quilt" with default values
> 3. Created state "DEFAULT" (object/grouping, shape, texture)
> 4. Attributes, Info, Lockstate=DEFAULT
>

When you created the default state the brushmap's lock state was not set yet. I think this is what caused the problem. By reversing the steps, I was able to achieve the effect you wanted, as did other on the list.

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1.222 MSG-219 Subject: Re: Textures, Scripts, Bugs and a Hello!

Subject: Re: Textures, Scripts, Bugs and a Hello!
Date: Tuesday, 22 November 1994 12:34:19
From: Charles Blaquiere <blaq@io.org>

On Mon, 21 Nov 1994, Craig Brown wrote:

> randomly moving every point by a user defined amount. Would it be ok
> to post them here? The three scripts together are about 10K total.
>
> Speaking of scaling your scene to reduce times.. does this work?
> I tried on a very complex scene and it just made it much slower.

I would love to see your scripts! I think their length does not go beyond the limits of good taste and polite posting. As for scaling objects, you need to scale everything in your scene _up_ to decrease render times.

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1.223 MSG-220 Subject: Re: Brushmap resolution

Subject: Re: Brushmap resolution
Date: Tuesday, 22 November 1994 13:01:44
From: Andrew Nunn <apn@moby.demon.co.uk.demon.co.uk>

Brad Molsen wrote:

> Just curious, did some brushmap stuff yesterday. I wasn't
> satisfied with how the image translated from Deluxe Paint to Imagine. It
> was washed out looking something like watercolors...no hard lines or edges.
> The original Dpaint image was hi-res, does low or medium res images make
> the translation to Imagine brushmap any better? Is it the paint program,
> the resolution, or God forbid Imagine?

I haven't had any such problems with versions of Imagine up to 3.0 and DPaint IV 4.1. Is it possible that you are getting some interference from another texture or brush?

Andrew Nunn
apn@moby.demon.co.uk

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1.224 MSG-221 Subject: Re: Texture

Subject: Re: Texture "Smear"
Date: Tuesday, 22 November 1994 14:19:54
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> I tried it, but I can't make it work :-(
> Here is what I did:
> 1. Created a default plane (100, 100, 10, 10)
> 2. Applied the texture "quilt" with default values
> 3. Created state "DEFAULT" (object/grouping, shape, texture)
> 4. Attributes, Info, Lockstate=DEFAULT
> 5. Moved points +x (most of them, not all)
> 6. Created a new state ("BURP", object/grouping, shape)
> 7. Quickrendered both states
> 8. :-(
>
> Did I do anything wrong?

Well maybe
try it this way:

> 1. Created a default plane (100, 100, 10, 10)
> 2. Applied the texture "quilt" with default values
> 3. Attributes, Info, Lockstate=DEFAULT
> 4. Created state "DEFAULT" (object/grouping, shape, texture)
> 5. Moved points +x (most of them, not all)
> 6. Created a new state ("BURP", object/grouping, shape, texture)
> 7. Quickrendered both states

as you can see I moved 4 to position 3 and 3 to 4, as well as adding the texture button to 6, which is probably where the problem lies.

Oh well hope this gets your textures to do the twist..

=RRW=

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1.225 MSG-222 Subject: Re: Brushmap resolution

Subject: Re: Brushmap resolution
Date: Tuesday, 22 November 1994 14:32:02
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> Hi all, Just curious, did some brushmap stuff yesterday. I wasn't
> satisfied with how the image translated from Deluxe Paint to Imagine. It
> was washed out looking something like watercolors...no hard lines or edges.
> The original Dpaint image was hi-res, does low or medium res images make
> the translation to Imagine brushmap any better? Is it the paint program,
> the resolution, or God forbid Imagine?

hehehhe! well, God may forbid it. But Impulse didn't, its Imagine..

=RRW=

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1.226 MSG-223 Subject: Re: Texture

Subject: Re: Texture "Smear"
Date: Tuesday, 22 November 1994 16:34:54
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

>
> are you using 3.1 ? This feature did not work in 3.0
> Kent Worley

I think you have him mistaken for trying to do a texture morph, that did not work, but the Lockstates does. Well that is if you do it right..

=RRW=

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1.227 MSG-224 Subject: Re: Glas in Imagine

Subject: Re: Glas in Imagine
 Date: Tuesday, 22 November 1994 16:37:59
 From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

Hmmm. well I would like to know what you mean by background objects, sky and ground. If these are actual objects than this could be why you are getting black areas, as these objects are only being rendered on part of the glass. If there is any space between the sky and ground it will show up black or whatever colors you may set in the Global Requester. Even though you may not see it in the camera, raytracing works in 360 degrees so if there is any opening it will show threw. For your sky I would suggest using a Global brushwrap in the Action editor. If you do this it should help solve this problem. You might also try setting your ambient light in globals to around 80,80,80.

As for a nice Glass.Attribute, try the one that comes with Imagine, it renders fairly fast and looks good when raytraced.

=RRW=

> A friend of mine made a very nice picture of a glas in REAL3D 2.x. I told him
 > that is wasn't any problem doing that with Imagine 3. I went home and tried,
 > tried and tried... :-). Something is (still) wierd about how Imagine renders
 > glas. I've made a simple vine glas with 255.255.255 on attribute filter. I've
 > checked the object so it closed (made it with Extrude-spin). I've made some
 > background objects, sky and ground. It get dark spots at edges and where the
 > glas is rather thick. And where light passes through two walls of glas the
 > distortion is too big.

> The object:

```

>
>
> light ----> | | ----> | | ----> = mutch distortion, almost as it was
>               \ \_____/ /         filled with water.
>               \ \_____/ /
>               | |

```

```

>
>           | |
>          / \
>         -----
> I've tried: Multiple lightsources, different filter values, speculariry
> differences, background ambient.... Doesn't seem to help.
>
> Any hints how to make glas look like glas in Imagine? I don't like beeing
> beaten by REAL 3D.. :-)
>
> /micce
>
>
> .--
> | FidoNet: 2:201/411.36   Internet: Mikael_Ostergren@p36.anet.bbs.bad.se |
> | CompuServe: 100303,2117 Internet: micce@aktiv.se (work)             |
>                                                                           --'
>

```

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1.228 MSG-225 Subject: Re: Modelling and Snapping

Subject: Re: Modelling and Snapping
Date: Tuesday, 22 November 1994 20:30:56
From: gregory denby <gdenby@twain.helios.nd.edu>

Charles Blaquiere replies:

```

>>... Namely, one can use Replicate on an object, and with a little
>> head scratching can place a row of polygon objects with pretty good
>> accuracy. But if you want many objects set to be lights, you must
>> copy, paste, copy paste...

```

```

>Gregory, perhaps you could select one of the replicated light objects,
>give it the proper attributes (including "light"), then
>Shift-RightAmiga-A to multi-select all of them, and use Functions | Apply
>to copy those attributes from the one object onto the group? Shades of
>Spock, gasping for air, whispering "the attributes of the one... outweigh
>the attributes of the many." <ducking & running>

```

I was about to make a similarly witty reply involving The Replicated Enterprise lacking photon emission points to fight the Klingons, but suddenly I fell through a fault in time/space and realized...

If you use the Split (RA-X) command on a single object that has non-contiguous faces, Imagine will break them into seperate objects. Then!!

Yes!!!

The routine for making a row of lights, evenly spaced, would be:
 Make primitive sphere(or whatever) and Mold/Replicate so that a row
 of detached spheres is created. Split this object. You will then have
 a row of objects with their own axes. Ungroup them. Pick the parent
 axis Imagine creates. Set it to light. Select all others. Apply!!!

Thank, Charles, for jostling my "imagination."

Greg Denby
 gdenby@darwin.cc.nd.edu

Thread 215

--> RETURN TO CONTENTS!<--

1.229 MSG-226 Subject: Skies in Imagine 3

Subject: Skies in Imagine 3
 Date: Tuesday, 22 November 1994 20:53:58
 From: MICHAEL RICHARDS <mhr@aber.ac.uk>

Dear All.

Using the globals option in the Action editor it is possible
 to specify the colours of the Zenith (+ and -) and the horizon. This
 SHOULD produce a graduated sky colouring, but if I use it I get a
 distinctly banded sky with no smooth transitions.

The manual mentions an option on the globals panel to change
 the amount of dithering on the sky - but it seems to be absent.

So is it possible to get nicely shaded skies without having to
 use a background image ? I don't want to do this as I am running low
 on memory in my current project.

Also, does anyone know of a good source for images of clouds ?
 (Apart from the sky :)). I have tried the clouds program on Aminet but
 it doesn't really do what I need.

Email me if this is in fact a FAQ ...

Thanks in advance.

Mike.

You can reach Mike Richards at the following address ... (if you're that desperate).

```

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'\ \ _____ - 0 -
 \ \ / ' / \ / | \ _

```

mhr@aber.ac.uk

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| |=|=| |=-----/

---- Why not drop me a line ...? -----hn/--hn/-----

Thread 237

--> RETURN TO CONTENTS!<--

1.230 MSG-227 Subject: ARexx Script Files (10K)

Subject: ARexx Script Files (10K)

Date: Tuesday, 22 November 1994 22:45:13

From: Ian Smith <CBB105@PSUVM.PSU.EDU>

%%% Forwarded message from Ian.Smith@f564.n2601.z1.fidonet.org %%%

Here are the scripts I mentioned previously. Many of the lines in the script are well over 80 characters long and e-mail would kill it, not to mention what happens to files that get mangled through VM CMS! Not everyone has uuencode, so I wrote a quick ARexx program that anyone can use. (Hey, if you don't have ARexx what do you need ARexx scripts for anyway?) Just take the text between the cut here's and save it to a file. Use "RX <filename>" to extract the binary. Its about 10K. Enjoy! And remember to make backups!!!! Especially after an upgrade. Impulse might make improvments that my ARexx scripts can't handle.

