

IMAGINE log9602

COLLABORATORS

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REVISION HISTORY

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Chapter 1

IMAGINE log9602

1.1 Imagine Mailing List Archive Guide #71, log9602

This is the "Imagine~Mailing~List" GuideArchive #71 (February, ↵
1996).

This GUIDE File was generated by an
IMAGINE MAILING LIST PROCESSOR
Written By Ernesto Poveda
© 1996

To join the

IML
, please, read this
instructions
, or mail to:

Listserv@sjvm.stjohns.edu with the message: SUBSCRIBE IMAGINE, then
follow the instructions to get registered and go on!!

I want to

thanks

Perry Lucas for be the owner of the List, and to Dr.Z
(Dr. Bob Zenhausern) to let Perry to create the list at St. Johns.
Without them their would be no Imagine Mailing List. And the last, but not
least, a big thanks to Joop van de Wege, author of all the previous Archives
of the IML (up to #69).

You can access from here to a
complete~list

of the messages of this month
ordered by their arrives to the list. Or you can view the mails ordered by

Subject

. Also there are a list of archives by
day
and for the real archivers
fans there are a list of messages by their

From
field.

If you have any questions or problems with this file, please

E-mail~me
Enjoy it!!

Lets~Begin~With~The~Order~List

1.2 Imagine Mailing List --Welcome Message

Welcome to the Imagine Mailing List

Listowner: Perry Lucas (plucas@vt.edu)

```
**** Please do not delete this message as it ****
**** contains important information that you ****
**** may need several months from now. Please ****
**** read through it throughly!!! ****
```

Welcome to the Imagine Mailing List (IML). Users from around the world gather here to discuss different topics of the Imagine rendering package from Impulse. Users share their tips, tricks, ideas, concerns, compliments, dismays, tutorials, FAQs, and many other subjects here on the list. Do to this, many messages are generated a day. If you have a limit set on you mailbox and do not check it on a regular basis, you may wish to set the list into digest or unsubscribe from the list.

Happy Rendering...

Perry Lucas

P.S. We are NOT Impulse and this list has no direct affiliation with Impulse. If you need to talk to Impulse, contact them as designated in the manual.

Using IMAGINE is a shared responsibility. It is a shared tool that requires some basic care and maintenance, so we ask that you adhere to the following guidelines:

- * Participation - when you first sign on, please say "hello" by posting a note to the list -- much like you would do when introducing yourself at a meeting. To send a message to the entire mailing list, send it to the list address:

IMAGINE@SJUVM.STJOHNS.EDU

- * Netiquette - when sending messages to the maillist, keep in mind the constructive goals of IMAGINE. Well-articulated ideas, even frustrations, lead to positive discussions. Venting to the list or "flaming" (verbally abusive e-mail) will bring only negative results for the sender - please be courteous!
-

Edit wisely - short messages will save some subscribers money and are a responsible use of Internet resources.

Be sure to use descriptive Subject lines for those readers who edit their mail by topic. If quoting from someone else's posting, include only the lines that you are addressing in your response.

- * UUencodes / Attachments - please be courteous and do not send these to the list. Some users have to pay for their e-mail and there are better places to show your work than on the list.
- * Advertisement - the IML is meant to help promote the use of Imagine. If you or your company has a product or service that directly relates to Imagine or an Imagine related topic, please feel free to post a message about it. This, however, does not constitute repeated postings of the same product on a regular basis.
- * Platform Wars - many people have different ideas as to which computer platform is better. It is my own opinion that each computer has its own strengths and weaknesses. The discussion of this related to Imagine is fine, but DO NOT start arguing over which is better. This is not the place.
- * Legalities - the listowner and St. Johns University take no responsibility in the use of this list, Imagine, as a vehicle for illegal activities. Illegal items include, but are not limited to, pirated software, the exchange of codes, credit card numbers, calling card numbers, drugs, gambling, child pornography, or any other illegal or explicit material. This includes using the file attach feature in the transfer of illegal material. Should it come to the attention of the owners of this system find that you are using it for illegal purposes we will immediately take proper legal action and we will also cooperate with all law enforcement agencies.

Thank-You for your co-operation.

Perry Lucas plucas@vt.edu

Go~to~the~Main~Page

1.3 Imagine Mailing List -Basic Instructions...

The IMAGINE list is managed by a LISTSERV server. LISTSERV commands should always be sent to the "LISTSERV" address, ie LISTSERV@SJUVM.STJOHNS.EDU. LISTSERV never tries to process messages sent to the IMAGINE-Request address; it simply forwards them to a human being, and acknowledges receipt with the present message. ←

The "listname-Request" convention originated on the Internet a long time ago. At the time, lists were always managed manually, and this address was defined as an alias for the person(s) in charge of the mailing list. You would write to

the "listname-Request" address to ask for information about the list, ask to be added to the list, make suggestions about the contents and policy, etc. Because this address was always a human being, people knew and expected to be talking to a human being, not to a computer. Unfortunately, some recent list management packages screen incoming messages to the "listname-Request" address and attempt to determine whether they are requests to join or leave the list. They look for words such as "subscribe", "add", "leave", "off", and so on. If they decide your message is a request to join or leave the list, they update the list automatically; otherwise, they forward the message to the list owners. Naturally, this means that if you write to the list owners about someone else's unsuccessful attempts to leave the list, you stand good chances of being automatically removed from the list, whereas the list owners will never receive your message. No one really benefits from this. There is no reliable mechanism to contact a human being for assistance, and you can never be sure whether your request will be interpreted as a command or as a message to the list owners. This is why LISTSERV uses two separate addresses, one for the people in charge of the list and one for the computer that runs it. This way you always know what will happen, especially if you are writing in a language other than English.

In any case, if your message was a LISTSERV command, you should now resend it to LISTSERV@SJUVM.STJOHNS.EDU. The list owners know that you have received this message and may assume that you will resend the command on your own. You will find instructions for the most common administrative requests below.

```
*****
* TO LEAVE THE LIST *
*****
```

Write to LISTSERV@SJUVM.STJOHNS.EDU and, in the text of your message (not the subject line), write: SIGNOFF IMAGINE

```
*****
* TO JOIN THE LIST *
*****
```

Write to LISTSERV@SJUVM.STJOHNS.EDU and, in the text of your message (not the subject line), write: SUBSCRIBE IMAGINE

```
*****
* FOR MORE INFORMATION *
*****
```

Write to LISTSERV@SJUVM.STJOHNS.EDU and, in the text of your message (not the subject line), write: "HELP" or "INFO" (without the quotes). HELP will give you a short help message and INFO a list of the documents you can order.

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1.4 Ernesto Poveda Cortés --Info

Hello, my name is Ernesto Poveda Cortés, and if you need to get ↔
in touch with

me, for any reason, mail me at:

a00448@i3a.dtic.ua.es
(valid until Sept-96)

Also, you can send me snail-mail at:

Ernesto Poveda Cortés
c/Puerta de Alicante n21, 3-2
CP: 03202
Elche (ALICANTE)

Thanks for reading this!

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1.5 Ernesto's Acknowledges

Important thanks to:

- Dave Wickard dave@flip.eag.unisysgsg.com .
For be the creator and the owner of the previous Iagine Mailing List (up to Dec-95).
- Joop van de Wege.
For being the man after all the previous-#70 IML Guide Archives.
- Perry Lucas.
For be the owner and "moderator" of the current IML.
- Dr Z. (Dr. Bob Zenhausern).
For be so kind to let Perry to create the IML at St. Johns.

More personal thanks to:

- Conny Joeson. For his moral and Web support :-)
- Tom Renderbrandt. Wow! What a Web.
- Antonio Tortosa. For be a friend. A real One.
- Day . For be a fanatic of Imagine and a competitor!
- Luz Fütten. For be a friend and a grat Imagineer.
- Ana. For be the best girlfriend in this world.(And for moral support)

An to all the

Imagineers
of the IML, whose mails make me happy every day!

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1.6 Message number 0001

Date:
Wed, 31 Jan 1996 19:32:28 +0100

From:
Anders Lundholm
<lund@HOA.PING.DK>

Subject:
Featuring the Frontpage!

Hi Mark ...

MH> I think it has to do somewhat with what the market demands. If you
MH> are planning on doing this on a professional level for gaming companies
MH> you'd better learn how to do stereotypical robots, and spaceships.

Stereotype people do stereotype modeling and renderings. That's why
there's so few nice pictures on the Web. If you check out the different
Homepages (names not mentioned) most of these consist of a large number of
simple renderings with the most stereotype objects in their scenarios.

However, take a look at the more attractive pages. Few renderings, but the
ones actually present really kick ass. Superb modeling isn't a must for a
good scenario or rendering. In most cases, the idea carries the image
itself regardless what the modeling looks like.

MH> see that most potential employers have very little vision when it
MH> these matters. If they don't see metallic robots in your work no
MH> good it is they assume you don't have the ability to do them.

It's all right to do robots. I have modeled quite a few myself and actually
found the first ones very hard to create. However, always use your own
artistic influence and don't ever model from what your friends do. Copying
an object doesn't make you an artist!

MH> BTW. Those of you who make real money from your Imagine skills. How do
MH> you actually go about looking for a job?

I started to commercialize my work (currently freelance jobs) with Images
supposed to be frontpages. I printed them using a colorprinter and put on
the logo's, text etc. whereafter I mailed them to different magazines. This
way, they don't have to open an envelope, insert a disk and spend time to
load etc. - just open and see the goodie. If no response, you're not good
enough and will ofcourse have to practice a bit more. Then do the process
all over again and suddenly, they will call you! Ofcourse, doing live
techno performance on the editors desk won't help you, but the commitment
by keeping on sending in pictures will actually do a good job for you!

- Always believe that there's a chance for you and *never* tell them you
could model just about anything just to get a low-cost job. Always play
with open cards and you'll be respected for it. It's always easier to get
better than having to defend a lame picture!