---- CUT HERE ----

```
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F07F8B53D1EBC5CDCBEB5ECD8042586F603A7824B4EEF9CBB4D1C84718D32EB80358FD
6D3BF32A480690371C51483AFA40E6D304CC823D0EEC253F90FADFFB041D8541A4601E
8294110C1213AC9114BA132412EB9C1/* ARexx: Execute me to extract. */
Call Open(Out,"ARexxImagineScripts.lha","W")
Do i=4 To 141;Call WriteCh(Out,X2C(SourceLine(i)));End;Exit
1C742D6C68352D08050000260C0000CD0E761D4000064A69747465727A3204496BD7D1
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```

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 8ED1B70F248F04970000
 ---- CUT HERE ----

cbb105@psuvm.psu.edu (Posted for Ian.Smith@f564.n2601.z1.fidonet.org)
 (ARexx! Imagine *NEEDS* ARexx! Pleeeeeeeease? :-)

Thread 230

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1.231 MSG-228 Subject: Skies in Imagine 3

Subject: Skies in Imagine 3

Date: Wednesday, 23 November 1994 02:16:49

From: KEN_ROBERTSON@robelle.com

I, too, have noticed the same thing. Hmmm. I'm rendering in 24 bit, with anit-alias off, displaying to an AGA chipset, and the banding is definitely there. I don't like it, either, but I didn't play around with it enough to see if I could get rid of it.

Sooooo...I called tech support. The tech told me that "the blending option on the sky didn't really work in previous versions, especially when there is a dramatic change from one colour to the next". The workaround is to use a backdrop sky, just the kind of thing I've been trying to get away from. Yes, it eats memory. But it will get the effect that you need.

Another work-around is to post-process the images. make the sky a constant colour, that you probably won't use in the rest of your image (like fushia, or something), then using dpaint, brilliance, adpro, or whatever composite a gradiated sky picture into your ray-traced pic.

\KenR

 Never type in a colon unless you are very, very, very small.

Thread 226

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1.232 MSG-229 Subject: Re: Fractal tree creator?

Subject: Re: Fractal tree creator?
Date: Wednesday, 23 November 1994 02:46:42
From: Steven Cockrill <scockrill@sprill.demon.co.uk>

Hi "Frank.VanDerAuwera" <fvdauwer@psws.uia.ac.be>
In <Pine.ULT.3.90.941119090223.8835A-100000@psws.uia.ac.be> you wrote:
>
> A few days ago there was a message about two fractal tree generators, one
> of which made play-doh style trees, and the other one was reviewed as good.

> it was called "fre" or "fr" or something like that. Can anyone point me
> to what it is and specially, where to find it? (ADT "find" with "fractal"
> or "tree" doesn't find it)

I mentioned FR a little while ago.

I'm sure now that it isn't on Aminet, I must have got it from a
BBS in the UK.

I can't confirm the 'ware' status of this program.

The doc begins thus...

FR.DOC

Copyright 1989 (c) Cathryn and Eric Graham

This disk includes the files that were the basis for the article
entitled "Three-Dimensional Fractals" in Amiga Transactor Volume 1
issue 6. The article describes how a program can generate data
files that represent a von Koch snowflake, the 3D analog of the
snowflake and a fractal tree.

Can anyone help out?

regards,

Steve

--

scockrill@sprill.demon.co.uk

Steven Cockrill - London

Thread 248

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1.233 MSG-230 Subject: Re: ARexx Script Files

Subject: Re: ARexx Script Files

Date: Wednesday, 23 November 1994 03:17:38

From: Ian Smith <CBB105@PSUVM.PSU.EDU>

%%% Forwarded message from Ian.Smith@f564.n2601.z1.fidonet.org %%%

Hmmm... something got messed up with the script file message.
It is an esay fix. Just delete the first few lines of numbers.
The file you save should start with "/* ARexx..." and not "602960..."
I just downloaded the post that the IML sent back and it unextracts
fine once you remove the garbage at the beginning. Anyway...

I tried increasing the size of my scene like was mentioned on the
list and it cut the time to render in half! I experimented around
with trying to figure out the maximum I could expand and came up with
a few guidelines. Go into the stage menu and turn on the coordinate
display in the titlebar. Next, find the furthest object away from
the center of the world. Including lights and the camera. Since
the Imagine world is 65536 units in all directions, the max placement
for an object is 32768. In my scene, a light was 1900 units away
from the center. So 32768/1900 gave me 17. In theory, that should
fill the imagine space with my scene, and it looked fine in the stage
editor. But trying to render gave me an "Octvolume too large" error.
I had to reduce the multiplier to around 8 to get it to render.
Not sure why, anyone know the reason?

Am I the only one that had problems doing this by hand? In my scene
I have about 40 objects, and since there is no Box select or an All
command that I could find in the Stage editor I had to shift click
every object and scale them. But when I would hit scale, only a
few objects would scale interactively with the mouse. I tried world/
local mode as well as using the transform requester. Even if I got
them to scale, they would not save correctly. I was in frame one,
every actor had bars for size and position. It's why I wrote the
script in the first place.

Is the octvolume non-scalable? In other words, does it start by

taking the entire world, and creating 8 cubes, and then makes 8 cubes out of shoes and so on? That would explain why scaling up would help.

--

cbb105@psuvm.psu.edu (Posted for Ian.Smith@f564.n2601.z1.fidonet.org)
(ARexx! Imagine *NEEDS* ARexx! Pleeeeeeeease? :-)

Thread 280

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1.234 MSG-231 Subject: RE: Mode promoting Imagine

Subject: RE: Mode promoting Imagine

Date: Wednesday, 23 November 1994 04:43:40

From: luiten@trantor.nmsd.oz.au (Robin Luiten)

> From: Craig Brown <CBB105@PSUVM.PSU.EDU>
>
> %%% Forwarded message from Ian.Smith@f564.n2601.z1.fidonet.org %%%
> -----
> [removed text]
> I just got 3.1 and patched it to use full overscan. While playing
> around I discovered some interesting things. I had been using a
> promotion utility to expand Imagine, but got strange results when
> rotation large objects sometimes. I found that if you patch the
> executable it displays everything perfectly. I never have any problems
> with messed up graphics. However, the value for height is stored
> as a SIGNED CHARACTER in the binary. :(That means the maximum value is
> 127, which limits your height to 508 lines! I have patched Imagine
> to use a 1280x508 screen, and it works just fine if you ignore the

Yes you have to hack the Imagine executable to get the re-draw to work properly... The only dimension that matters is the width of the screen so the best solution is to change the width to what you want in the executable then use a mode promotion program to force the height to what ever you want and everything will work just fine and dandy.

I have set Imagine 3 for a friend to run at 1024 * 768 on a Retina Board and it works perfectly...

Boy talk about a lot of screen Real Estate !!! :-)

> terrible aspect ratio. No errors with rotations or moves at all.
> I only have an A300, but I bet if someone with an AGA machine patched
> the screen to 1280x400 in the executable, and promoted it to a
> SuperHires-Interlace screen it would work great. Let me know if

> anyone tries this and it works/crashes.
>
[removed text]
> cbb105@psuvm.psu.edu (Posted for Ian.Smith@f564.n2601.z1.fidonet.org)
> (ARexx! Imagine *NEEDS* ARexx! Pleeeeeeeease? :-)

Robin

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1.235 MSG-232 Subject: Re: Skies in Imagine 3

Subject: Re: Skies in Imagine 3
Date: Wednesday, 23 November 1994 06:02:36
From: Mike McCool <mikemcoo@efn.org>

Hey guys, guyas,

One of the coolest things about Turbo Silver and the earlier versions of Imagine was how well 'sky blending' worked. It looks so bad now, with all those absurd bands, I usually bypass globals altogether.

Thanks, y'all, for bringing this topic back to life.

Thread 142

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1.236 MSG-233 Subject: Help Compiling Textures

Subject: Help Compiling Textures
Date: Wednesday, 23 November 1994 07:01:52
From: gt4389a@prism.gatech.edu

IMLers,

since I am a student at Ga. Tech. I have very limited time and money. This means I don't get to do much programming of my own. Also this

means the 'C' compilers I have at my disposal are a registered version of DICE and version 2.6.0 of GCC. My question is:

Is there anyone out there who has successfully managed to compile the example texture that is in texture.doc from Impulse. If so could you please tell me how to do this with either of the compilers I use.

I have managed to compile the texture using DICE but my version of DICE does not generate inline FPU instructions so when the texture is rendered it crashes my machine.

Any help is appreciated.

Thanks in advance.

Hap (hazard) Wheeler

Thread 101

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1.237 MSG-234 Subject: Re: Glas in Imagine

Subject: Re: Glas in Imagine

Date: Wednesday, 23 November 1994 07:23:40

From: Charles Blaquiere <blaq@io.org>

On Mon, 21 Nov 1994, Charles Blaquiere wrote:

> Imagine gave up, threw up its virtual hands, and plotted a black pixel,

ROFL! Yes, I did write that wretched bit of prose. Threw up its hands, indeed! Of course, I meant that Imagine threw its hands up in the air -- ummm, no, that doesn't sound right either.

Someone correct me, please.

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1.238 MSG-235 Subject: Best PC Paint program

Subject: Best PC Paint program

Date: Wednesday, 23 November 1994 08:21:02

From: joec@ensoniq.com (Joe Cotellese)

Anyone have any opinions which PC paint program I should get?
I am interested in either shareware or comercial software.

Joe Cotellese

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1.239 MSG-236 Subject: Re: Skies in Imagine 3

Subject: Re: Skies in Imagine 3
Date: Wednesday, 23 November 1994 09:15:34
From: Charles Blaquiere <blaq@io.org>

On Tue, 22 Nov 1994, MICHAEL RICHARDS wrote:

> So is it possible to get nicely shaded skies without having to
> use a background image ? I don't want to do this as I am running low
> on memory in my current project.

Even if you get an answer to your question, here's a helpful hint on
using brushmaps to get graduated backgrounds, and why you'd want to do it.

Using your favorite 24-bit package, create a graduated background on a
tall, skinny canvas, 10 x 480 for example. Apply it to a sphere
(WrapX/WrapZ) and enlarge the sphere to enclose your entire scene.
Presto! A graduated background, using very little brushmap memory.

The reason to use a brushmap? Flexibility, of course. You could design a
beautiful sunset sky, being free from Imagine's 3-color sky. It also
helps for those times when camera angles are so tight that most of the
sky is horizon color; just concentrate your gradient area on the center
of the brushmap.

?n when I have plenty of both Chip & Fast mem I can get the situation where
>most of the menus refuse to work. In fact I can reproduce this every time.

>In fact it is worse than loosing menus, I've worked out that some memory is
>being overwritten & that this corrrupts the menus. If I exit Imagine (using the

>keyboard shortcut which still works) & try and restart, I inevitably get a
>machine crash before too long.

I figured it was something like this. I'm using 3.0 on a 2000 with a PPS 040 board (16MB fast, 2MB chip) with a 2MB Retina. I run it at 1024x768 and have the same problem. I assumed it was an incompatibility with some utility I was running, but now I'm beginning to believe it's a problem with Imagine. BTW, I'm running WB 3.1 with this.

Nice to know it's not bad RAM or some other hardware-related issue.

Kent Kalnasy (speaking only for me) kkalnasy@bvulads.loral.com
Loral Advanced Distributed Simulation, Inc. Bellevue, Washington

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1.240 **MSG-237 Subject: Re: Skies in Imagine 3**

Subject: Re: Skies in Imagine 3
Date: Wednesday, 23 November 1994 11:43:23
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> Using the globals option in the Action editor it is possible
> to specify the colours of the Zenith (+ and -) and the horizon. This
> *SHOULD* produce a graduated sky colouring, but if I use it I get a
> distinctly banded sky with no smooth transitions.
>
> The manual mentions an option on the globals panel to change
> the amount of dithering on the sky - but it seems to be absent.

Try using the auto dither button in the project window, I think this will do what you want..of course the effects quality will have a lot to do with how many colors you can render the image out to.

=RRW=

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1.241 MSG-238 Subject: IMTguide

Subject: IMTguide
Date: Wednesday, 23 November 1994 13:05:16
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

Well, I geuss I should mention this to some of you who have been looking for IMTguide so you need not keep looking for it. I have had it removed from the net till Impulse gets a chance to look at it. It seems they are a bit worried as to weather we are infringing there copyrights or not.

I do not believe so, but we are going to send them a copy to look at and make sure its all legal. I didn't think there was any problem as we have not sent any part of there text files with IMTguide. But sense I'm not a legal wiz kid, I don't know of all the possible legal implications. But did not feel it was anything I needed to worry about.

But it seams there could be a problem, so I'm having it sent to Impulse for the OK. If I don't get the OK, then I geuss we are all stuck with the text as is. If Impulse says we haven't infringed there copyrights then I'll repost it for all to have. Until then, you will have to waite and continue on as you have.

I can only say that I am sorry for this problem, and hope it all works out OK. I imagine I should have done this from the start, but sense we are not sending out any part of the text files, I did not see a problem. Well, its all a learning experience for me. And I know it will be the last time me and Duck try to make Imagine an easier and more enjoyable program to use. Unless of course we get the OK from Impulse on IMTguide. I really see no reason for them not OK'ing it. But feel I should give Impulse a chance to look it over before I leave it on the net.

well sorry for the bad news..

=RRW=

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1.242 MSG-239 Subject: Re: Best PC Paint program

Subject: Re: Best PC Paint program

Date: Wednesday, 23 November 1994 18:41:48
 From: Cliff Lee <cel@tenet.edu>

 On Tue, 22 Nov 1994, Joe Cotellese wrote:

> Anyone have any opinions which PC paint program I should get?
 > I am interested in either shareware or comercial software.

From a low end point of view (I can't afford the \$\$\$ stuff)...
 There is a program called PC Paintbrush for Windows that is nice. I paid
 something like \$39 (US) for it. Supports 24 bit images and has a better
 set of tools than I had expected.

Cliff Lee cel@tenet.edu
 "You can always make up a class,
 You can never make up a party!"

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1.243 **MSG-240 Subject: Re: Skies in Imagine 3**

Subject: Re: Skies in Imagine 3
 Date: Wednesday, 23 November 1994 19:11:15
 From: Patrick Sauvageau <sauvp@citi.doc.ca>

 One of the best way I have found to produce spectacular skies, specialy
 sunset, is to use a fractal generated landscape and positioning it
 vertacally in background of the scene so it occupy the entire camera view.
 If you apply to the landscape a linear texture that fade it from blue to
 white on the direction of the bump, eache "mountain" will become a cloud.
 Now, if you place a red-orange diminishing intensity lamp verry close to
 this "sky", it will produce a very bright orange circle on the plane. This
 circle will look like the sun at sunset and the "clouds" will by
 hilighted realistically. To add to the realism, add a blue-white, low
 intensity lightsource (non-diminishing intensity) behind the camera, but
 higher to add a blue global lighting to the scene.

It work best if the fractal "clouds" bumps are very smooth

```

      \|\
1    -O-      |
      /|\      /
           \

```

```

\
3.1
2 0-   Scene-   /
      Objects  |
-----Ground
1- Blue general light
2- camera
3- red "sun" light

```

Since the entire camera view is covered with object, the rendering time may be very long. So if your camera do not move in the animation, create the sunset in the first frame and use this frame as the backdrop for the rest of the anim; this way, the backdrop will allway be at the good resolution for the rest of the anim.

Good luck at experimenting.

--
Patrick Sauvageau (SIA)
sauvp@citi.doc.ca

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1.244 MSG-241 Subject: Re: Skies in Imagine 3

Subject: Re: Skies in Imagine 3
Date: Wednesday, 23 November 1994 20:20:55
From: Ed Totman <etotman@gort.ucsd.edu>

On Tue, 22 Nov 1994, Mike McCool wrote:

```

> Hey guys, guyas,
>
> One of the coolest things about Turbo Silver and the earlier
> versions of Imagine was how well 'sky blending' worked. It looks so bad
> now, with all those absurd bands, I usually bypass globals altogether.
>
> Thanks, y'all, for bringing this topic back to life.

```

I've been reading the messages on this topic but I still don't know what the problem is. I use imagine3.1 on a PC, and the color transitions in all my gradiated sky patterns are completely smooth (no banding). I also display through a PAR to a tv, so maybe that makes the difference.

Ed Totman
etotman@gort.ucsd.edu

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1.245 MSG-242 Subject: Re: Best PC Paint program

Subject: Re: Best PC Paint program
Date: Wednesday, 23 November 1994 21:21:16
From: joeec@ensoniq.com (Joe Cotellese)

>Hi Joe!
>
>> Anyone have any opinions which PC paint program I should get?
>> I am interested in either shareware or comercial software.
>
>You should be more specific. What do you want to do with the
>'Paint Program'.

Yeah, I guess I was a little vague. My primary use would be creating brushmaps. I would like it to handle 24bit color, have some image conversion capability, and be Windows based.

I've looked at the paint program that comes with Corel. I liked it but I don't need any of the other stuff that comes with it so I couldn't justify the price.

Thanks for your help,

Joe Cotellese

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1.246 MSG-243 Subject: Re: IMTguide

Subject: Re: IMTguide
Date: Wednesday, 23 November 1994 22:28:51
From: Douglas Rudd <rudd@plk.af.mil>

>
>
> Well, I geuss I should mention this to some of you who have been looking
> for IMTguide so you need not keep looking for it. I have had it removed
> from the net till Impulse gets a chance to look at it. It seams they are
> a bit worried as to weather we are infringing there copyrights or not.
>
> I do not believe so, but we are going to send them a copy to look at and
> make sure its all legal. I didn't think there was any problem as we have
> not sent any part of there text files with IMTguide. But sense I'm not a
> legal wiz kid, I don't know of all the possible legal implications. But
> did not feel it was anything I needed to worry about.
>
While I can't fault Impulse for being cautious with their property, I can't
help but feel they will not feel threatened by your work. Your arexx file
requires the Imagine program disks to work, and if some one has those,
legal or not, they have the texture files, text, and Imagine.

In my view, your logic is flawless, and no matter what the outcome, you
are to be commended for your fine work. If I were Mike Halverson, I'd
buy the program from you.

Doug Rudd
rudd@plk.af.mil

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

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

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1.247 MSG-244 Subject: Best PC Paint Program

Subject: Best PC Paint Program
Date: Wednesday, 23 November 1994 23:57:29
From: cwhite@rmii.com (Curtis White)

A very nice paint/image manipulation program is called Fauve Matisse. You can get it for \$99 and it has many nice features. It has tons of filters to do blurs, mosaic, tone correction, etc. You can float selections as separate objects and work on just that object or use it as a mask. It has all kinds of different brushes, like paint brushes, pencil, stamps, etc. It can do many different paper textures and you can define your own textures that you can apply to the image. It can use Kai's Power Tools plug-ins as well as most other Photoshop plug-ins. Overall, it is an excellent program. It is comparable to Fractal Design Painter for about 1/3 the cost. If you want more details on what it can do, let me know. It also can read and write almost any image format. Hope this helps!

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1.248 MSG-245 Subject: Re: Best PC Paint program

Subject: Re: Best PC Paint program
Date: Thursday, 24 November 1994 01:24:43
From: mbc@po.CWRU.Edu (Michael B. Comet)

>On Tue, 22 Nov 1994, Joe Cotellese wrote:
>
>> Anyone have any opinions which PC paint program I should get?
>> I am interested in either shareware or comercial software.
>
>>From a low end point of view (I can't afford the \$\$\$ stuff)...
>There is a program called PC Paintbrush for Windows that is nice. I paid
>something like \$39 (US) for it. Supports 24 bit images and has a better
>set of tools than I had expected.

I am not sure what is good, but you might want to check out the latest New Media magazine, or maybe the last to latest. Probably November issue.

It is a special with comparisons of tons of different multimedia software from 2D to 3D to CDROM authoring etc... They don't give in depth reviews, but it lists the manufactures, phone number, cost and features side by side for IBM, Mac and Amiga stuff (imagine and lightwave are in there).

--

```
+-----+
| Michael Comet, mbc@po.CWRU.Edu - CWRU, Software Engineer/Graphics Artist |
| Computer Graphics/Animation! - HomePage: http://sushi.ins.cwru.edu/      |
+-----+
```

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1.249 MSG-246 Subject: Re: Skies in Imagine 3

Subject: Re: Skies in Imagine 3

Date: Thursday, 24 November 1994 02:12:04

From: mbc@po.CWRU.Edu (Michael B. Comet)

>I've been reading the messages on this topic but I still don't know what
>the problem is. I use imagine3.1 on a PC, and the color transitions in
>all my gradiated sky patterns are completely smooth (no banding). I also
>display through a PAR to a tv, so maybe that makes the difference.

Yes I have no problem either. I think 3.0/3.1 just does it perfectly smooth, though quantizing affects the way it looks. As stated there are other ways. I often add a large sphere with a few linear textures on it to make it have more bands of color.

--

```
+-----+
| Michael Comet, mbc@po.CWRU.Edu - CWRU, Software Engineer/Graphics Artist |
| Computer Graphics/Animation! - HomePage: http://sushi.ins.cwru.edu/      |
+-----+
```

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1.250 MSG-247 Subject: News News News

Subject: News News News

Date: Thursday, 24 November 1994 03:56:22

From: Shinobi@ckbbs.tor.hookup.net (Shinobi)

Fellow Imagineers:

I have good news and I have bad news...

The good news is I'm currently programming a particle system for Imagine. It will be of a flavour similar to Sparks. It will have wind, gravity wells, air resistance, elasticity, force fields, and walls (running parallel to an axis only). The walls idea is kind of neat, because you can create a series of "walls" in the shape of a staircase and splash your particles down the stairs. I'm still trying to figure out how to do gusts of wind, although I may forsake the "gust" button in favour of a wind envelope (yes, you heard me right...envelope!). Will post more details as they come into my head 8^)

The bad news is that it's not ready yet 8^ (Due to midterms (Gawd, the "M" word!) I've had to slow down. 90% of the physics is in there already...just have to develop a decent GUI (hopefully with a real-time preview of your particles).

Now, before you all get hot about the idea and melt singe your chairs, THE PROGRAM WILL REQUIRE A REGISTERED VERSION OF ISL3.0. So if you're planning on using my particle system, you'll have to register with John G!!

More details in the future...promise.

Paul

-- Via DLG Pro v1.0

| Paul Fine Lines Publications |
* Thompson CGI Animations Multimedia *
| Shinobi@ckbbs.tor.hookup.net |

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1.251 MSG-248 Subject: Fractal Trees and

Subject: Fractal Trees and "fr" in particular
Date: Thursday, 24 November 1994 04:07:09
From: Steve@mg-plc.demon.co.uk (Steve Gardiner)

SGkgdGh1cmUsDQoNck1pa2UgTWNDb29sIGt1ZXBzIG11bnRpb25pbmcgdGhp
 cyAiZ3Jvb3Z5IDRrIiBmcmFjdGFsIHRYZlUvc25vd2ZsYWt1IA0KZ2VuZXJh
 dG9yIGNhbGwgImZyIiwgYW5kIG10IHNvdW5kcyBncmVhdC4uLiBTbyB3aGVy
 ZSBjYW4gSSBnZXQgdGh1IGJsb29keQ0KdGhpbmcgPz8/ISEhIDstKQ0KDQpT
 byBjb211IG9uIElpa2UsIHRlbGwgdXMgd2hlcmUgd2UgY2FuIEZUUCB0aGUg
 cHJvZ3JhbSBmcm9tLi4uIA0KDQpDaGV1cmMNC1N0ZXZlIEdhcmRpbmVyDQoN
 ClBTIC0gU29ycnkgyYWJvdXQgdGh1IGZldyBibGFuayBtZXNzYWdlcywgYnV0
 IEkgy2FuJ3QgZ2V0IHVzZWQgdG8gbXkjbWFpbHdhcmUNCg0K

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1.252 MSG-249 Subject: Re: Using MODEPRO

Subject: Re: Using MODEPRO

Date: Thursday, 24 November 1994 05:32:48
 From: imagine@jknight.demon.co.uk (Julian Knight)

 Hi Mikael, on Oct 27 you wrote:

```
> In a message of 26 Oct 94 Jamie Knight wrote to me:
>
> JK> From: jamiek@hwcces.demon.co.uk (Jamie Knight) To:
> JK> imagine@email.sp.paramax.com
>
> JK> Hello
>
> JK> I have just downloaded MODEPRO from Aminet after someone mentioned it
> JK> working with Imagine 3.0. You're right, it does work :) but when I
> JK> press F1 to pick a selected object (or select a picked one?) on a
> JK> 670x5something overscan screen, a layer of yellow garbage appears in
> JK> the view windows - Imagine still thinks the screen is 640x512. Has
> JK> anyone else seen this and solved it, or have I cocked it up?
>
> Make the screen width a multiple of 64 (640,704... ) and it won't garble your
> screen any more.
>
> .--
> | FidoNet: 2:201/411.36 Internet: Mikael_Ostergren@p36.anet.bbs.bad.se |
> | CompuServe 100303,2 Internet: micce@aktiv.se (work) |
> |_____|
>
>
>
```

Ahh, I just got round to looking at this suggestion from Mikael until I realised that I use a width of 1024 which is 64*16 so I'm afraid this doesn't

always work :(

auf Wiedersehen,

```

Julian. /-----+-----\
|Email:      julian@jknight.demon.co.uk | A4000/040, 14MB/320MB, |
|Day/Urgent: gbkxf6cf@ibmmail.com      | Opal, Retina (4MB), |
|Location:   Redditch, Worcestershire, | One-Stop-Music-Shop,|
|           United Kingdom.           | Imagine 3, ADPro ...|
\-----+-----/

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1.253 MSG-250 Subject: IM3.0 Texture

Subject: IM3.0 Texture

Date: Thursday, 24 November 1994 05:35:35
 From: DesertFox <smithe@groucho.la.asu.edu>