--

Anders Lundholm . Alien Workshop (Tm) Computer Graphics
Modeling & Animation . Lund@Hoa.Ping.Dk . Scoopex.Com

-- Via Xenolink 1.981, XenolinkUUCP 1.1

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1.7 Message number 0002

Date:
Thu, 1 Feb 1996 01:37:02 GMT
From:
Andrew Herbert
<herbert@NETCENTRAL.CO.UK>

Subject:

Re: New Show

>> be new over there. While it has it's strong points, the story line is
>> not as well developed nor the graphics as good as Babylon 5.

>I've read that Babylon 5's story line was written for 5 television seasons
>before it first showed on TV. And the story is very well planned out.

I remember someone someone saying this to me before, although with the main
star (Micheal O'Hare) quitting after the first series you have to ask how
planned the next four series are.

I don't like Bab5 that much for reasons I won't go into (just in case I
start a war here) but the graphics in are very good, I especially like the
planet sequences and (of course) the battle scenes. I like the stuff that
give impressions of forces, for example how the ships react to the thrusters
give a very nice effect of force and mass along with the way the guns recoil
when they fire. The only thing I dislike about it is the way they use the
same panels textures again and again, we don't see much real life damage on
the station or ships much such as battle scars or burns but the models look
very good and although some of the scenes are very well animated. I think
doing what I do as a hobby often forces me into watching rendered stuff on
tv and I find myself often wincing when I see a raytrace which looks like
it's been done on videscape. I remember watching a trailer for Unexplained
Mysteries and seeing a flying saucer taking off which was basically
comprised of loads of lightwave lensflares. And someone payed real money
for that.

Anyway, to the main subject of Imagine if you want to create a Lightwave
lesflare then just get someone to render one for you on a black background
then use this as a colour map and also use the negative image as a filter
map... hey presto, a lightwave lensflare in imagine (make sure you align it
to the camera).

I wonder if impulse could come up with a lightwave-alike lensflare for
imagine although the current lensflare effect can be tweaked to give great
results. I liked lightwave lenflares when I first saw them they've been
used so often on tv you soon get sick of the sight of them. Whilst we're
still on this sci-fi thread does anyone know what happened to Amblin's plans
to ressurect DrWho? My nomination for the new DrWho would probably be
Julian Clary.

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1.8 Message number 0003

Date:
Thu, 1 Feb 1996 01:37:12 GMT
From:
Andrew Herbert
<herbert@NETCENTRAL.CO.UK>

Subject:

Re: New Show (veto)

>I agree on all counts. I can't believe how desperate sci-fi fans are to see
>the genre that they are willing to put up with such trash.

I've agree to the point that I only watch most sci-fi shows once and end up never watching them again. It might be because I'm twisted but I enjoy "Lost in Space" re-runs, I can't think why when I turn off startrek <insert startrek spin off here> the moment it comes on. I think the reason the XFiles has been such a cult is it's reasonably good scripts and it's excellent photography, but the sceptic/believer scenario between Moulder and Scully is wearing a little thin now, it also doesn't rely on special effects which can't be too bad a thing.

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1.9 Message number 0004

Date:
Thu, 1 Feb 1996 00:23:59 GMT
From:
Andrew Herbert
<herbert@NETCENTRAL.CO.UK>

Subject:

Re: New Show

>Anyway, I think as you do reagarding their space shots, realistic and gives you
>a sence of being there, fast and furious action, and so forth.

>Just hope they develop some new ships, they seem to have a team of excellent
>designers.

I think the best science fiction space scenes I've ever seen are the one's in 2001. There's absolutely no noise except the oft used classical music routine. If you consider when this movie was made (before Neil Armstrong's vacation) I think you'd be suitably impressed. 2010 was't too bad either,

especially when a crew member has to get into a ship over Jupiter. I'm sure if you've seen it you'll know what I'm talking about. My criticism of 2001 goes towards the length of the cutscenes, the space scenes are very nice but they went on for an extremely long time and some people may find the ending strange and inconclusive but imho it makes a pleasant change from conventional pop sci-fi. Very well done and very thought provoking stuff, and hearing someone say the word "email" in a 1968 film makes you wonder.

>BTW I have an old(1.5 year) ship that resembles(very) the personell
>carrier.....

Hey Tom, perhaps they stole it off you! :) : gullable mode off

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1.10 Message number 0005

Date:
Wed, 31 Jan 1996 19:00:20 -0500
From:
Nancy Jacobs
<NancyJcbs@AOL.COM>

Subject:

Re: Whats with this realism thing??

>> > We boys, by and large, seem to get caught up in the PROCESS, whereas
>> > the girls are more concerned with the RESULT.
>>
>> Yes, yes, yes! You've put the finger on what I was trying to verbalize.
>> Men love to tinker endlessly with their toys. The more gizmos and
>> doodahs, the more we like it; it's certainly why I enjoy Imagine so
>> much, the fact that it's one technical hurdle after another. Women seem
>> to have little patience with this.

Aw, c'mon. You wouldn't tinker endlessly with your toys unless you got some RESULTS, would ya ?

It's funny, I know some women who like to think that women are more "PROCESS-oriented" and men more "RESULT-oriented" (their language).

>I sure don't, and I'm of the guy persuasion. I'm always thinking, gizmos
>and doodahs out of my face, so I can do the art! But I appreciate any
>tool that will speed my work.

Thank you Tom, for those balancing words.

Like, why do people love to build those stereotypes? Where are they hiding, anyway ? I must say I've only ever really met a few....so how do they get to be stereotypes....?

I, too, may be generalizing, but it seems like, in my all-too-brief experience with this human life, that the real difference between boys and

girls is not what's between their ears, so to speak....

Oh well, back to my PATIENT pursuit of the ultimate light source.....

Nancy

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1.11 Message number 0006

Date:
Thu, 1 Feb 1996 00:49:35 +0200
From:
Granberg Tom
<tom.granberg@TV2.NO>

Subject:
Re: Animating Compound Objects

Hi Bill B

I gave it a try, and guess what.....
Yepp, a usefull tool indeed, thanks again, I cant believe I havent tried this
before.....

Thanks

Tom G

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1.12 Message number 0007

Date:
Wed, 31 Jan 1996 17:52:43 -0500
From:
Jim Shinosky
<tracker@EN.COM>

Subject:
Re: ToBoldyKillLikeNoOneHasKilledBefore

On Wed, 31 Jan 1996, David Alan Steiger wrote:

> On Wed, 31 Jan 1996, Jim Shinosky wrote:
>

> > Ok, now you're forcing me to respond. Who's to say that the ring around
> > that particular planet isn't composed of metal, reflective particles? If
> > were, I see no reason why you wouldn't see a reflection of the ship passing
> > by.
>
> If I were to hazard a guess (I've only seen the rotten show twice) I would
> say its mostly a matter of scale. In order to see the reflection at that
> size, the ship would have to be several thousand miles long. The ship is
> large in comparasion to the rings because it is closer to the camera than
> the planet, and consequently, not a few feet above them as the reflection
> would have you believe.
>

Ok, that's a good answer. I hadn't thought of that. Hope I don't get
flamed too hard over it.

Jim Shinosky

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1.13 Message number 0008

Date:
Wed, 31 Jan 1996 17:41:19 -0500
From:
Nancy Jacobs
<NancyJcbs@AOL.COM>

Subject:

Re: imtoiv Imagine Object Converter

In a message dated 96-01-30 18:28:23 EST, you write:

>For those of you who are new to the list or didn't know about it earlier, I
>made a conversion program that will convert Imagine Objects to Open Inventor
>ascii file format. Anyone who uses a Silicon Graphics workstation may be
>interested in this little utility. There are three exicutible versions, one
>for the Amiga, PC's and SGI workstations, in the archive.

Excuse my ignorance, but is this the same Open Inventor that won out recently
as the standard VRML format ?

Nancy
NancyJcbs@aol.com

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1.14 Message number 0009

Date:
Wed, 31 Jan 1996 22:24:02 +0000
From:
Phil Stopford
<pstopfor@JESUS.OX.AC.UK>

Subject:

Re: New Show

On Wed, 31 Jan 1996, Kevin Alvarado wrote:

> This is weird.
> Regarding the New Show message Babylon 5 vs Space: Above & Beyond.
>
> I got Tom's Reply to his own message and a few others
> before I got his original message he sent.
>
> Can anyone tell me why?
>
> -KV-
>
> --
> Life is hard and nothing is easily given...
> If you want anything out of life you have to fight for it...
> Prepare for Kombat!
>
> kra@aesthetic.com
> - - - - -
> Kevin Alvarado
> (714) 597-4995
> Aesthetic Solutions
> 92 Argonaut, Suite #220
> Aliso Viejo, CA 92656
>

I've been experiencing this for this last week and I can't understand it either - still never mind eh? I look more at the replies that the original posts anyway due to my extreme ignorance of mostly everything and anything.

Phil.

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1.15 Message number 0010

Date:
Wed, 31 Jan 1996 16:56:44 -0500
From:
Perry Lucas

<plucas@VT.EDU>

Subject:

Re: New Show

Most likely your mail server was bogged down or it took a trip around the world before DNS got it to the right location. It happens.

--Perry

At 12:26 PM 1/31/96 -0800, you wrote:

>This is weird.

>Regarding the New Show message Babylon 5 vs Space: Above & Beyond.

>

>I got Tom's Reply to his own message and a few others

>before I got his original message he sent.

>

>Can anyone tell me why?

>

>-KV-

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1.16 Message number 0011

Date:

Wed, 31 Jan 1996 18:07:11 -0700

From:

Roger Straub

<straub@CSN.NET>

Subject:

Re: Filter Question

On Tue, 30 Jan 1996, Mikael Johannsen wrote:

> Hi.