I have noticed that a few people here are very talented and have created some nice textures for Imagine. As I don't know how to create a texture, but seem to be in need of a new one I have a request. I would like to see a texture that could change the color of parts of an object based on the local curvature of the object. This would give the effect like Linear on a bumpy plane, but would be good for object of more complex shapes. I have no idea how difficult (or impossible) this may be. I'm trying to make an animal's head so that the pointed parts of the head are shaded to different colors (like a siameese cat). Unfortunately the head isn't very spherical, so a radial texture won't work well. If anyone has an alternative suggestion to create this effect, I'd love any help.

smithe@groucho.la.asu.edu

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1.254 MSG-251 Subject: RE: Mode promoting Imagine

Subject: RE: Mode promoting Imagine
Date: Thursday, 24 November 1994 06:43:38
From: luiten@trantor.nmsd.oz.au (Robin Luiten)

> > From: Craig Brown <CBB105@PSUVM.PSU.EDU>
> >
> > %%% Forwarded message from Ian.Smith@f564.n2601.z1.fidonet.org %%%
> > -----
> [removed text]
> > I just got 3.1 and patched it to use full overscan. While playing
> > around I discovered some interesting things. I had been using a
> > promotion utility to expand Imagine, but got strange results when
> > rotation large objects sometimes. I found that if you patch the
> > executable it displays everything perfectly. I never have any problems
> > with messed up graphics. However, the value for height is stored
> > as a SIGNED CHARACTER in the binary. :(That means the maximum value is
> > 127, which limits your height to 508 lines! I have patched Imagine
> > to use a 1280x508 screen, and it works just fine if you ignore the
>
> Yes you have to hack the Imagine executable to get the re-draw to work
> properly... The only dimension that matters is the width of the screen
> so the best solution is to change the width to what you want in the
> executable then use a mode promotion program to force the height to
> what ever you want and everything will work just fine and dandy.
>
> I have set Imagine 3 for a friend to run at 1024 * 768 on a Retina
> Board and it works perfectly...
>
> Boy talk about a lot of screen Real Estate !!! :-)

Ooops... I forgot to attach a disclaimer...

This is a hack and as such I can't gaurantee it will work perfectly
for you. [mind you have had no problems here]

Impulse and its agents have no responsibilities for any problems
that may arise from this hack.

Robin

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1.255 MSG-252 Subject: Re: Silcon graphics

Subject: Re: Silcon graphics
Date: Thursday, 24 November 1994 07:22:10
From: Derek Hardison <derekjh@pd.org>

One might be suprised to find the number of Amigas being used to output the results of SGIs rendering to video tape. the Galileo frame buffer apparently left a LOT to be desired and was expensive to boot; so plenty of the video-aware Amigans just networked & arexxed & single framed off of firecrackers & opalvisions -- while saving tons O bucks.

--
Derek Hardison Imagine on Amiga 4000s
 New Intelligence on Video
 SGIwannabe
Domain: derekjh@pd.org
UUCP: ...!emory!pd.org!derekjh

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1.256 MSG-253 Subject: Bump maps and states

Subject: Bump maps and states
Date: Thursday, 24 November 1994 08:42:47
From: david.wyand@canrem.com (David Wyand)

Hi All!

Has anyone else had a problem applying a bump map to an object using states. It would appear that as soon as you lock the bump map to a state, the bump map changes its location and ignores all Y-Axis info to create really deep or high bumps. I have Imagine 3.1 and this still seems to be happening. Anyone else found this a problem??

-Dave
david.wyand@canrem.com

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1.257 MSG-254 Subject: Re: IMTguide

Subject: Re: IMTguide
Date: Thursday, 24 November 1994 11:00:19
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> >

> While I can't fault Impulse for being cautious with their property, I can't
> help but feel they will not feel threatened by your work. Your arexx file
> requires the Imagine program disks to work, and if some one has those,
> legal or not, they have the texture files, text, and Imagine.

Yes, I can understand Impulses veiw, and we in no way wanted to infringe
there copyrights, and is why I have removed it till they can take a look
at it.

> In my view, your logic is flawless, and no matter what the outcome, you
> are to be commended for your fine work. If I were Mike Halverson, I'd
> buy the program from you.

Well Thanks Doug for the good words, I don't know what will happen but do
hope it works out fine for all.

=RRW=

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1.258 MSG-255 Subject: Index of Refraction

Subject: Index of Refraction
Date: Thursday, 24 November 1994 14:46:59
From: Curcio Nicholas <curcion@db.erau.edu>

Hi everyone. Someone on the list brought up an important "feature"

this past week. (Sorry I don't remember who.) He was asking how to make REAL glass in Imagine. I thought there was a problem with this since 3.0, but I haven't had a chance to test it...until now. I reinstalled 2.9 and made a scene with a wine glass (IOR=1.52) in front of a black "monolith" on a table top. I rendered it in 2.9 and 3.0 with drastically different results.

The 2.9 picture looks "real". The monolith is halfway behind the glass, and it appears that way through the glass.

The 3.0 picture, however, looks like the IOR has been multiplied greatly. The monolith cannot even be seen through the glass because it is "bent" so far. The light is bent do much that the table can be seen in the bottom of the glass and looks like a bowtie. The corners are really curved up.

I am in the process of finding the IOR for 3.0 that makes an "identical" picture as 2.9, but I don't think this should be necessary.

Try something like this and see what I mean...please.

Sincerely,

Nick

I apologize for the length of this post, but I thought it was important.

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1.259 MSG-256 Subject: Re: Best PC Paint program

Subject: Re: Best PC Paint program
Date: Thursday, 24 November 1994 15:34:09
From: Peter Bugla <bugla@informatik.tu-muenchen.de>

Hi Joe!

> Yeah, I guess I was a little vague. My primary use would be creating
> brushmaps. I would like it to handle 24bit color, have some image
> conversion capability, and be Windows based.
>
> I've looked at the paint program that comes with Corel. I liked it but I
> don't need any of the other stuff that comes with it so I couldn't justify
> the price.
I worked a lot with COREL-DRAW 4.0 and COREL Photo-Paint and I like it
very much (C-DRAW: you can work with layers and have very good

possibilities of manipulating curves, PHOTO-PAINT: a lot of picture-manipulating possibilities). But it's expensive and you should be careful about the new Version 5.0, because there seem to be some nasty bugs in it. (Don't Flame!)

Another nice Program-combination is Adobe Illustrator/Photoshop, which I don't know personally, but I talked alot about some nice features lately.

CU Peter

```
-----
#include <disclaimer.h>           | "If architects built buildings the way
                                | programmers write programs the first
                                |
                                | woodpecker that came along would
Peter Bugla                     | destroy civilization"
e-mail: bugla@informatik.tu-muenchen.de | -- Murphy's Law of Computers
snail-mail: Peter Bugla, Morsering 26, |
                                | 80937 Muenchen, Germany |
-----
```

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1.260 MSG-257 Subject: Re: Glas in Imagine

Subject: Re: Glas in Imagine
 Date: Friday, 25 November 1994 10:56:51
 From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

```
-----
>
> OK! Tried that. Increased the resolve depth to 16 and added a global brushmap.

> It seems like that one solved the black spot problem I had. Now it only one
> trouble left. The bending of the light passing through 2 walls of glass. I've

> decreased the refraction to 1.1. The light is bent too mutch. If I go any
> lower on the refraction the other parts of the vine glass is going to be
> invisible. The object should be a closed one, shouldn't it? I mean, if I do a

> profile of a glass and then use "mold/spin" to get the shape. The object
> should come out closed? Using the "mold/sweep" doesn't connect the end-point,

> resulting in a open object. Does Imagine care about this?
```

Hmmm, Well It may, but it seems to me that I have used this method before with good results so I would have to say no, But I'm not sure of this. I

would suggest you use LOCK when connecting the beginning and ends of your silhouette of the glass, then after you spin or sweep it just go back to PickGroups Mode and merge the object together. This will make your object solid as well as make it a cleaner and possibly even render a fraction faster. heheh not much but what the heck, it's just good practice.

As for the refraction of light problem, how thick do you have the glass edges. This could cause you a problem if it is too thick.

> RRW> As for a nice Glass.Attribute, try the one that comes with Imagine, it
> RRW> renders fairly fast and looks good when raytraced.
>
> I've modified mine a bit... Going to restore it from the original disks...

Well, there's nothing wrong with modifying the attributes, but find it's always a good idea to keep the originals around for a default attribute to start from.

=RRW=

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1.261 MSG-258 Subject: Wanted: ALL info on Screen Size Hack

Subject: Wanted: ALL info on Screen Size Hack
Date: Friday, 25 November 1994 11:19:28
From: "Daniel T. Edwards" <dedwards@scs.unr.edu>

I'm the guy who compiled a mostly complete list of the different Imagine screen size hacks. The latest version of that list is still in the IML FAQ. About once a month I get email from someone who wants more info about the latest versions of Imagine. I sold my Amiga and have migrated my Imagine collection to the PC. I would like to recomplete the Amiga Imagine screen hack list. So far, I have info on versions 1.1 - 2.9. If you have the required info on ANY version of Imagine, please mail me (personal email only!) I'd especially like to hear from the guys in Europe who use PAL versions of 3.0 and 3.1.

So if you know how to hack the screen size, please email me with your instructions (use personal email... not IML!)

I'll make sure that the complete list is included into the next

version of the IML FAQ. Incidentally, most of the people who ask for the info directly from me are not IML members (weird).

```
// James R. Walker      WalkerVision Videographics //  
// dedwards@pogonip.scs.unr.edu                //
```

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1.262 MSG-259 Subject: Re: Index of Refraction

Subject: Re: Index of Refraction
Date: Friday, 25 November 1994 17:58:40
From: KEN_ROBERTSON@robelle.com

Nick wrote:

```
> I wonder  
> if Impulse changed the IOR routine or if an error got introduced in the  
> rewrite for 3.0+.  
> What's the best way to ask Impulse about this? E-mail? Snail mail?  
> What?
```

I've found that the best way to get answers is to actually call Impulse on the telephone. The best way to report a bug/ask for an enhancement is either snail mail or fax.

\KenR

The views from up here are fantastic! If only it weren't so damn hazy.

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1.263 MSG-260 Subject: Re: Index of Refraction

Subject: Re: Index of Refraction
Date: Friday, 25 November 1994 20:46:17
From: Curcio Nicholas <curcion@db.erau.edu>

On Thu, 24 Nov 1994, Dave Nagy wrote:

> If I were doing this, (if I weren't so lazy) I would start with a
> ridiculously low value (like 0.00) and work up... If Impulse has misplaced
> a decimal somewhere, 1.52 may well be something like .0152 or .152 now...

Good idea, but Imagine only allows values between 1.00 and 3.50.

>
> Don't put yourself out. I think most folks would rather take your word
> for it rather than DL-ing a bunch of pics.
>

Too late. :) I just ran 2.9 and 3.0 at the same time and rendered 14 pics.
7 of a tumbler with IOR's from 1.01-1.5 and 7 of a wine glass, same deal.
The results are quite interesting. 3.0's pics don't even resemble 2.9's.

I believe Impulse rewrote the routine for this reason:

There are NO black areas in the glass in 3.0 where in 2.9 it's
full of black areas. This is with RSDP=16 (highest allowed) in
BOTH versions.

So, they fixed it and broke it at the same time. What else is new. ;)

I won't upload the pics unless someone wants them. They're only HAM6
160x100. Guess I'll be callin' Impulse.

Nick

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1.264 MSG-261 Subject: Glass in Imagine

Subject: Glass in Imagine
Date: Friday, 25 November 1994 22:10:59
From: zmievski@herbie.unl.edu (Silicon)

Can someone post the Glass attribute that came with Imagine for Amiga?
I have PC version, and it came with no sample attributes.

Andrey

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1.265 MSG-262 Subject: Wishlist & question

Subject: Wishlist & question
Date: Saturday, 26 November 1994 02:03:15
From: m.rubin9@genie.geis.com

To add to whatever IM3.2 Wishlists might already have been Posted:

1. Wouldn't it be great to have a toggle with 2 renderscreen choices available directly inside the editors for Quickrenders? I always do a quarterscreen first and then move to a higher res fullscreen once things are looking good. It is such a pain to go back and forth to Preferences for each render.
 2. How about supporting Retina, Picasso and GVP display boards? (Anyone have a simple script to do this?)
 3. The backdrop pictures are great, but when you zoom in to work on a detail they disappear. If you then re-load the picture it doesn't re-size correctly, making it impossible continue tracing. This feature could use some tweaking.
- Has anyone downloaded the demo of FreeForm 3D 1.9 and given it a try? It sounds cool, but I don't have full Internet access so I can't check it out.

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1.266 MSG-263 Subject: Re: Silcon graphics

Subject: Re: Silcon graphics
Date: Saturday, 26 November 1994 05:25:24
From: Charles Blaquiere <blaq@io.org>

On Wed, 23 Nov 1994, Derek Hardison wrote:

> One might be suprised to find the number of Amigas being used to output
> the results of SGIs rendering to video tape. the Galileo frame buffer
> apparently left a LOT to be desired and was expensive to boot; so plenty
> of the video-aware Amigans just networked & arexxed & single framed off
> of firecrackers & opalvisions -- while saving tons O bucks.
>
> --
> Derek Hardison Imagine on Amiga 4000s
> New Intelligence on Video
> SGIwannabe
> Domain: derekjh@pd.org
> UUCP: ...!emory!pd.org!derekjh
>
>

For the sake of completeness, I must add that many other SGI owners use a Personal Animation Recorder inside a PC networked to the SGI, which appears as a network drive to the PC. Software on the PC transfers each frame to the PAR as it is created.

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1.267 MSG-264 Subject: Re: Wishlist & question

 Subject: Re: Wishlist & question
Date: Saturday, 26 November 1994 17:32:35
From: Kent Marshall Worley <mumu@america.net>

On Fri, 25 Nov 1994 m.rubin9@genie.geis.com wrote:

> Has anyone downloaded the demo of FreeForm 3D 1.9 and given it a try? It so
> unds
> cool, but I don't have full Internet access so I can't check it out.
>
> I have downloaded it and it is very cool. I have it on my local BBS
404-622-9509 if you want to download it. I asked my parents to get the
registered version for Christmas for me. It will convert real3d objects

to Imagine. This feature does not work in the shareware version but I hope it works in the registered version. Spline modeling is the way to go for me. I like organic shaped objects.
Kent Worley

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1.268 MSG-265 Subject: Wishlist & question

Subject: Wishlist & question
Date: Saturday, 26 November 1994 21:47:13
From: izi@scala.ping.dk (Soren Wind)

[25 Nov 94] [M.rubin9@genie.geis.com -> me]

Mrg> 2. How about supporting Retina, Picasso and GVP display boards?
Mrg> (Anyone have a simple script to do this?)

We don't need a simple script, we need to be able to promote so that Imagine's screen updates gets 10* faster than on OCS/ECS Just a little more system freindly... and stable....

```
----- -- --
|
| Soren Wind - IZI/Visual/ImpACT
| 3D / Raytrace / Spaceinvader
| E-MAIL izi@scala.ping.dk
| A2K/030/882/9MB/345MB/33Mhz.
| ULTRA UM-15NLD / Picasso 2MB
| USRobotics 28800 V.FC / Fax (\o/)|
| Apple PowerCD/PhotoCD Gallery (/|\)|
|
|-----|
```

... DEFINITION RAM: Random Available Memory...

-- Via Xenolink 1.90 / XenolinkUUCP 1.0

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1.269 MSG-266 Subject: Spline Editor

Subject: Spline Editor
Date: Sunday, 27 November 1994 03:12:42
From: mtucibat@cris.com (MTUCIBAT)

Hi All,

I've just been working on a project where I have a credit card with a logo cut out of it. Of course, forget about Slice. I found that in Spline, I could put all the elements together as splines and fonts, then Join and Add Points. Worked great.

However, I ran into an "unactivated feature" that I don't know if we've discussed. There seems to be no way to get knots in Spline to snap to grid. There is a "Lock" under Mode/Pick Method which, if analogous to working with points in Detail, should work when Adding Knots and when in Knot Control mode. As it is now, I can't see it doing anything. Am I missing something?

L8R

-mikeT

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1.270 MSG-267 Subject: Light Texture Docs Missing

Subject: Light Texture Docs Missing
Date: Sunday, 27 November 1994 05:36:24
From: cwhite@rmii.com (Curtis White)

I was wondering if anyone knows how to use the Caustics and Purphaze light textures?

The docs do not discuss them anywhere. I have v3.0 of Imagine. I looked through all

the old IMLs and found some discussion on the missing docs but nothing that says

where to get the info on how to use them or what they are. If anyone knows where

I can find out this info, pleeeeeeeeeaaaaaassssse let me know. I have some pics that I want to do that could benefit greatly from caustic lighting (I don't even have the slightest idea what purphaze is). Any help would be greatly appreciated.

Thanks,

Curtis

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1.271 MSG-268 Subject: Wierd object

Subject: Wierd object

Date: Sunday, 27 November 1994 06:34:42

From: Kent Marshall Worley <mumu@america.net>

I have converted a lightwave object of a Barco video projector to Imagine. It has three light tubes. The light source is a disk placed behind a glass lense. There are three colored disks for the light red green and blue. This sound simple right, now the wierd stuff. I have raytraced this several times using 3.0 for the PC with different results every time I move the Barco projector. Sometimes there will be a red light sometimes the blue light sometimes a combination of two lights. I finally got it to show all three lights. This does not happen in scanline mode!

Tonight I tried Raytracing the object on my Amiga using 3.1 and got the error WORLD OCT VOLUME IS TOO LARGE. I am perplexed does anyone have any ideas?

Kent Worley

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1.272 MSG-269 Subject: ISL on PC! :-)

Subject: ISL on PC! :-)

Date: Sunday, 27 November 1994 09:59:07

From: grieggs@netcom.com (John Grieggs)

Hi.

ISL 3.0b3 is now available for both the Amiga and the PC platform. For Amiga users with 3.0b2, this is a small bug fix release. For PC users, this is the very first chance to play with ISL. Whee!

Amiga version:

ftp.netcom.com:/ftp/pub/gr/grieggs/ISL/isl3_0b3.lha

PC version:

ftp.netcom.com:/ftp/pub/gr/grieggs/ISL/ISL3_0B3.ZIP

Note that this is the shareware release, as usual - effects will be silently ignored by restage. Anything else that doesn't work, I'd like to know about.

_john

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1.273 MSG-270 Subject: Digimax and How we.. CD

Subject: Digimax and How we.. CD

Date: Sunday, 27 November 1994 11:53:41

From: Andrew Nunn <apn@moby.demon.co.uk.demon.co.uk>

Did anyone here buy a Digimax yet? Is it any good? How does it work? Also what happened to the Impulse "Imagine how they did that...." CDROM/book?

Andrew

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1.274 MSG-271 Subject: Imagine in Edge?

Subject: Imagine in Edge?
Date: Sunday, 27 November 1994 12:30:38
From: Andrew Nunn <apn@moby.demon.co.uk.demon.co.uk>

I just bought a copy of Edge magazine, January 95 issue. (it's a games and games technology mag for those who haven't seen it before)

On page 15 there is an interesting article about a new game engine called Reality Lab, which has been written for high speed 3D games running on PCs. One of the demo objects which they claim to be able to rotate and render in realtime, is Steve Worley's Spacestation object originally developed on Imagine! This would be an impressive feat.

Of course, neither Steve nor Imagine gets any mention.

Andrew

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1.275 MSG-272 Subject: Imagine PC Questions

Subject: Imagine PC Questions
Date: Sunday, 27 November 1994 13:01:36
From: Andrew Nunn <apn@moby.demon.co.uk.demon.co.uk>

Hi all,

I'm presently considering buying a PC and have some questions:

I read in the Gazette that Imagine requires a VESA compliant display card. I guess this is not the same as VESA local bus or is it? If not, how do you tell if a card is compliant?

Can the PC version be run at different resolutions, or does the code have to be hacked like the Amiga version?

Finally, has anyone had any trouble with Imagine and the Pentium? There was an article on C4 News here about Intel admitting that they have shipped 6 million Pentium chips with a major bug in the math processing, which I guess would be fairly important for raytracing.

Andrew

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1.276 MSG-273 Subject: States in a Hierarchy?

Subject: States in a Hierarchy?

Date: Sunday, 27 November 1994 21:05:00

From: Ian Smith <CBB105@PSUVM.PSU.EDU>

I have been puzzling over a problem recently. What I have is an engine object. It has blades in the inside that will spin, and vents on the back that move up and down. The problem is states does not seem to work well for this kind of problem. Say you have four grouped objects objects... A is the parent of B, C, and D.

Now B, C, and D are all complex objects with many states attached to them. They were made by selecting a child object and then the states menu function. This works fine so far. I can have 6-7 states for the child objects, and switch between each one as needed. The problem is that they do not animate properly. When I select States Anim it does very bizzare things, none of which produce the effect I am looking for. Is there a way to make a complex object with states that works like this? For example, a telephone... you would not want four thousand states to describe every possible button combination. The only solution I see is keeping everything seperate, and using Associate in the Action editor.. but this keeps you from using Apply to Child Object for brushes and textures and is a big pain. Any comments?

A---D

Ex: / \

B C

--

cbb105@psuvm.psu.edu (Posted for Ian.Smith@f564.n2601.z1.fidonet.org)
(ARexx! Imagine *NEEDS* ARexx! Pleeeeeeease? :-)

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1.277 MSG-274 Subject: Re: Wierd object

Subject: Re: Wierd object
Date: Sunday, 27 November 1994 23:04:09
From: Ian Smith <CBB105@PSUVM.PSU.EDU>

%%% Forwarded message from Ian.Smith@f564.n2601.z1.fidonet.org %%%

On Sat, 26 Nov 1994, Kent Marshall Worley <mumu@america.net> wrote:
> Tonight I tried Raytracing the object on my Amiga using 3.1 and got the
> error WORLD OCT VOLUME IS TO LARGE. I am perplexed does anyone have any
> ideas?

Your objects are too large. This happens to me often when I expand a scene to decrease render sizes. Try shrinking everything and re-rendering. Check to see if your objects are on the scale of 20,000 imagine units or so... if that is the case then shrinking them will do the trick.

cbb105@psuvm.psu.edu (Posted for Ian.Smith@f564.n2601.z1.fidonet.org)
(ARexx! Imagine *NEEDS* ARexx! Pleeeeeeease? :-)

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1.278 MSG-275 Subject: Re: Imagine PC Questions

Subject: Re: Imagine PC Questions
Date: Monday, 28 November 1994 01:17:20
From: RICHMERR@ix.netcom.com (Ronald Merritt)

You wrote:

>
>Hi all,
>
>I'm presently considering buying a PC and have some questions:
>>
>Finally, has anyone had any trouble with Imagine and the Pentium? There was
>an article on C4 News here about Intel admitting that they have shipped
>6 million Pentium chips with a major bug in the math processing, which
>I
>guess would be fairly important for raytracing.
>

>Andrew

>

I am running Imagine 3.0 PC on a 90mhz Pentium machine, and I have found no problems at all with the chip. Imagine runs verrry fast, rendering ray-traced scenes at blazing speeds. (compared to the 50mhz 486 that I used to work on) If I run into any problems, I'll post it on the list.

Rich Merritt

RICHMERR@ix.netcom.com

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1.279 MSG-276 Subject: Re: Imagine PC Questions

Subject: Re: Imagine PC Questions

Date: Monday, 28 November 1994 01:38:00

From: Cliff Lee <cel@tenet.edu>

On Sun, 27 Nov 1994, Andrew Nunn wrote:

> I read in the Gazette that Imagine requires a VESA compliant display card. I
> guess this is not the same as VESA local bus or is it? If not, how do you
> tell if a card is compliant?