>

> How do you make an object completely transparent without changing every
> attribute to zero in every child object?

> I tried the transpar.itx with apply to children, but that only made my
> object half transparent. Why is that?

That's because all Transpar does is move the color values of your object into the filter slots, making your object sort of transparent, but not quite.

>

> Mikael Johannesen

> mikael@pip.dknet.dk

> PC 486DX2 66Mhz, 8MB RAM, Imagine 4.0

>

> I will live forever, or die trying.
>

--

"There is no love sincerer than the love of food." -- George Bernard Shaw

See ya,

Ben

** Imagine 4.0 - Amiga 3000/030/16MHz - 10MB - Skilled **

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1.17 Message number 0012

Date:

Wed, 31 Jan 1996 21:06:43 -0500

From:

Bob Sampson

<RobSampson@AOL.COM>

Subject:

Re: ToBoldyKillLikeNoOneHasKilledBefore

In a message dated 96-01-31 12:53:40 EST, you write:

>Ok, now you're forcing me to respond. Who's to say that the ring around
>that particular planet isn't composed of metal, reflective particles? If
>were, I see no reason why you wouldn't see a reflection of the ship passing
>by.

The reflection clearly destroys the scale in the scene. I suppose this bothers me because I ran into a problem like this in an animation I had done in which a ship travels past a planet. One of the ships lights was a low intensity non shadow casting red beacon and as the ship passed the planet the surface color of the planet changed:) It was rather obvious that the scale of the project was way out of whack from that effect. The same is true in the reflection seen in the rings of the gas giant as the ship passes over it.

Unless one is to believe that Voyager is 1/4 the size of the ringed gas giant it is passing the scale of the shot is destroyed.

Bob.....

Imagine renderings.

<http://home.aol.com/robsampson>

Imagine 4.0 P90 40 meg ram average+

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1.18 Message number 0013

Date:
Wed, 31 Jan 1996 21:06:49 -0500
From:
Bob Sampson
<RobSampson@AOL.COM>

Subject:

Re: New Show

In a message dated 96-01-31 16:30:52 EST, you write:

>I've read that Babylon 5's story line was written for 5 television seasons
>before it first showed on TV. And the story is very well planed out.

I have seen the same thing. It supposedly is the first time a show had a 5
year plot developement. I wish they were using Imagine for the graphics. It
would be nice if we had a tv series to talk about in here:)

Bob.....
Imagine renderings.
<http://home.aol.com/robsampson>
Imagine 4.0 P90 40 meg ram average+

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1.19 Message number 0014

Date:
Wed, 31 Jan 1996 22:29:31 -0500
From:
Kent Marshall Worley
<mumu@AMERICA.NET>

Subject:

Re: Essence for PC is shipping

On Wed, 31 Jan 1996, Phil Stopford wrote:

> <snip>
> > There will not be a Forge program for DOS. Imagine 4.0 has a very
> > nifty texture editing tool built in, which is very impressive. We do
> > have some plans for a stand-alone Windows program for the design and
> > rendering of texture maps, <snip>
> > Steve Worley
>
> I'm slightly puzzled - this texture editing tool in Imagine 4.0 - does he
> mean the texture requesters or is there something along the lines of
> Forge in there which I'm missing?
>
> Phil.

>

Forge completely kicks the imagine texture editors ass! It is a shame we are stuck in the middle of a Worley/Halverson feud. Any one who has used Forge will tell that it blows away Imagine's texture edit screen. I have not seen other programs like Kai power tools which it seems like in advertising they do a similar thing. I would be interested in any comparison between Forge and other Fractal texture generators.

Kent Worley

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1.20 Message number 0015

Date:

Wed, 31 Jan 1996 23:19:00 -0500

From:

Curtis Carlson
<Curtcee@AOL.COM>

Subject:

Re: Global Brush Problem

In response to my problem about a global brush map leaving a seam across a reflective table top on 1/30 Bill Boyce wrote:

>Try 'rolling' your brushmap in an image processor like ADPro (don't know what the PC >has) so the join is in the middle of the image. This may shift the edges enough to be >away from the table top. Or apply the brush to the table as a reflection (?) map, rather >than in Globals, so you can rotate it's axis until the seam is invisible.

Well, I don't have ADPro but I do have Picture Man for Windows and Fauve Matisse and I have no idea what "rolling" the image is in either of those programs. I did try the reflection map idea and it does work to eliminate the seam from the table top but it would also eliminate the reflection of the clouds in another object that flies through the scene. The reflection map once applied to an object is static. It is locked to the object. So for an object that is supposed to be flying through the scene it won't work. For the table that remains still, yes; for the objects that move, no. My original intention was to use the ground with the cloud texture over the scene and all reflective objects would reflect these clouds. In trying to do that I discovered the bug that in trace mode the horizon set in the globals box moves in alignment with the camera (an earlier post of mine) so I rendered the ground/cloud texture alone and used it as a background still and as a brushmap in the globals box to work around that problem. And it worked great up until the seam showed up.

On 1/31 Martin Caspersson wrote in response to the same problem:

>The solution is not to use a ground plane but a normal plane scaled just enough to
>fill the picture.

Tried it. Didn't work. Same effect. Same seam. At first I thought it would work, then I realized that the brush is really the same either way, a 640x480 picture that has to be wrapped. I'm about to give up and just leave it the way it is.

Curtis Carlson
Curtcee@aol.com

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1.21 Message number 0016

Date:
Thu, 1 Feb 1996 00:22:28 EST
From:
David Nix
<WRNIX@UGA.CC.UGA.EDU>

Subject:

Bow Displacement of Gasses for Voyager
<RobSampson@AOL.COM>

Bob Sampson, and anyone else that wondered-

I had the fortune of meeting one of the animators for the opening sequence of Voyager and he gave a demo at a users group meeting using that exact part of the animation. Its done with two Wavefront products, Dynamation for the gaseous particles and Composer for the compositing.

Dynamation is one of the most amazing particle systems out there in the advanced 3D marketplace. Its a plug in module for Wavefronts 3D software although I believe it will import and export data that other packages can use. I'm intimately familiar with the way Alias handles particles, and I'm quite certian Dynamation does it differently... Pretty sure its some sort of volume/geometry thing (really vague here, huh?) so that surface collisions are easy to script into things... Alias uses a shader based system where its not as easy to deal with specific flow and collision rates... not actual geometry at all, but a shader assigned to a theoretical point in 3D space.

One of the guys from Toronto tried to explain it to me for about an hour and a half one day until neither one of us was really sure just what the heck was going on...

For instances and cases where one needs to accurately model the physical nature of a fluid or gaseous movement, Dynamation is the stuff ya dream of.

And now back to your regular scheduled affordable 3D software...

David Nix

Computer Graphics & Video Production
Alias Certified Level 3 Animator, 5 yrs exp.
Amiga 4000/Imagine 4.0/V-Lab Motion/OpalVision
web site at: <http://www.visart.uga.edu/Alias/DaveN/daven.html>

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1.22 Message number 0017

Date:
Thu, 1 Feb 1996 19:23:05 +1300
From:
Gary Dierking
<garyd@WAVE.CO.NZ>

Subject:

Re: Realistic car lights ?

> rear brake light, its not all one colour ! Its split up into segments of
>> varying dark and light (in this case red), or am I staring too hard ?!?
>> *8-)
>> That is the effect I am trying to reproduce. I guess I could try mapping
>> an image of a grid to the light but I dont think theres an option to
>> change the colour of the object, just Filter and Reflect ?

Try the peened texture with a single layer of red glass. I made a lamp once like that and now that I think about it, it looked a lot like a tail-light.

Gary Dierking Dx4-100 20 meg Imagine 4.0

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1.23 Message number 0018

Date:
Thu, 1 Feb 1996 02:05:05 -0500
From:
Anita Vandenbeld
<yku02978@YORKU.CA>

Subject:

Watcom 10.0 texture example

I've got Impulse's example checks texture compiling under Watcom 10.0. If you'd like this example (complete with compile options curtesy of Luca Amateis (THANKS) and an example of the libpath set), email me and

I'll send it.

--

Imagine 3.0 - 486/66, 12 MB RAM, Beginner+ - Games Programmer

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1.24 Message number 0019

Date:

Thu, 1 Feb 1996 02:37:11 -0500

From:

Tom Ross

<rosst@UNVAX.UNION.EDU>

Subject:

Re: Whats with this realism thing??

This is the first time I've seen a reference to a neat topic: parallels in digital music and digital art. The age of specialists and virtuosos seems to be giving way to new polyglot artists such as ourselves, called on to be directors, light-types, choreographers, musicians, foley-types, etc, etc. I like the term showman. Showtype if you will.

Music technology is also currently obsessed with realism. A new synth technique, physical modeling, has easy parallels with 3D digitizers and the resulting models. And the users are similarly concerned with creating believable (audio) landscapes and characters never witnessed before.

There's even software that 'morphs' sounds through a series of 'frames', with the terminology directly lifted from animation.

On Tue, 30 Jan 1996, Anders Lundholm wrote:

> Hi Mark ...

>

> MH> Why is everyone here so obsessed with realism here when using imagine?

>

> Because it's possible to make something realistic. It's like pushing your
> system to the maximum modeling and rendering! However, visit my homepage
> and take a look at some surrealist renderings!

>

> MH> Doesn't anyone remember the 70's lots of Moogs and the new range of
> MH> synths trying to get the most realistic sound and getting slated for
> MH> it.

>

> Well, I miss my JD-800!

>

> --

> Anders Lundholm . Alien Workshop (Tm) Computer Graphics

> Modeling & Animation . Lund@Hoa.Ping.Dk . Scoopex.Com

>
 > -- Via Xenolink 1.981, XenolinkUUCP 1.1
 >

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1.25 Message number 0020

Date:
 Thu, 1 Feb 1996 08:11:40 0000
 From:
 Gabriele Scibilia
 <minix5@DISI.UNIGE.IT>

Subject:

Essence....