They are one and the same. A card is compliant if it supports the VESA display modes. Either interneally or with a TSR. I've run in 640x480 on several "clone" no-named cards with little problem. I had minor problems with a Diamond Stealth. I have a "clone" SVGA card based on the CIRRUS LOGIC chipset that works fine.

> Can the PC version be run at different resolutions, or does the code have
> to be hacked like the Amiga version?

I've not tried to set it at anything higher than 640x480, but I think that its just a matter of changing a setting in the configuration menu.

> Finally, has anyone had any trouble with Imagine and the Pentium? There was
> an article on C4 News here about Intel admitting that they have shipped
> 6 million Pentium chips with a major bug in the math processing, which I
> guess would be fairly important for raytracing.

I read about this and was under the impression that the errors in the presicion of the chip were of a very high end nature. I was discussing this with someone as it pertains to word processing though were the

user would never see it. In raytracing, the problem may well manifest itself, depending on the level of detail in the scene. (I DON'T KNOW THIS FOR SURE, JUST A GUESS) So I guess its wait and see...

Cliff Lee cel@tenet.edu
"You can always make up a class,
You can never make up a party!"

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1.280 **MSG-277 Subject: Re: Imagine PC Questions**

 Subject: Re: Imagine PC Questions
Date: Monday, 28 November 1994 01:50:21
From: "Daniel T. Edwards" <dedwards@scs.unr.edu>

On Sun, 27 Nov 1994, Andrew Nunn wrote:

> Can the PC version be run at different resolutions, or does the code have
> to be hacked like the Amiga version?

No, so far as I know, there is only the Impulse provided resolution. But on my PCI bus sVGA card, Imagine fills the screen and looks quite presentable. I have no idea what the resolution is, but it is just fine.

> Finally, has anyone had any trouble with Imagine and the Pentium? There was

I use Imagine on an old Pentium 90Mhz. Imagine NEVER crashes. There are no rendering bugs that are the fault of the processor. (the Pentium bug has to do with multiplying a twenty digit number by the reciprocal of itself. The answer should be exactly 1 but ends up being something like .9999999999693672578) Anyway, Imagine doesn't use that kind of precision, so it never notices the problem.

> Andrew

// James R. Walker WalkerVision Videographics //
// dedwards@pogonip.scs.unr.edu //

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1.281 MSG-278 Subject: Re: Imagine PC Questions

Subject: Re: Imagine PC Questions

Date: Monday, 28 November 1994 02:09:38

From: grieggs@netcom.com (John Grieggs)

>
> Hi all,
>
> I'm presently considering buying a PC and have some questions:
>
> I read in the Gazette that Imagine requires a VESA compliant display card. I
> guess this is not the same as VESA local bus or is it? If not, how do you
> tell if a card is compliant?
>
VESA display compliance is not the same as VESA LB. I have a display card
that is both VESA LB and has the VESA display modes.

The card should say if it has VESA support in ROM. Most cards can be made
to use VESA display modes using UNIVESA or a similar hack, but Imagine is
kind of picky about what else is running so I wouldn't swear that UNIVESA
is good enough for it.

> Can the PC version be run at different resolutions, or does the code have
> to be hacked like the Amiga version?
>

Imagine runs in whatever mode it damn well feels like, just like on the
Amiga. What did you expect? :(It only runs on top of raw DOS, also - no
chance of invoking it from OS/2 or Windows or anything like that. In fact,
you'll almost certainly need a special boot disk for it.

I find it painful to run. I normally run OS/2. OS/2 is like an Amiga,
more or less. I normally have the Internet Access Kit attached to my
provider with SLIP running, with a couple of telnets and a WWW browser
active, along with Photoshop, Quicken, Word, and a couple of other things
going. To run Imagine, I have to shut all of that down and re-boot from
a special floppy disk which doesn't even load any TSRs. :(

> Finally, has anyone had any trouble with Imagine and the Pentium? There was
> an article on C4 News here about Intel admitting that they have shipped
> 6 million Pentium chips with a major bug in the math processing, which I
> guess would be fairly important for raytracing.
>

No Pentium here, sorry. Imagine does seem to use a lot of fixed point
internally, so it may not be affected all that much.

> Andrew

>
_john

Thread 277

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1.282 MSG-279 Subject: Is imagine 3.1 a downgrade?

Subject: Is imagine 3.1 a downgrade?
Date: Monday, 28 November 1994 02:30:37
From: Kent Marshall Worley <mumu@america.net>

I am beginning to feel like I have wasted too much time and money on this #5&@#\$% program. I tried the bones feature in 3.1 and I was getting some wierd results. Some bones did not work others did just the opposite of what I expected. I was using the bones tutorial that was uploaded here. It is very simple, a tube with 2 joints. I did the same tutorial with 3.0 and it worked fine. There are new features in 3.1 that work but older things I have been used to using do not work. This has been a trend with impulse for a while.

Kent Worley

- I guess it is time to get Real 3D-

Thread 307

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1.283 MSG-280 Subject: Re: ARexx Script Files

Subject: Re: ARexx Script Files
Date: Monday, 28 November 1994 04:06:22
From: imagine@jknight.demon.co.uk (Julian Knight)

Hi Ian, on Nov 22 you wrote:

> %%% Forwarded message from Ian.Smith@f564.n2601.z1.fidonet.org %%%
>
> Hmmm... something got messed up with the script file message.
> It is an esay fix. Just delete the first few lines of numbers.
> The file you save should start with "/* ARexx..." and not "602960..."

> I just downloaded the post that the IML sent back and it unextracts
 > fine once you remove the garbage at the beginning. Anyway...
 >
 Thanks for the scripts, havn't had a chance to use them yet but I'm sure that
 they will be very usefull.

> I tried increasing the size of my scene like was mentioned on the
 > list and it cut the time to render in half! I experimented around
 > with trying to figure out the maximum I could expand and came up with
 > a few guidelines. Go into the stage menu and turn on the coordinate
 > display in the titlebar. Next, find the furthest object away from
 > the center of the world. Including lights and the camera. Since
 > the Imagine world is 65536 units in all directions, the max placement
 > for an object is 32768. In my scene, a light was 1900 units away
 > from the center. So 32768/1900 gave me 17. In theory, that should
 > fill the imagine space with my scene, and it looked fine in the stage
 > editor. But trying to render gave me an "Octvolume too large" error.
 > I had to reduce the multiplier to around 8 to get it to render.
 > Not sure why, anyone know the reason?
 >

WO THERE! You don't need to go to all that trouble! Simply go into the action
 editor & add a size entry for Global, make the size 0,0,0 & Imagine will work
 out the best size for itself! It does take slightly longer to initialise each
 frame though but for a single frame it makes no real difference. I think that
 "Understanding Imagine" recommends a world size of 1024x1024x1024 for maximum
 speed under Imagine 2, I guess this is probably the same for 3?

auf Wiedersehen,

```
Julian. /-----+-----\
|Email:      julian@jknight.demon.co.uk | A4000/040, 14MB/320MB, |
|Day/Urgent: gbkxf6cf@ibmmail.com      | Opal, Retina (4MB), |
|Location:   Redditch, Worcestershire,  | One-Stop-Music-Shop,|
|           United Kingdom.            | Imagine 3, ADPro ...|
\-----+-----/
```

Thread 281

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1.284 MSG-281 Subject: Re: ARexx Script Files

Subject: Re: ARexx Script Files
 Date: Monday, 28 November 1994 08:49:28
 From: Ian Smith <CBB105@PSUVM.PSU.EDU>

%%% Forwarded message from Ian.Smith@f564.n2601.z1.fidonet.org %%%

On 27 Nov 94, imagine@jknight.demon.co.uk (Julian Knight) wrote:

>Hi Ian, on Nov 22 you wrote:

> Thanks for the scripts, havn't had a chance to use them yet but I'm sure that
> they will be very usefull.

I sure hope so.. writing them was not too hard, but to release them I had
to write instructions! Yuck. :-)

> > [Description of finding the correct object size in stage deleted]

>

> WO THERE! You don't need to go to all that trouble! Simply go into the
> action editor & add a size entry for Global, make the size 0,0,0 &
> Imagine will work out the best size for itself! It does take slightly
> longer to initialise each frame though but for a single frame it makes no
> real difference. I think that "Understanding Imagine" recommends a world
> size of 1024x1024x1024 for maximum speed under Imagine 2, I guess this is
> probably the same for 3?

Yes, I have my world size set to 0,0,0. What I was trying to say in the
above was how I figured out how big to increase the OBJECT sizes in the
scene. Imagine has limit on how big you can make an object, so if you
use my script to increase the size of your scene by a factor of a hundred
thousand, it will not render very well. The script does not change the
world size, although thinking on it, it should if it's not already 0.

--

cbb105@psuvm.psu.edu (Posted for Ian.Smith@f564.n2601.z1.fidonet.org)
(Imagine *NEEDS* ARexx! Pleeeeeease, Impulse? :-)

Thread

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1.285 MSG-282 Subject: Re: Texture

Subject: Re: Texture "Smear"

Date: Monday, 28 November 1994 12:15:36

From: cjo <cjo@smtpgw.esrange.ssc.se>

>are you using 3.1 ? This feature did not work in 3.0

> Kent Worley

Yes

Conny J

Thread 223

--> RETURN TO CONTENTS!<==

1.286 MSG-283 Subject: Re: Texture smear

Subject: Re: Texture smear
Date: Monday, 28 November 1994 15:35:24
From: cjo <cjo@smtpgw.esrange.ssc.se>

It works.
It works!
IT WORKS!!!

If my boss could see me dancing around the satellite control center he would probably call for some men in white robes.

Yes, you are right (all of you). Referring to my previous mail on the subject (about a week ago) I had made steps 3 and 4 in the wrong order (I made the state before I defined 'lockstate' in the texture-requester). But the question arises; why does it have to be performed this exact way? Why is Imagine this sensitive about in what order you apply things? Why can't you do it in any order you like?

Also, I must express my warm thanks to all of you who have involved yourselves in this matter. I could NEVER have figured this one out for myself. THANK YOU!!!

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

Thread 129

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1.287 MSG-284 Subject: Re: Texture

Subject: Re: Texture "Smear"
Date: Monday, 28 November 1994 17:46:24
From: cjo <cjo@smtpgw.esrange.ssc.se>

Charlie Blaquiere wrote;
>On Thu, 17 Nov 1994, Shinobi wrote:
>>I want to apply a texture (or brushmap) to a sphere and tack it. Then I
>>want to deform the sphere and, thus, have the texture or brushmap deformed
>>along with it. If I can figure out how to do this I can develop some cool
>>techniques!!
>
>Add a primitive sphere. Add a state, accept the name DEFAULT. Set
>attributes, including the brushmap you wish to tack. In the brushmap
>requester, enter DEFAULT as the Lock State. (As a side note, never use this
>state when morphing in the action editor. If you wish, you can
>immediately make a copy of the DEFAULT state, call it START, and use
>_that_ in the action ed.)

>Then do whatever you wish to your sphere: fold, staple, mutilate it!
>Create a new state, call it DEFORMED. Do a quickrender: the brushmap will
>follow the deformations, because you gave it a state to lock on to.

No no no !!!
Almost right, but not quite.
(See my previous message posted just minutes ago.)

Conny J

Thread 221

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1.288 MSG-285 Subject: Sorry Could Not Find Subject!

Date: Monday, 28 November 1994 18:46:09
From: paulC@Dieppe.artmediatech.nl (Paul Claessens)

Hello there,

I've got a question concerning compatibility of projects between the AMIGA and the PC version of Imagine. For example, when I make a project on the Amiga and I copy it to the PC and I render it there. Does it render exactly the same image? I mean concerning lamps, reflections etc...

Also, does anyone know if there's a program that converts OBJECTS into ascii and visaversa, including state-data?

thanks in advance...

paul

Thread 78

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1.289 MSG-286 Subject: Accelerating to 040 land

Subject: Accelerating to 040 land
Date: Monday, 28 November 1994 20:05:37
From: Andrew Conway <conway@astro.gla.ac.uk>

Dear Folks,

I'm beginning to feel that my A3000's 030/25 is simply not enough for ray-tracing in Imagine. Does Imagine take the 68040 to its full worth-how many times faster in *practice* is it than the 030?

I'm wondering if folk could tell me about their experiences (good/bad) in putting an 040 accelerator in an A3000. I'm especially concerned with contiguous memory problems in playing anims.
thanks
Andrew

Thread 299

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1.290 MSG-287 Subject: States in a Hierarchy?

Subject: States in a Hierarchy?
Date: Monday, 28 November 1994 21:31:07
From: cjo <cjo@smtpgw.esrange.ssc.se>

Ian Smith wrote;

>I have been puzzling over a problem recently. What I have is an engine
>object. It has blades in the inside that will spin, and vents on the

>back that move up and down. The problem is states does not seem to
 >work well for this kind of problem. Say you have four grouped objects
 >objects... A is the parent of B, C, and D.

```

>
>Now B, C, and D are all complex      Ex:  A---D
>objects with many states attached to  /  \
>them. They were made by selecting a   B   C
>child object and then the states menu function. This works fine so far.
>I can have 6-7 states for the child objects, and switch between each
>one as needed. The problem is that they do not animate properly. When
>I select States Anim it does very bizzare things, none of which produce
>the effect I am looking for. Is there a way to make a complex object
>with states that works like this?

```

I haven't been using states to do anything remotely this complicated :-| but
 a good 'rule-of-thumb' is; never put states on the major parent object.
 If you necessarily want to apply states to that object first group it to a
 separate axis. Something like:

```

axis-> O
      \
       A---D
      /  \
     B   C

```

```

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

```

Thread 294

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1.291 MSG-288 Subject: Re: Is imagine 3.1 a downgrade?

Subject: Re: Is imagine 3.1 a downgrade?

Date: Monday, 28 November 1994 21:51:09

From: Ed Totman <etotman@gort.ucsd.edu>

 On Sun, 27 Nov 1994, Kent Marshall Worley wrote:

```

> I am beginning to feel like I have wasted too much time and money on this
> #5&@#$$ program. I tried the bones feature in 3.1 and I was getting some
> wierd results. Some bones did not work others did just the opposite of
> what I expected. I was using the bones tutorial that was uploaded here.
> It is very simple, a tube with 2 joints. I did the same tutorial with 3.0
> and it worked fine. There are new features in 3.1 that work but older
> things I have been used to using do not work. This has been a trend with
> impulse for a while.

```

I find that bones in 3.1 are much easier and faster to set up. The text that came with the upgrade was clear (to me) on how to create objects with bones. Yes, the procedure for setting up bones is different in 3.1, and if you use a tutorial designed for 3.0 you will have problems. In 3.0 we had to create and name all subgroups then assign those subgroups to bones. Now all you have to do is select faces, select 'make small (or big) subgroups', then pick the bone. Imagine does the rest. Perhaps you are confused because Imagine doesn't tell you that it expects you to pick a bone after you've selected a set of faces?

Ed Totman
etotman@gort.ucsd.edu

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1.292 MSG-289 Subject: Re: Imagine PC Questions

Subject: Re: Imagine PC Questions
Date: Monday, 28 November 1994 22:56:49
From: Ed Totman <etotman@gort.ucsd.edu>

On Sun, 27 Nov 1994, John Grieggs wrote:

> > Can the PC version be run at different resolutions, or does the code have
> > to be hacked like the Amiga version?
> >
> Imagine runs in whatever mode it damn well feels like, just like on the
> Amiga. What did you expect? :(It only runs on top of raw DOS, also - no
> chance of invoking it from OS/2 or Windows or anything like that. In fact,
> you'll almost certainly need a special boot disk for it.

I use DOS 6.2 and I've set up a boot menu with imagine as one of the options. The menu is easy to create and edit; I didn't find the experience difficult at all. If you would like a copy of the imagine section of my config.sys or autoexec.bat, email me.

Ed Totman
etotman@gort.ucsd.edu

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1.293 MSG-290 Subject: Fr

Subject: Fr
Date: Monday, 28 November 1994 23:54:28
From: Carsten Bach <infoflex@inet.uni-c.dk>

I have tried to use fr to make trees and snowflakes.
But every time i try to make trees i get an error. And the system crashes
.. some thing with the input device.
When i chose to make a 3d-snowflake and convert it using pixel3d it looks
like a strange triangel shaped object (is it supposed to look like
thist ?) The funny part comes when i try to load a converted object into
imagine. The 3d-Snowflake depth 2/3. I get the error Not enough ram.
I use a 4000/40 12 Mb ram.

Any good ideas?

Arne Voigt

Thread 296

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1.294 MSG-291 Subject: Re: Your mail

Subject: Re: Your mail
Date: Tuesday, 29 November 1994 01:48:49
From: Douglas Rudd <rudd@plk.af.mil>

>
> Hello there,
>
> I've got a question concerning compatibility of projects between the AMIGA
> and the PC version of Imagine. For example, when I make a project on the
> Amiga and I copy it to the PC and I render it there. Does it render exactly
> the same image? I mean concerning lamps, reflections etc...

>
> Also, does anyone know if there's a program that converts OBJECTS into ascii
> and visaversa, including state-data?

>
> thanks in advance...

>
> paul

>
>
>
Just posted a comparison I did on speed using a 486 and two Amigas. The renderings were identical - if they had not been, then I would not consider the test valid. I think ISL will help now that it is available on both cpus.

Doug Rudd
rudd@plk.af.mil

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

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

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1.295 MSG-292 Subject: Re: Accelerating to 040 land

Subject: Re: Accelerating to 040 land
Date: Tuesday, 29 November 1994 02:07:24
From: Douglas Rudd <rudd@plk.af.mil>

>
> Dear Folks,
> I'm beginning to feel that my A3000's 030/25 is simply not enough for
> ray-tracing in Imagine. Does Imagine take the 68040 to its full worth-
> how many times faster in *practice* is it than the 030?

>
> I'm wondering if folk could tell me about their experiences
> (good/bad) in putting an 040 accelerator in an A3000. I'm especially
> concerned with contiguous memory problems in playing anims.

> thanks
> Andrew

>

While hardly an exhaustive or scientific test, I rendered an object set consisting of a 32 Dodge and lamp using Imagine2.9 in "trace" mode, 640x400. I used an A1200/030 50Mhz, an A2000/040 33Mhz, and a 486DX2/50.

The results were as follows:

A1200/030-50mhz: 14 hours apx
486DX2/50: 9:40 hours apx
A2000/040-33mhz: 5:20 hours apx

As I said, this is only one data point. Many variable could enter, but for me, my 040 is consistantly faster than either my 030 or 486. I haven't tried this with Im30 or Im31. Does anyone else have some comparative data?

Safe to say that an A3000/040-40mhz would really cook.

Doug Rudd
rudd@plk.af.mil

And God made the world in six days and on the seventh said, "I'll let the thing into orbit spin." A few billion years or so went by when he looked down upon the whirling glob, and with a shrug and a sigh said "Oh well, it was only a six day job."

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1.296 MSG-293 Subject: Re: Accelerating to 040 land

Subject: Re: Accelerating to 040 land
Date: Tuesday, 29 November 1994 02:57:47
From: changc9@rpi.edu (Cedric Georges Chang)

On Nov 28, 12:17pm, Andrew Conway wrote:

> I'm beginning to feel that my A3000's 030/25 is simply not enough for
> ray-tracing in Imagine. Does Imagine take the 68040 to its full worth-
> how many times faster in *practice* is it than the 030?

When I first installed an '040 in my 3000, I did some timing tests, but this was several months ago and I don't remember the hard data. Off the top of my head, I remember rendering scenes about 4 times faster. Impulse says that Imagine is '040 optimized, plus there are '040 optimised versions of the Essence Textures. I remember being quite worried about the 68040 not

having the trig functions built into the math unit, but my accerlerator card speeds up Imagine enough to be worth its cost. I have a 28MHz '040, so I'm sure the 40MHz chips will give even faster performance.

> I'm wondering if folk could tell me about their experiences
> (good/bad) in putting an 040 accelerator in an A3000. I'm especially
> concerned with contiguous memory problems in playing anims.
> thanks

Overall I have had good experiences with an '040 in my A3000. Be prepared that old software (especially games) may not run with the '040. Also, WB3.1 seems to have better support for the 68040 chip.

As far as memory is concerned, to get the maximum speed out of your accelerator, you'll want memory on the accelerator board (I have 8MB of ram on my GVP accelerator). Yes, it does cause contiguous memory problems. Even though I have 26MB of ram (2MB chip, 16MB motherboard, 8MB accelerator), the largest Magic Lantern anim I can make is 16MB. I haven't yet tried making a IFF anim over 16MB, but I imagine that I will run into the same problem.

Cedric

--

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

Thread 292

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1.297 MSG-294 Subject: Re: States in a Hierarchy?

Subject: Re: States in a Hierarchy?
Date: Tuesday, 29 November 1994 06:47:44
From: Ian Smith <CBB105@PSUVM.PSU.EDU>

```
-----
%%% Forwarded message from Ian.Smith@f564.n2601.z1.fidonet.org %%%
%
```

On 28 Nov 1994, etotman@gort.ucsd.edu (Ed Totman) wrote:
> Perhaps you could upload a portion of the offending object to amine=
t so
> that others could take a look. Or you could uuencode a piece to me=
and
> I'll give it a try. Have you tried using 'conform' to limit the mo=
tion
> of the objects? This may complicate things though.

I made a quick sample object small enough to post here on the IML. I=
 t
 has three objects grouped to a parent axis. Each object has a DEFAULT=
 T
 state and a SCALE_10% state. What I want to be able to do is contro=
 l
 each object seperatly using states while keeping the entire object se=
 t
 grouped together. It works to a point, but I can't control it in an=
 y
 animation. I really hoped IM 3.1 would let you control each object i=
 n
 the group seperatly as promised, but it's not there. Any ideas on ho=
 w
 to make a complex object with lots of moving pieces? The project I a=
 m
 working on is a hovercraft. I have the engines made, and can make th=
 e
 blades rotate, but if I want to animate some fins on it's back, I hav=
 e
 to make them all seperate objects. No good, especially when I need t=
 o
 use the Apply to Child Objects button for several textures. I do hop=
 e
 Impulse adds control of each object in a hierarchy in the stage edito=
 r
 like they said they would with version 3.0 of Imagine.

```
begin 644 TestState.lha
```

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MPG7/CO;?M=88_)A%';5E#6;]S/WY(IE [=88I2ICP1+3'Q,ST;4T2OW&IRS2DG:4S)
M=3D*+A<RMN&5Z9.*2,_XN%7+57_UN&NY5*H1IN&ZRP1S0F,PH\R$PEGLF/'`)\8/
MDYM%=3D0DQ,-P.*VZW>UYZ=3DS;- \8S'4R;+.ZR' %-K=3D;-C>BFUS>N');=3D=88U9H=
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MN2J%)O3.Y&<BCX<V\7;NTO;28N#Z5SNCF[`\=883WV$#\69.[`.U"WGGTBW?B0W
M5JV@<&0*3I7HIM/R7[1SB_ $Z19_0=3DZ>"3\G1]!WM:?\=3D_ZK/, .=88RR'T#08WU#
M#OKX=3DS<(Z.*? $=3DXB\[AWSK'AY#OWYCG=88X[\?=88'?CU#ON,_200.]C?=88#OQZ=
AW1
``
end
```