Forward follows:

```
=====
Date: Mon, 29 Jan 1996 17:54:16 -0800
To: minix5@disi.unige.it
Status: RO
```

Essence PC...

It's now re-released!

Due to the impressive coordination of members on the IML, I've been convinced there's more than enough interest in a re-release of Essence for the PC to make it worthwhile. This really cheers me, since the original release had only about fifty responses, and I've gotten almost that many emails interested in the re-release!

In any event, I have prepared new Essence PC release disks. They're versions of all the original Amiga Essence textures, looking and acting identically (though considerably faster!). The textures (and attribute files) are compressed onto a single installation disk for each volume. These are now ready to go, and can be shipped out immediately, even overnight if you want to pay the extra shipping.

I'm discounting the upgrade/sale prices of the textures from the summer 1995 prices as a partial apology for the months that the software wasn't available. The original Amiga versions are still available too, if you wish.

Prices:

Upgrade Amiga Essence I or II to PC	:	\$25 each or \$40 for both
Amiga or PC Essence I or II (new)	:	\$75 each
Amiga full Essence I + II + Forge	:	\$140
PC full Essence I + II	:	\$140

Shipping is \$3. CA residents need to pay 7.75% sales tax.

We can take credit cards, or mailed checks. You can order via email or FAX or voice. (The office phone should be staffed for this week's responses).

Office phone: 415-322-7532 1pm PST - Midnight (!)
FAX : 415-322-8349
Email : sales@worley.com

Answering other popular questions...

There will probably never be an update to Understanding Imagine. It fell a victim to lack of demand. Many people fervently wish for an update, I know, but there does not seem to be enough popular demand for a successful re-write. The full rights to the (English language) Understanding Imagine 2.0 are for sale if anyone wants to purchase them, however.

There will not be a Forge program for DOS. Imagine 4.0 has a very nifty texture editing tool built in, which is very impressive. We do have some plans for a stand-alone Windows program for the design and rendering of texture maps, but it isn't being actively worked on. Our current efforts are developing new plug-in effects for Lightwave 3D.

What else? Hmm. It's been a turbulent year with the collapse of the Amiga. We've all been very very busy on new work on Lightwave, but actually it's looking QUITE promising now!

If you have any personal questions for me, please feel free to mail me at steve@worley.com. I feel guilty for not keeping up to date on Imagine and the IML, and it really makes me feel glad that there is still interest in products I've done and what I'm planning for the future.

Happy rendering!

Steve Worley

=====

--

"minix5@disi.unige.it"
"G.Scibilia@agora.stm.it"
"Imagine Mailing List, IML FAQer"

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1.26 Message number 0021

Date:
Wed, 31 Jan 1996 23:35:36 +0100
From:
Anders Lundholm
<lund@HOA.PING.DK>
Subject:
Re[2]: Imagine3.0

Hi David ...

DN> David Nix
DN> Computer Graphics & Video Production
DN> Alias Certified Level 3 Animator,5 yrs exp.
DN> Amiga 4000/Imagine 4.0/V-Lab Motion/OpalVision
DN> web site at:<http://www.visart.uga.edu/Alias/DaveN/daven.html>

Need your Email adress for private conversation! Please ..

--
Anders Lundholm . Alien Workshop (Tm) Computer Graphics
Modeling & Animation . Lund@Hoa.Ping.Dk . Scoopex.Com

-- Via Xenolink 1.981, XenolinkUUCP 1.1

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1.27 Message number 0022

Date:
Thu, 1 Feb 1996 10:06:12 -0600
From:
Peter Kovach
<peter.joseph.kovach@MEDTRONIC.COM>
Subject:
Re: imtoiv Imagine Object Converter -Reply

>>> Nancy Jacobs <NancyJcbs@aol.com> 01/31/96 04:41pm >>>
In a message dated 96-01-30 18:28:23 EST, you write:

> Excuse my ignorance, but is this the same Open Inventor that won out >
> recently as the standard VRML format ?
> Nancy
> NancyJcbs@aol.com

Yes, it is. Silicon Graphics and others went with it long ago - others
are finally catching on :)

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1.28 Message number 0023

Date:
Thu, 1 Feb 1996 13:51:00 GMT
From:
Mike Vandersommen
<mike.vandersommen@CADDY.UU.SILCOM.COM>

Subject:

Polyview

Windows '95 users. There is a demo version of PolyView '95 at

<ftp://ftp.cdrom.com/pub/win95/graphics/polynt95.zip>

If you haven't seen this object viewer/editor/converter, it's pretty cool.

Mike van der Sommen
Santa Barbara, Ca.
GraFX Haus BBS (805)683-1388
mike.vandersommen@caddy.uu.silcom.com
mikevds@aol.com

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

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1.29 Message number 0024

Date:
Thu, 1 Feb 1996 14:02:00 GMT
From:
Mike Vandersommen
<mike.vandersommen@CADDY.UU.SILCOM.COM>

Subject:

Graphics clearing house

I know no one likes long distance charges (that's why we all use the WEB), but if you ever get in a pinch or are tired of searching all over the WEB for something specific, I've set up a GUEST account at GraFX Haus BBS for Imagine users. You can log right on, grab what

you need, and log off quickly.

I've got lots of objects (DXF and Imagine), raytraces, utils and Windows/DOS graphic utils. The first file you might want to download is Allfiles.zip which is a listing of all files online.

To bypass login application and welcome screens, at FIRST NAME prompt
type: *Imagine Guest
password: crowbar

If you do use this backdoor, just leave me email and let me know you visited. Have fun...

Mike van der Sommen
Santa Barbara, Ca.
GraFX Haus BBS (805)683-1388
mike.vandersommen@caddy.uu.silcom.com
mikevds@aol.com

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

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1.30 Message number 0025

Date:
Thu, 1 Feb 1996 09:34:15 -0700
From:
Michael Vines
<mvines@PRIMENET.COM>

Subject:

Stereo 3D Images

Has anyone used the stereo 3D image feature of Imagine? They mention LCD or shutter glasses--are these still available?

It sounds like it would be a great novelty for customer shows.

Mike V.

.- .- -..... -.-.
Michael Vines
mvines@primenet.com

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1.31 Message number 0026

Date:
Thu, 1 Feb 1996 16:31:59 +0000
From:
Jeremy Peter Hopkin
<jph@CS.NOTT.AC.UK>

Subject:
Texture info request (Programming)

For PC:
Can anyone tell me how to program textures (for Imagine3+)
(not the language, but inputs, outputs etc).
Or point me in the direction of some who does.

I have been hearing about the Watcom complier, is this a necessary compiler?
Or can anyone used (MSVisual C++, Borl. turbo C++ etc)

Can C++ be used? Assembly? etc

Any and all help will be appreciated

Jeremy

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1.32 Message number 0027

Date:
Thu, 1 Feb 1996 12:03:44 +119304028
From:
Ing. Alexander Owen Wallace
<awallace@ALPHA1.SAL.UADEC.MX>

Subject:
Sorry no time any more

I have been out of the list for five days I think, I don't mind haveing
300 messages, my only problem is that I won't be able to update the list
of contributors for the new manual any mor, I know it's not a very
important task but might hel organize the construction of the manual, if
it is still going to take place. So I beg some one to do it instead. I
will still be on the list, but won't be able to check it dayly as I use to.

Thank you and Sorry.

Keep doing the manual guys, pleas!!!!!!!!!!!!!!

| IE. Alexander Wallace |
| awallace@alpha1.sal.uadec.mx |

```
| Imagine 3.0 PC DX2 @66 8 MB |  
| Beginner+                    |  
-----
```

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1.33 Message number 0028

Date:
Thu, 1 Feb 1996 10:07:27 -0800
From:
John Prusinski
<jprusins@CYBERGRAFIX.COM>

Subject:

Re: New Show

>I think the best science fiction space scenes I've ever seen are the one's
>in 2001. There's absolutely no noise except the oft used classical music
>routine. If you consider when this movie was made (before Neil Armstrong's
>vacation) I think you'd be suitably impressed.

About time someone mentioned this! IMHO, 2001 remains one of the very few
(maybe only) sf movie to date that truly manages to convey the grandeur and
mystery of outer space. Not to mention, that perhaps due to anxiety about
the "confusion" you mention over the ending, that it's amazingly one of the
only sf films to even attempt to deal with the exploration of space as
something other than an endless series of encounters with bloodthirsty
aliens and/or crinkly-nosed humanoids (not that I have anything against this
genre :^), just that it would be nice to see someone else try to address the
real human issues of our place in the universe).

John.

John Prusinski/CyberGrafix
jprusins@cybergrafix.com
<http://www.cybergrafix.com/>

"Whoever undertakes to set himself up as judge in the field of Truth and
Knowledge is shipwrecked by the laughter of the gods." A. Einstein

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1.34 Message number 0029

Date:
Thu, 1 Feb 1996 19:45:25 +0100
From:
Conny Joensson
<cjo@KIRUNA.SE>

Subject:

Re: ToBoldyKillLikeNoOneHasKilledBefore

>In order to see the reflection at that
>size, the ship would have to be several thousand miles long. The ship is
>large in comparasion to the rings because it is closer to the camera than
>the planet, and consequently, not a few feet above them as the reflection
>would have you believe.

Or!! the sun could be VERY close to the ship!
Not very likely though...

```
+-----+
| Conny Joensson | Email: cjo@kiruna.se           |
| Kiruna, Sweden | http://www.is.kiruna.se/~cjo/   |
+-----+
```

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1.35 Message number 0030

Date:
Thu, 1 Feb 1996 19:45:44 +0100
From:
Conny Joensson
<cjo@KIRUNA.SE>

Subject:

Re: January Contest

Hi Rick,

Just a few days ago you published the results from your compo on the IML.

>Dave Stewart

>2nd place - Bob Landry
>3rd place - Rick Beilfuss
>4th place - Steve Langguth

My personal opinion is that it would be better to name the images, and vote for the image, not the artist. 'Cause I can't remember which artist made the image that I voted for. However, I can remember what it looked like and since names usually reflects what the image pictures, well...

Just my 2 cents.

>We had about 140 visitors to the image pages and 34 took the time to
>vote. Thank you.

Yepp, I was one of the visitors/voters. :-)

```
+-----+
| Conny Joensson | Email: cjo@kiruna.se |
| Kiruna, Sweden | http://www.is.kiruna.se/~cjo/ |
+-----+
```

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1.36 Message number 0031

Date:
Thu, 1 Feb 1996 19:45:51 +0100
From:
Conny Joensson
<cjo@KIRUNA.SE>

Subject:

Re: Whats with this realism thing??

Nancy Jacobs wrote;

>I, too, may be generalizing, but it seems like, in my all-too-brief
>experience with this human life, that the real difference between boys and
>girls is not what's between their ears, so to speak....

You are absolutely right!

The difference is not between the ears, it's between ... ehh, well, you know.
Somewhat lower than the ears.

```
+-----+
| Conny Joensson | Email: cjo@kiruna.se |
| Kiruna, Sweden | http://www.is.kiruna.se/~cjo/ |
+-----+
```

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1.37 Message number 0032

Date:
Thu, 1 Feb 1996 13:53:09 -0500

From:
Bob Sampson
<RobSampson@AOL.COM>

Subject:

Re: New Show

In a message dated 96-02-01 11:53:38 EST, you write:

>I wonder if impulse could come up with a lightwave-alike lensflare for
>imagine although the current lensflare effect can be tweaked to give great
>results.

I was wondering if perhaps you could describe a light and then the settings you use on lensflare? I have always had to play for a long time with this feature and never have had impressive results. I'm certain it can produce them, I have seen stuff that Blackmon has done and liked it, but it escapes me. (Actually I'm probably too lazy to put the time into test rendering to learn the effect very well.:)

Bob.....
Imagine renderings.
<http://home.aol.com/robsampson>
Imagine 4.0 P90 40 meg ram average+

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1.38 Message number 0033

Date:
Thu, 1 Feb 1996 12:14:54 -0800
From:
Kevin Alvarado
<kra@ROCKY.AESTHETIC.COM>

Subject:

Re: imtoiv Imagine Object Converter
Converter" (Jan 31, 5:41pm)

> Excuse my ignorance, but is this the same Open Inventor that
> won out recently as the standard VRML format ?

It might be. I don't know. I wrote the program because we use Open Inventor where I work. I use Imagine and needed a way to get the objects over to Open Inventor, so I wrote the conversion program.

-KV-

--

Life is hard and nothing is easily given...
If you want anything out of life you have to fight for it...
Prepare for Kombat!

kra@aesthetic.com

- - - - -

Kevin Alvarado
(714) 597-4995
Aesthetic Solutions
92 Argonaut, Suite #220
Aliso Viejo, CA 92656

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1.39 Message number 0034

Date:
Thu, 1 Feb 1996 20:24:13 +0000
From:
Phil Stopford
<pstopfor@JESUS.OX.AC.UK>

Subject:

Re: New Show

On Thu, 1 Feb 1996, Andrew Herbert wrote:

> >> be new over there. While it has it's strong points, the story line is
> >> not as well developed nor the graphics as good as Babylon 5.
>
> >I've read that Babylon 5's story line was written for 5 television seasons
> >before it first showed on TV. And the story is very well planned out.
>
> I remember someone someone saying this to me before, although with the main
> star (Micheal O'Hare) quitting after the first series you have to ask how
> planned the next four series are.
>
> I don't like Bab5 that much for reasons I won't go into (just in case I
> start a war here) but the graphics in are very good, I especially like the
> planet sequences and (of course) the battle scenes. I like the stuff that
> give impressions of forces, for example how the ships react to the thrusters
> give a very nice effect of force and mass along with the way the guns recoil
> when they fire. The only thing I dislike about it is the way they use the
> same panels textures again and again, we don't see much real life damage on
> the station or ships much such as battle scars or burns but the models look
> very good and although some of the scenes are very well animated. I think
> doing what I do as a hobby often forces me into watching rendered stuff on
> tv and I find myself often wincing when I see a raytrace which looks like
> it's been done on videscape. I remember watching a trailer for Unexplained
> Mysteries and seeing a flying saucer taking off which was basically
> comprised of loads of lightwave lensflares. And someone payed real money
> for that.
>
> Anyway, to the main subject of Imagine if you want to create a Lightwave
> lesflare then just get someone to render one for you on a black background
> then use this as a colour map and also use the negative image as a filter

> map... hey presto, a lightwave lensflare in imagine (make sure you align it
> to the camera).
>
> I wonder if impulse could come up with a lightwave-alike lensflare for
> imagine although the current lensflare effect can be tweaked to give great
> results. I liked lightwave lenflares when I first saw them they've been
> used so often on tv you soon get sick of the sight of them. Whilst we're
> still on this sci-fi thread does anyone know what happened to Amblin's plans
> to ressurect DrWho? My nomination for the new DrWho would probably be
> Julian Clary.

>
I got a pretty good imitation - well it suffices anyway. Make a default
disk and apply the twinkle texture to it, locking it to the default state
in the box provided. Remember to rotate it so the z axis sticks out of
the disk and alter the settings until you're happy with it (in version
4.0 you can look in the little preview box). Exit all the requesters by
clicking OK and then pick the disk and create a state called default with
shape enabled.

Open a new project and load in the disk under action editor. Delete the
exisitng alignment bar and make the disk track to the camera. Now in the
stage editor scale it until it's oval and save changes. Now if you render
it and the settings are right you should get a reasonable imitation and
since twinkle affects the filter, it is also transparent.

I don't know what you professional types will think of it, but it's the
best I've been able to come up with anyway - any improvement suggestions
are welcome.

As are any plasma bolts and shield flare effects (not using Essence textures)

Phil.

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1.40 Message number 0035

Date:
Thu, 1 Feb 1996 13:45:14 -0800
From:
Kevin Alvarado
<kra@ROCKY.AESTHETIC.COM>

Subject:

Re: New Show

> I wish they were using Imagine for the graphics. It
> would be nice if we had a tv series to talk about in here:)

Yes, it would be a nice change from Impulses web page and their manual (You
guys working on the Grass Roots book, keep at it!). Then we could talk about
technique more. :)

-KV-

--

Life is hard and nothing is easily given...
If you want anything out of life you have to fight for it...
Prepat for Kombat!

kra@aesthetic.com

- - - - -

Kevin Alvarado
(714) 597-4995
Aesthetic Solutions
92 Argonaut, Suite #220
Aliso Viejo, CA 92656

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1.41 Message number 0036

Date:
Thu, 1 Feb 1996 17:49:10 -0500
From:
Greg Stritmater
<senip@J51.COM>

Subject:

Matrox Millenium and Imagine info

Since I promised to give any info I got re: the Millenium and Imagine 4.0 working together, here goes .. After talking to tech support at Matrox (once more) I was told that there will be two possible solutions to the VESA problems. One is Univbe 5.2? (I'm not sure of the number) that is coming out in the next few weeks. This will support the Millenium, and according to the people at scitechsoft, it should fix the problems all of us Millenium owners are tearing our hair out over. TWO! Matrox themselves are promising (again!) that they will have an update (either driver or bios update) that will fix the problems as well. Same time frame for that as well.

So! it's a race to see who comes out with the fix first! I just hope that ONE of them gets it right :) Anyway, the URL for UniVBE is <http://www.scitechsoft.com> and Matrox's update will probably be in <ftp://ftp.matrox.com>. I'll post as soon as I find out any more, so keep your fingers crossed!

Greg Stritmater
senip@j51.com

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1.42 Message number 0037

Date:
Thu, 1 Feb 1996 22:40:17 -0500
From:
Jim Belcher
<jbb@NS1.KOYOTE.COM>

Subject:

subscribe

I would like to subscribe to the imange list.

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1.43 Message number 0038

Date:
Thu, 1 Feb 1996 15:30:51 -0800
From:
William Bogan
<web@CVSD.CV.COM>

Subject:

Re: Graphics clearing house

Mike,
Very thoughtful.... hope nobody abuses this
generous offer.

Bill Bogan 386/40 8Mb RAM 1Mb Video Card
IMAGINE 2.0 and Imagine LT (on my way to 3.0/4.0)
web@cvsd.cv.com IML expr= Beginner

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1.44 Message number 0039

Date:
Thu, 1 Feb 1996 18:53:45 -0500
From:
Bob Sampson

<RobSampson@AOL.COM>

Subject:

Homepages

The following is a list of Imagine homepages that I have as of 2/1/96. If you want to be added, deleted or modify you address or listing please contact me privately at RobSampson@AOL.com. I will post this listing once a month so that everyone on the list can remain updated.

Bob.....

The html containing the links to the iml homepages is now
>online. The URL: <http://www.pitt.edu/~krcstl2>
Thanks to Ken Crane.

Sharky's (Strong graphics site with link's to everywhere)
<http://www.websharx.com>

GreG tsadillas (A master artist with Imagine)
<http://www.websharx.com/~greg/>

Steven Blackmon (A master artist with Imagine.)
(Programmed the texture toolkit on 4.0)
<http://www.websharx.com/~kinda>

Andrey Zmievski (Coded the 3DS to Imagine object converter)
<http://www.websharx.com/~silicon/>

Bob Sampson
Imagine renderings.
<http://home.aol.com/robsampson>
E mail: RobSampson@AOL.com
Imagine 4.0 P90 40 meg ram average+

Christopher M. Stoy
cms@michelle.me.psu.edu
cms129@psu.edu
<http://michelle.me.psu.edu/sloth.html>

Steven M Powell
e-mail: afn27231@afn.org
Homepage: <http://www.afn.org/~afn27231>

Jim Rix
<http://yakko.cs.wmich.edu/~jim>

Marcus Johansson
<http://www.nsb.norrkoping.se/~marcus/>
marcus@nsb.norrkoping.se
Norrkoping
Sweden.