```
--
```

```
cbb105@psuvm.psu.edu (Posted for Ian.Smith@f564.n2601.z1.fidonet.org)
(Imagine really needs ARexx! Please Impulse? :-)
```

Thread

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1.298 MSG-295 Subject: Re: States in a Hierarchy?

Subject: Re: States in a Hierarchy?
Date: Tuesday, 29 November 1994 08:46:19
From: Charles Blaquiere <blaq@io.org>

On Sun, 27 Nov 1994, Ian Smith wrote:

> combination. The only solution I see is keeping everything separate,
> and using Associate in the Action editor.. but this keeps you from using
> Apply to Child Object for brushes and textures and is a big pain. Any
> comments?

From my vantage point, it seems you are right, unfortunately. I think you can have your cake and eat it too, i.e. have separate objects, each with its own states, yet have them move as a group by associating them with a separate axis. Unfortunately, you do lose the "apply to child" functionality; looks like someone who wants to have his cake, eat it too, and sell it too.

Have you considered loading each object, plus the pseudo-parent axis, and using Apply to painlessly duplicate the axis' attributes on all the other objects? You wouldn't miss "apply to child" that much, then.

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1.299 MSG-296 Subject: Fr

Subject: Fr
Date: Tuesday, 29 November 1994 10:39:57
From: Mtucibat@cris.com

Hi Arne,

I> I have tried to use fr to make trees and snowflakes.
I> But every time i try to make trees i get an error. And the system crashes
I> .. some thing with the input device.
I> When i chose to make a 3d-snowflake and convert it using pixel3d it looks
I> like a strange triangel shaped object (is it supposed to look like
I> thist ?) The funny part comes when i try to load a converted object into
I> imagine. The 3d-Snowflake depth 2/3. I get the error Not enough ram.
I> I use a 4000/40 12 Mb ram.

I>
I> Any good ideas?
=====

Sure. Sounds like you might not have set a stack for fr to use, and that's crashing your system. The docs recommend at least 30000.

The "snowflake" is a von Koch snowflake and looks sorta like a filagree pyramid. How the hell do you spell philogree? Anyway, they are very complex and take up ram.

L8R

-mikeT

* Offline Orbit 0.70a * ...Amiga. Designed to break the laws of physics...

Thread 301

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1.300 MSG-297 Subject: Re: Texture smear

Subject: Re: Texture smear
Date: Tuesday, 29 November 1994 12:18:14
From: cjo <cjo@smtpgw.esrange.ssc.se>

>> It works.
>> It works!
>> IT WORKS!!!

>Excellent! For clarity, could you re-post the correct procedure, or
>just send me a copy? Thanks!

>

>Ed Totman

Sure. Here it comes

> I tried it, but I can't make it work :-(
> Here is what I did:
> 1. Created a default plane (100, 100, 10, 10)
> 2. Applied the texture "quilt" with default values
> 3. Created state "DEFAULT" (object/grouping, shape, texture)
> 4. Attributes, Info, Lockstate=DEFAULT
> 5. Moved points +x (most of them, not all)
> 6. Created a new state ("BURP", object/grouping, shape)

> 7. Quickrendered both states
 > 8. :-(((
 >
 > Did I do anything wrong?

Well maybe
 try it this way:

> 1. Created a default plane (100, 100, 10, 10)
 > 2. Applied the texture "quilt" with default values
 > 3. Attributes, Info, Lockstate=DEFAULT
 > 4. Created state "DEFAULT" (object/grouping, shape, texture)
 > 5. Moved points +x (most of them, not all)
 > 6. Created a new state ("BURP", object/grouping, shape, texture)
 > 7. Quickrendered both states

as you can see I moved 4 to position 3 and 3 to 4, as well as adding the texture button to 6, which is probably where the problem lies.

Oh well hope this gets your textures to do the twist..

=RRW=

```
-----
| Conny Joensson | Swedish Space Corp. Estrange |
| Kiruna         | Satellite operations - Telecom Div. |
| Sweden         | cjo@smtpgw.esrange.ssc.se |
-----
```

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1.301 MSG-298 Subject: Read Write Error problem

Subject: Read Write Error problem
 Date: Tuesday, 29 November 1994 18:24:09
 From: mr KRZYSZTOF KORSKI <SZULD@ucinvl.uci.agh.edu.pl>

```
-----
```

Dear Imagineers,
 Lately I discovered that during rendering I often have read-write error on GOOD disk. Having checked that disk (using FixDisk) I can see that Root directory (40th track) is damaged. After repairing I loose at least one file. Cooperation disk-other program seems to be good...(no read-write errors!!!).
 After global checking I know:

1. There is no virus (or my virusdetectors are old)
2. There is no Saddam activity (according to Nuke)
3. There is less probable to have R-W error when Imagine screen is hidden -then my disk-drive works faster(I am able to hear its motor activity)
4. There is no difference between no-name and f.e. Maxell DD disks...

Does ChangeTaskPri command help me? How?

I'm using KS1.3, A500, 2.5MB RAM, AR MkIII, Imagine 2.0

Krzysztof Korski,
szuld@ucinvl.uci.agh.edu.pl

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1.302 MSG-299 Subject: Re: Accelerating to 040 land

Subject: Re: Accelerating to 040 land
Date: Tuesday, 29 November 1994 22:57:27
From: Ed Totman <etotman@gort.ucsd.edu>

On Mon, 28 Nov 1994, Douglas Rudd wrote:

> The results were as follows:

>
> A1200/030-50mhz: 14 hours apx
> 486DX2/50: 9:40 hours apx
> A2000/040-33mhz: 5:20 hours apx
>
>

> As I said, this is only one data point. Many variable could enter, but
> for me, my 040 is consistantly faster than either my 030 or 486. I

Although I don't want this thread to degenerate into an Amiga/PC war, I feel I must make the point that one can obtain an entire 486/66 system for less than \$1000. A new 040 system would cost at least 2x as much. I own both Amiga's and PC's, so I know the benefits of both platforms, but cost is a major factor for most people.

Ed Totman
etotman@gort.ucsd.edu

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1.303 MSG-300 Subject: Re[2]: Texture smear

Subject: Re[2]: Texture smear
Date: Tuesday, 29 November 1994 23:47:35
From: spack@mv.us.adobe.com

>as you can see I moved 4 to position 3 and 3 to 4, as well as adding the
>texture button to 6, which is probably where the problem lies.

>Oh well hope this gets your textures to do the twist..

>=RRW=

Actually, under 3.1 it works either way - I tried it last night. There were no problems with performing the lockstate either before or after the state had been created. For the people that this did not work, are you using 3.0?

-Scott
spack@adobe.com

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1.304 MSG-301 Subject: Fr - I'd like to get a copy.

Subject: Fr - I'd like to get a copy.
Date: Wednesday, 30 November 1994 01:14:58
From: Kurt Yamamoto <kurty@urfim.ucla.edu>

Hi,

I know this has been asked for many times in the past but can anyone out there send me a copy of 'fr' the fractal tree generation program. I've been trying to get my hands on a copy of this but am having much difficulty.

A member of this list was kind enough to send me a MIME encoded copy of this program but for the life of

me I couldn't decode it. I downloaded a MIME related FAQ, used mpack (PC), tried UUTXT (amiga) but no dice.

If someone out there who has a copy could Lharc it and e-mail it to me as a binary attachment I would be very grateful.

Thanks in advance for any help.

Kurty@urfim.ucla.edu

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1.305 MSG-302 Subject: Re: UU me the demo

Subject: Re: UU me the demo
Date: Wednesday, 30 November 1994 01:14:59
From: enigma@amanda.dorsai.org

A few people have written me, wanting to get the new FreeForm3D 1.9 demo, with real-time Inverse Kinematic modeling, but have no FTP access. I figured they probably weren't the only ones in this situation; so if you'd like to check out the 1.9 demo, and you haven't been able to get it, and you can receive an email message that's 300K, and UU decode it; send me a message saying "UU me the demo", and I'll mail it back to you.

Fori Owurowa

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1.306 MSG-303 Subject: Re: Fr

Subject: Re: Fr
Date: Wednesday, 30 November 1994 02:28:03
From: RIX JAMES <99rix@lab.cc.wmich.edu>

On Mon, 28 Nov 1994, Carsten Bach wrote:

> I have tried to use fr to make trees and snowflakes.

Where can I find "fr" on the internet.

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1.307 MSG-304 Subject: Re: Accelerating to 040 land

Subject: Re: Accelerating to 040 land

Date: Wednesday, 30 November 1994 02:29:26

From: RIX JAMES <99rix@lab.cc.wmich.edu>

On Mon, 28 Nov 1994, Andrew Conway wrote:

> I'm wondering if folk could tell me about their experiences
> (good/bad) in putting an 040 accelerator in an A3000. I'm especially
> concerned with contiguous memory problems in playing anims.

The use of an 28 Mhz 68040 accelerator in an Amiga 3000 reduced the rendering times by about a factor of 4 from an 68030 running at 25 Mhz. In my Amiga 3000 I use the Mercury 68040 board from PP&S with 16 megs of ram. This board works very good and I am happy with it. However, when the new Amigas start comming off the assembly line I plan to place a 50 Mhz 68060 accelerator with 32MB of ram.

Hope you have good luck with your rendering in the future.

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1.308 MSG-305 Subject: Where can fr be found ?

Subject: Where can fr be found ?

Date: Wednesday, 30 November 1994 03:24:49

From: "JOSEPH F. HART" <VISHART@ubvms.cc.buffalo.edu>

Greetings.....

I am wandering the world in search of fr. Could anyone tell me where it might be found?

Thanks...

```

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

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1.309 MSG-306 Subject: Particles

Subject: Particles
Date: Wednesday, 30 November 1994 04:04:56
From: Tommy Carlsson <e90tca@efd.lth.se>

Hi I need help with particles.

Im doing a animation where two object hit each other brake, like glas, and then fall to the ground in a nice pile.

But I cant get the particles to work in the way I want them too.
Any suggestions how I should set up the particle special effect.

Thanks !!
T.C

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1.310 MSG-307 Subject: Re: Is imagine 3.1 a downgrade?

Subject: Re: Is imagine 3.1 a downgrade?
Date: Wednesday, 30 November 1994 05:47:47
From: joec@ensoniq.com (Joe Cotellese)

>things I have been used to using do not work. This has been a trend with
>impulse for a while.
> Kent Worley
> - I guess it is time to get Real 3D-

Or Lightwave

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1.311 MSG-308 Subject: Re: Wanted: ALL info on Screen Size Hack

Subject: Re: Wanted: ALL info on Screen Size Hack
Date: Wednesday, 30 November 1994 06:10:23
From: joec@ensoniq.com (Joe Cotellese)

>versions of Imagine. I sold my Amiga and have migrated my
>Imagine collection to the PC. I would like to recomplete
>the Amiga Imagine screen hack list. So far, I have info on
>versions 1.1 - 2.9. If you have the required info on ANY
>version of Imagine, please mail me (personal email only!)
>I'd especially like to hear from the guys in Europe who
>use PAL versions of 3.0 and 3.1.
>
Does the hack work with the PC version of Imagine?

Joe Cotellese

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1.312 MSG-309 Subject: Re: Accelerating to 040 land

Subject: Re: Accelerating to 040 land
Date: Wednesday, 30 November 1994 06:55:08
From: Kent Marshall Worley <mumu@america.net>

On Mon, 28 Nov 1994, Andrew Conway wrote:

> Dear Folks,
> I'm beginning to feel that my A3000's 030/25 is simply not enough for
> ray-tracing in Imagine. Does Imagine take the 68040 to its full worth-
> how many times faster in *practice* is it than the 030?
>
> I'm wondering if folk could tell me about their experiences
> (good/bad) in putting an 040 accelerator in an A3000. I'm especially
> concerned with contiguous memory problems in playing anims.
> thanks
> Andrew
>

I have had problems with a GVP 68040 accelerator and ADPRO and OPALVISION.
large 24bit picture files or anims would not load. It has been a while, I
cannot remember the error but it never worked and I started using a PC to
render and transfer the images to the Amiga. This was an A3000T and it
was over a year ago and I think 68040 hardware has gotten better.

Kent Worley

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1.313 MSG-310 Subject: ObjectConversion&LossOfPolygons

Subject: ObjectConversion&LossOfPolygons
Date: Wednesday, 30 November 1994 08:32:44
From: Mike McCool <mikemcoo@efn.org>

Hey y'all,

So how come, when I'm converting objects back and forth between
Imagn and LW (with PixelPro3d), I lose polygons?

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