Jeff Fox
jfox@iadfw.net
<http://lmg.com/upstage/bios/jeff.htm>

Name: Bob Landry
Imagine 4.0, P90, 16 meg ram, Intermediate
Home Page: <http://www.n2.net/blandry>
E-mail work: bob_landry@corp.cubic.com
E-mail home: blandry@n2.net

www.cswnet.com/~vview Not much on the home page yet but it does have the link to the IML contest pages. (won't be up till next week) I'm also thinking of putting links to the 3d manufacturers ie: Impulse (that'll impress people), RealSoft, Newtek, Caligari, etc.

Greg Denby
gdenby@darwin.cc.nd.edu
<http://www.nd.edu/~gdenby>

E- mail me at : chris.hall@dial.pipex.com
Visit the Virtual Gallery at Web Shack:
<http://www.nether.net/~shortie>

Name: Fred Aderhold
Imagine 4.0, P120, 32MB, Intermediate. Home Page: <http://www.netrix.net/users/fredster/>

Email: fredster@digisys.net

Name: John Prusinski
Imagine 4.0, P90, 24 meg ram, professional
Home Page: <http://www.cybergrafix.com/>
E-mail work: jprusins@cybergrafix.com
E-mail home: jprusins@cybergrafix.com

Stephen Gifford
(Has an outstanding lightning/spark object on his page)
Visit me at the Magick Rainbow
<http://web2.airmail.net/sgiff>
Imagine 4,3DS, PC Pentium 66, 32 meg ram.

Bill Christjaener
<http://www.umn.edu/nlhome/g091/chris113/>

David Nix
Computer Graphics & Video Production
Alias Certified Level 3 Animator, 5 yrs exp.
Amiga 4000/Imagine 4.0/V-Lab Motion/OpalVision
web site at: <http://www.visart.uga.edu/Alias/DaveN/daven.html>

Chuck Needham
2Bit Graphics
e-mail: twobit@globaldialog.com
<http://www.globaldialog.com/~twobit/index.html>

Imagine 4.0, A500/030, 9 meg ram, Enthusiast+++
Home Page: <http://www.is.kiruna.se/~cjo/indes.html>
E-mail work: cjo@esrange.ssc.se
E-mail home: cjo@kyla.kiruna.se

Name: Louis Sinclair
Imagine 4.0, P120, 16Meg, Experienced
Home Page URL: <http://www.winternet.com/~rundio/>
E-mail: rundio@winternet.com

-Greg Burger
<http://home.eznet.net/~burg>

Drift Dennis
drift@nighthawk.com
NightHawk Production
3D graphics and animation
9403 Marilla Dr
Lakeside, California
92040-2801
PHONE 619-390-8375
FAX 619-390-8375 <http://www.nighthawk.com>

Torge!r
<http://www.powertech.no/~torgeirh> (new pages week 5)

John Brozycki
<johnb@mhv.net>
<http://www1.mhv.net/~johnb>

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1.45 Message number 0040

Date:
Thu, 1 Feb 1996 15:26:57 -0800
From:
Kevin Alvarado
<kra@ROCKY.AESTHETIC.COM>

Subject:
Re: Stereo 3D Images

Has anyone used the stereo 3D image feature of Imagine? They mention LCD or shutter glasses--are these still available?

What version of Imagine. I'm using 3.3 right now.

--
Life is hard and nothing is easily given...
If you want anything out of life you have to fight for it...
Prepare for Kombat!

kra@aesthetic.com

Kevin Alvarado
(714) 597-4995
Aesthetic Solutions
92 Argonaut, Suite #220

Aliso Viejo, CA 92656

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1.46 Message number 0041

Date:
Thu, 1 Feb 1996 19:40:38 -0500
From:
Bob Sampson
<RobSampson@AOL.COM>

Subject:

Re: Bow Displacement of Gasses for Voyager

In a message dated 96-02-01 17:04:28 EST, you write:

>One of the guys from Toronto tried to explain it to me for about an hour
>and a half one day until neither one of us was really sure just what the
>heck was going on...

>

>For instances and cases where one needs to accurately model the physical
>nature of a fluid or gaseous movement, Dynamation is the stuff ya dream
>of.

>

>And now back to your regular scheduled affordable 3D software...

Thanks for the info Dave. That particular part of the animation is very
impressive. I wish we could do something like that with home type software
(and of course we will be in a couple of years:)

Bob....

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1.47 Message number 0042

Date:
Thu, 1 Feb 1996 19:40:14 -0500
From:
Bob Sampson
<RobSampson@AOL.COM>

Subject:

Wandering mail?

I begun to notice that mail I have sent to the list is showing up over 24 hours later while other posts come back immediately. Does anyone know why this is? Perhaps the NSA is clandestinely intercepting the IML traffic in an effort to gain information about us:) Maybe they want to know the true meaning of chrome balls over a checkered floor:)

Bob.....

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1.48 Message number 0043

Date:
Thu, 1 Feb 1996 16:23:15 -0800
From:
Scott Lundholm
<scottie@LYNX.SR.HP.COM>

Subject:
Essence PC arives!!

Hello All,

A short note to pass on that not only is Essence PC shipping, but has already arrived, via US Postal Service, the day after it was shipped (ordered Monday night, shipped Tuesday and arrived Wednesday). THANK YOU STEVE WORLEY!!!

Scottie

```
*-----*
|   Scott Lundholm       |   Email( Unix ) scottie@lynx.sr.hp.com   |
*----- HP MicroElectronics -----*
```

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1.49 Message number 0044

Date:
Thu, 1 Feb 1996 16:54:41 -0800
From:
AJ
<ajvs@PEAK.ORG>

Subject:
Re: New Show

Hi,

You might try using the blast texture on a disc (us the default size at first). Set the number of lines to 256, variation of lines to 3, and all noise settings off. Set color to white or light yellow and turn brightness all the way up. Next rotate the texture 90 degrees so the Z axis is at a right angle to the disc surface. You can set the size with the edit axis function. Now add another disc in front of the blast disc and add the radial texture using about 15 for the inner size and 75 (or whatever works for you) to the transition size. If I remember right you have to have the filter value in the radial texture set to 255,255,255. Anyway, it will give you a start on a fairly decent lensflare clone. I render the lensflare image and then use that as a filter map on a disc because you can see through to the background whereas on the above textures you can't(?).

-AJ

--

-Andy

ajvs@peak.org

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1.50 Message number 0045

Date:
Thu, 1 Feb 1996 18:54:54 -0600
From:
Wayne Haufler
<haufler@NEOSOFT.COM>

Subject:

CAUTION: Essence / Imagine V? compatibility?

CAUTION!! It seems here an important question is not being asked nor answered: (or did I miss it?)

What versions of Imagine will this Essence for PC work with?
Somehow I doubt it will work with Imagine 4.0,
but here's hoping!

--- =====

Wayne A. Haufler haufler@neosoft.com HomeBiz (713) 992-5570
Career : C/Unix/X-Windows Software Engineer with Unisys - at NASA JSC

HomeBiz : HomeQuest Consultant : "Changing the World One Child at a Time"
Lay Ministry: Glorious Godly Graphics: "Animations For Christian Endeavors"
Hobby : Amiga 3000 w/OpalVision, Imagine 4.0, Broadcast Titler

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1.51 Message number 0046

Date:
Thu, 1 Feb 1996 17:59:11 -0800
From:
Brad Molsen
<moon@ESKIMO.COM>

Subject:

BMW (was New Show)

To all, Does anyone know who is responsible for the penguin in the new BMW commercial that is currently airing here in the states? My first guess would be Rhythm & Hues. The look is similar to the Coca Cola polar bears, although more realistic.

My two cents regarding Space A&B, I'd like to send those poor space marines a flashlight. The sets don't have to be Kubrickian but, the interiors are gloomy, and colorless, even on my 40" screen.

regards, Brad

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1.52 Message number 0047

Date:
Thu, 1 Feb 1996 19:40:14 -0600
From:
Wayne Haufler
<haufler@NEOSOFT.COM>

Subject:

Re: ToBoldyKillLikeNoOneHasKilledBefore

On Wed, 31 Jan 1996, David Alan Steiger wrote:

> On Wed, 31 Jan 1996, Jim Shinosky wrote:

>

> > Ok, now you're forcing me to respond. Who's to say that the ring around
> > that particular planet isn't composed of metal, reflective particles? If
> > were, I see no reason why you wouldn't see a reflection of the ship passing

> > by.
 >
 > If I were to hazard a guess (I've only seen the rotten show twice) I would
 > say its mostly a matter of scale. In order to see the reflection at that
 > size, the ship would have to be several thousand miles long. The ship is
 > large in comparasion to the rings because it is closer to the camera than
 > the planet, and consequently, not a few feet above them as the reflection
 > would have you believe.
 >
 > David Steiger - Slipshod Software
 > I4 Amiga3000 040-28mhz 8megs Medium
 >

This reminds me of how the DEMOS (Distributed Earth Model Orientation System, or something like that) here at NASA JSC works. This SGI based system shows various views of a 3D model of the space shuttle in relation to a fairly realistic (well, no clouds, no land texture, all land green, all water blue) earth. But to get the shuttle to be visible, I'm told they had to scale it up 20,000 times (or maybe that was an exaggeration.) Of course, this is for purposes of scientific (or engineering) visualization, not for realism.

```

-- =====
Wayne A. Haufler      haufler@neosoft.com      HomeBiz (713)992-5570
Career       : C/Unix/X-Windows Software Engineer with Unisys - at NASA JSC
HomeBiz      : HomeQuest Consultant      : "Changing the World One Child at a Time"
Lay Ministry: Glorious Godly Graphics: "Animations For Christian Endeavors"
Hobby        : Amiga 3000 w/OpalVision, Imagine 4.0, Broadcast Titler

```

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1.53 Message number 0048

```

Date:
Thu, 1 Feb 1996 20:24:06 -0600
From:
Stephen G.
<sgiff@AIRMAIL.NET>
Subject:
Re: Essence for PC is shipping

```

>Forge completely kicks the imagine texture editors ass! It is a shame we
 >are stuck in the middle of a Worley/Halverson feud. Any one who has used
 >Forge will tell that it blows away Imagine's texture edit screen. I have
 >not seen other programs like Kai power tools which it seems like in
 >advertising they do a similar thing. I would be interested in any
 >comparison between Forge and other Fractal texture generators.

> Kent Worley

>

I just spoke with Worley on the phone today when ordering the Essence package. The reason he said that he had not developed Forge for PC was not

because of some Worley/Halverson feud, but because of the fact that there was no support for the Essence product when it came out last summer. I told him that my feeling was that many people wanted it but could not afford it. After all if most people can get a complete 3D package for 2-300 bucks they are not going to go out and spend \$85 bucks for a bunch of textures especially when Imagine comes with such great textures already. Not only that, most people on this list are probably in the same boat I was when I started out using Imagine. \$85 bucks is not a bad price for companies or people using Imagine professionally, but it is a lot of money for people who are amateur's or hobbyists. He agreed with me regarding that issue.

s.g.

Visit me at the Magick Rainbow
<http://web2.airmail.net/sgiff>
^^

Imagine 4,3DS, PC Pentium 66, 32 meg ram.

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1.54 Message number 0049

Date:
Thu, 1 Feb 1996 21:36:38 -0500
From:
Charles Blaquiere
<blaq@IO.ORG>

Subject:

Re: EDO

On Wed, 31 Jan 1996, Paul Claessens wrote:

> I have a question concerning RAM...
> I would like to know if there is any gain in rendering speed when I
> use 32 Mb EDO ram or 32 Mb of normal 60 Ns ram?

Paul,

I can't compare between EDO and normal RAM, since I only have one Pentium. (And it has EDO, BTW) However, the articles I've read all say the speedup is a maximum 5%, and realistically less than that.

For the difference in price, you may be better off buying ordinary RAM, and getting more of it.

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1.55 Message number 0050

Date:
Thu, 1 Feb 1996 21:54:55 -0500
From:
Charles Blaquiere
<blaq@IO.ORG>

Subject:

Re: Field Rendering

On Tue, 30 Jan 1996, Bill Boyce wrote:

> Seems to me that field rendering is thinking in terms of how TV
> actually works - 50 (60) fields per second seen, not 25 (30) frames. We
> actually see 50 720x283 images, not 25 720x566 images, so why not render
> that way?

Agreed. TV's interlaced display is the reason why field rendering exists. And once you've tried it, BOY do you never want to go back! Suddenly, my flying logo acquired that "as seen on TV" network smoothness. I was enthralled. <sp?>

> You
> probably wouldn't even notice the difference. Try rendering a pic at 'full
> height' and halving it, and just rendering it at 'half height', and see
> if you can see the difference.

Ummm, not quite. Assuming we're talking about what we can do with the existing Imagine, not what Impulse might change to make the program better, then what you describe (rendering at half vertical resolution) would mean the same "scene" scanlines are rendered at two points in time, but displayed in different fields. What I mean is, they'll appear on two scanlines on TV, but they reflect the same scanlines in your scene. Let me describe 3 scenarios:

1) Entire scene moves quickly past the camera: I agree that you'd probably not see that much difference between rendering at full-res and throwing away half the lines, or rendering at half-res.

2) Scene moves slowly: the lack of vertical resolution would be quite apparent anywhere you have horizontal or near-horizontal elements, and because of that perspective we all love, even horizontal elements, like the baseline of a line of text, won't render as perfect lines, but rather slightly-curved lines. Rendering such scenes at an effective vertical resolution of 240, even when anti-aliased to 480, would look amateurish, IMHO.

3) Camera is fixed, but some elements move in front of a stationary background. In this case, any fixed element would be rendered at 240 vertical lines, and would look quite crummy.

Again, these scenarios are based on "roll-your-own" techniques where you force Imagine to render at half-res and interlace the images with

an image processor. The problem is that on both fields, Imagine would "paint" the same areas (lines) from your scene. *However*, if Imagine were changed to allow us to specify whether we want it to render all the lines in each field, or just those that will be displayed, *then* the situation changes, because Imagine would know to "paint" the even or odd lines from the scene, i.e. both fields wouldn't show the same spots in the scene. Therefore, slow-moving or static elements and backgrounds, would render at full vertical resolution.

I hope this sheds some light as to why we need Impulse to amend Imagine's field rendering, since by doing it ourselves with the current version, we save half the time, but not without paying the price in lower quality.

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1.56 Message number 0051

Date:
Thu, 1 Feb 1996 22:01:26 -0500
From:
Charles Blaquiere
<blaq@IO.ORG>

Subject:

Re: Global Brush Problem

On Wed, 31 Jan 1996, Martin Caspersson wrote:

> >added a global brushmap in the Action Editor Globals box. The map was a
> >simple 640x480 24bit image of the cloud texture on a ground plane. I expected
> >the brushmap to be reflected in the table top. It was along with what I can
> >only describe as a "seam." For some reason this seam appears as a perfectly
>
> The seam you see is actually two GIGANTIC pixels. As ground objects
> are very large and the brushmap is scaled to fit it the pixels become
> very large. You can see this if you put the camera far above the
> ground object looking down at it. The brushmap will start to come
> together the farther away from the ground you are. The solution is
> not to use a ground plane but a normal plane scaled just enough to
> fill the picture.

Two comments, neither of which is meant to make you appear foolish, believe me; I just feel these details will help newcomers gain a tiny bit more understanding of Imagine.

1) Curtis didn't apply the brushmap onto a ground; he created the brushmap by rendering a ground, but in the scene he's talking about, he loaded that brushmap as an environment map. This is sphere-mapped around the entire scene.

2) Even if he'd applied the brush onto a huge plane, Imagine wouldn't

have shown the gigantic pixels as a seam, since Imagine anti-aliases all brushmaps. If the two pixels each took up half the screen, for example, you wouldn't see a sudden change where one gigantic pixel ends and the other begins, but rather a smoooooth color gradation.

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1.57 Message number 0052

Date:
Thu, 1 Feb 1996 22:28:05 -0500
From:
Charles Blaquiere
<blaq@IO.ORG>

Subject: Creating seamless brushmaps (Was: Re: Global Brush Problem)

On Wed, 31 Jan 1996, Curtis Carlson wrote:

> >Try 'rolling' your brushmap in an image processor like ADPro (don't know
> what the PC >has) so the join is in the middle of the image. This may shift
> the edges enough to be >away from the table top.
>
> Well, I don't have ADPro but I do have Picture Man for Windows and Fauve
> Matisse and I have no idea what "rolling" the image is in either of those
> programs.

If you created your brushmap by simply rendering a fractal texture, then the left/right edges of the brushmap won't match up when you wrap the brushmap around the scene. Even though almost the entire 360-degree view reflected by your objects shows smooth, billowy clouds, that tiny vertical sliver of environment map, which follows a semicircle parallel to World +/-Z, and located at infinite World +Y, will show up as a seam, because the two columns of brushmap pixels, which appear adjacent in your "environment" reflected sky, actually came from two totally different areas of the brushmap.

To remove any seams, you need a special brushmap where the leftmost and rightmost columns of pixels belong together just as well as any other pair of adjacent columns, for example those from the center of the image.

Here's a recipe to do this, assuming you have software that supports the following functions:

- Working with more than one image open at a time;
- Merging two images into one (a.k.a. averaging), using some kind of alpha channel (a.k.a. Blend Buffer) to control how much of each image is seen in the merged result;
- Cutting & pasting rectangular areas.

Not very demanding, is it? Okay, let's go.

- Load your cloud image. If your software allows "rolling" or "scrolling" the image, i.e. moving it horizontally to the right, with the newly-vacated space at the left being filled with the same-sized section of image that just exited off the right side, then do it. Scroll by half the image; in my example, if your brushmap is 320x200, scroll right by 160.

* If the software doesn't support scrolling, then you'll need to cut & paste to exchange the left & right halves, which is the same as scrolling horizontally by half.

The reason for this, is to bring the seam in the center of the screen, where we can work on it, rather than having the seam be split into two separate columns of pixels, one at each extreme end.

Next, we'll transform your 320x200 image (with a seam) into a seamless, 300x200 image.

- Make a duplicate of the rolled image; we'll work on that, and use the original later. We'll call the original "A".

- On the duplicate, cut out the section from (160,0) at its top left corner, to (319,199). Basically, you cut out the right half of the image as a brush.

- Stamp down that brush 20 pixels to the left. I'm not mentioning coordinates because different programs place the brush handle at different corners, or even at the centre of the brush.

We'll call this image "B".

- You now need to create a 320x200 alpha channel or blend buffer, composed of three parts:

On the left side, a 140-pixel wide black rectangle; followed by a 20-pixel wide, graduated rectangle; and finally, a 140-pixel wide white rectangle.

The middle rectangle contains a black-to-white, horizontal gradient.

- We're almost done! Now merge "A" with "B", using the greyscale image we just created as an alpha/control.

The result will show, in the center of the screen, a smooth fade between the (former) right edge of the clouds, and the (former) left edge. No more seam!

- The last step is to get rid of the rightmost 20 pixels, which are no longer needed since we moved the right half of the image to the left by 20 pixels. Either use a cropping tool, or a canvas size function, to only keep the leftmost 300 pixels.

The result: a seamless, 300x200 brushmap, which can be wrapped spherically around any object or scene.

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1.58 Message number 0053

Date:
Thu, 1 Feb 1996 22:43:58 -0500
From:
Charles Blaquiere
<blaq@IO.ORG>

Subject:

Re: New Show

On Thu, 1 Feb 1996, Andrew Herbert wrote:

> >I've read that Babylon 5's story line was written for 5 television seasons
> >before it first showed on TV. And the story is very well planed out.
>
> I remember someone someone saying this to me before, although with the main
> star (Micheal O'Hare) quitting after the first series you have to ask how
> planned the next four series are.

J. Michael Straczynski has said that his story arc is built to withstand the departure of any major character. For example, the Talia incident which caused her departure, was originally planned for Takahashi, the female C&C officer from the pilot. Takahashi didn't make it to the regular series, so JMS adapted. (IMHO, it made much more sense, and was much more dramatic, with Talia being unmasked)

> Whilst we're
> still on this sci-fi thread does anyone know what happened to Amblin's plans
> to ressurect DrWho? My nomination for the new DrWho would probably be
> Julian Clary.

Ooooooo now that would be interesting! Out with the tweed jackets, bring on the rubber miniskirts and studded collars! That'd be a Dr. Who I'd even watch.

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1.59 Message number 0054

Date:
Fri, 2 Feb 1996 14:22:23 +1000
From:
Stuart Fletcher

<stuartf@HERO.LIB.DELM.TAS.GOV.AU>

Subject:

Axis only transformation

Hi

Does anyone know if it is possible to put a user gadget on the bottom of the screen in Imagine 3.0 so that when you use the move, scale and rotate buttons the transformation is only applied to the axis like when using the transformation dialog box.

Thanks

Stuart Fletcher
stuartf@hero.lib.delme.tas.gov.au

Imagine 3.0 486DX/2 66 8Mb RAM Beginner
Stuart Fletcher

Imagine 3.0 486DX/2 66 8Mb RAM Beginner

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1.60 Message number 0055

Date:
Thu, 1 Feb 1996 22:44:58 -0500
From:
Charles Blaquiére
<blaq@IO.ORG>

Subject:

Re: New Show

On Wed, 31 Jan 1996, Bob Sampson wrote:

> >I've read that Babylon 5's story line was written for 5 television seasons
> >before it first showed on TV. And the story is very well planned out.
>
> I have seen the same thing. It supposedly is the first time a show had a 5
> year plot development. I wish they were using Imagine for the graphics. It
> would be nice if we had a tv series to talk about in here:)

Someone whispered to me that not all that great modelling was done in
Lightwave... heh heh

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1.61 Message number 0056

Date:
Thu, 1 Feb 1996 22:56:16 -0500
From:
Charles Blaquiere
<blaq@IO.ORG>

Subject:

Re: Whats with this realism thing??

On Thu, 1 Feb 1996, Tom Ross wrote:

> The age of specialists and virtuosos
> seems to be giving way to new polyglot artists such as ourselves, called
> on to be directors, light-types, choreographers, musicians, foley-types,
> etc, etc. I like the term showman. Showtype if you will.

I like dilettante. %^S

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1.62 Message number 0057

Date:
Thu, 1 Feb 1996 23:02:17 -0500
From:
Charles Blaquiere
<blaq@IO.ORG>

Subject:

Re: Matrox Millenium and Imagine info

Thanks, Greg, for that update. I'll simply add that the beta version of UniVESA 5.2, released this week, unfortunately does not include Millennium support. The card is on their list of video adapters they hope to get in before 5.2 goes out to the general public. Let's keep our fingers crossed.

On Thu, 1 Feb 1996, Greg Stritmater wrote:

> So! it's a race to see who comes out with the fix first! I just hope
> that ONE of them gets it right :)

<chuckle> Ya got that right. I told myself, months ago, that both solutions would probably come out at the same time, maximizing the time we had to spend without using Imagine on our Millennium. Looks like I was right. (Hmmm. Maybe I should give JoJo a run for her money? Put on a big blonde wig and get on late-night TV? "Blaq's psychic alliance. You got 3-D problems? Our team of trained psychics will diagnose your situation and predict how many updates will be needed before the software does what it's supposed to. Call now!")

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1.63 Message number 0058

Date:
Thu, 1 Feb 1996 23:30:51 -0500
From:
Charles Blaquiere
<blaq@IO.ORG>

Subject:

Mike H. drops a bombshell!

Look what just popped up on CompuServe:

#: 16241 S3/Impulse
01-Feb-96 22:07:33
Sb: #16219-Imagine Effects
Fm: Mike Halvorson [Impulse] 72662,3330
To: Jim Shields 74557,2134

Jim

Wait until windows comes out, the fX and textures and global effects are going to be DLLs, now if you are on the AMiga, we are just about to announce a full ARREX port so you will be able to do what ever you want, providing you can indeed program in arexx.

Mike

Yep, ARexx for Imagine. I'm shell-shocked.

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1.64 Message number 0059

Date:
Thu, 1 Feb 1996 23:54:35 -0500
From:
Perry Lucas

<plucas@VT.EDU>

Subject:

Re: Wandering mail?

There was a server shut down last night. Which is part of the problem with "wandering" mail.

--Perry

At 07:40 PM 2/1/96 -0500, you wrote:

>I begun to notice that mail I have sent to the list is showing up over 24
>hours later while other posts come back immediately. Does anyone know why
>this is? Perhaps the NSA is clandestinely intercepting the IML traffic in an
>effort to gain information about us:) Maybe they want to know the true
>meaning of chrome balls over a checkered floor:)

>

>Bob.....

>

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1.65 Message number 0060

Date:

Fri, 2 Feb 1996 05:59:42 +0200

From:

Granberg Tom

<tom.granberg@TV2.NO>

Subject:

Pyrotechnics

Hi

I'm almost finished with my pyro/bang/blowup-stuff for Imagine, including life like explosions with smoke and the works. How to use states to get the most out of textures, shredder effects....

It will be finished early next week and put it up on my web page, more info will come....

Tom Renderbrandt

Europe

<http://heathcomm.no/~gfxdude/>

US

<http://websharx.com/~gfxdude/>

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1.66 Message number 0061

Date:
Thu, 1 Feb 1996 22:17:37 -0700
From:
Michael Vines
<mvines@PRIMENET.COM>

Subject:

Re: Stereo 3D Images

At 03:26 PM 2/1/96 -0800, Kevin Alvarado wrote:

>Has anyone used the stereo 3D image feature of Imagine? They mention LCD or
>shutter glasses--are these still available?

>

>What version of Imagine. I'm using 3.3 right now.

Version 4.0 (DOS)

.- .- -.... ..-
Michael Vines
mvines@primenet.com

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1.67 Message number 0062

Date:
Thu, 1 Feb 1996 22:17:12 -0800
From:
Scott Lundholm
<scottie@LYNX.SR.HP.COM>

Subject:

Re: CAUTION: Essence / Imagine V? compatibility?
from "Wayne Haufler" at Feb 1, 96 06:54:54 pm

Hello All,

> CAUTION!! It seems here an important question is not being asked nor
> answered: (or did I miss it?)

>

> What versions of Imagine will this Essence for PC work with?
> Somehow I doubt it will work with Imagine 4.0,
> but here's hoping!

I am happy to report that I am running Essence I & II PC on my 486dx4-100

laptop with Imagine 4.0. I have tested most of the textures across different projects that I have and have not had a problem. The textures also work great with IM4.0's texture previewer in the attributes screen. Happy rendering!

Scottie

```
*-----*
|   Scott Lundholm           |   Email( Unix ) scottie@lynx.sr.hp.com   |
*----- HP MicroElectronics -----*
```

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1.68 Message number 0063

Date:
Fri, 2 Feb 1996 07:47:38 +0100
From:
Martin Caspersson
<SA9418@IDA.UTB.HB.SE>

Subject:

Re: New Show

> > I remember someone someone saying this to me before, although with the main
> > star (Micheal O'Hare) quitting after the first series you have to ask how
> > planned the next four series are.

He didn't quit, he was fired because the 5 year plan said that he would be replaced by Cpt J. Sheridan.

```
*****
** Martin Caspersson                               Email: SA9418@IDA.UTB.HB.SE **
*****
```

"A little nonsense now and then is cherished by the wisest men"
- Willy Wonka

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1.69 Message number 0064

Date:
Fri, 2 Feb 1996 07:54:19 +0100
From:
Martin Caspersson
<SA9418@IDA.UTB.HB.SE>

Subject:

Re: Global Brush Problem

> 2) Even if he'd applied the brush onto a huge plane, Imagine wouldn't
> have shown the gigantic pixels as a seam, since Imagine anti-aliases all
> brushmaps. If the two pixels each took up half the screen, for example,
> you wouldn't see a sudden change where one gigantic pixel ends and the
> other begins, but rather a smooooth color gradation.

What happens is that there are a dark and a light half of the ground
with a color graduated seam in between. You can see that they
actually are two big pixels by zooming out from the plane. The image
on the ground will become less and less pixellated as you do.

```
*****
** Martin Caspersson                               Email: SA9418@IDA.UTB.HB.SE **
*****
```

"A little nonsense now and then is cherished by the wisest men"
- Willy Wonka

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1.70 Message number 0065

Date:
Fri, 2 Feb 1996 01:18:11 -0700
From:
Vance Schowalter
<vikings@FREENET.EDMONTON.AB.CA>

Subject:

Re: imtoiv Imagine Object Converter

Anyone know of a 3DS to Imagine object converter?

```
*****
* Vance Schowalter >>Image Master<< *
* * * * *
* Internet: vikings@freenet.edmonton.ab.ca *
* * * * *
* "Affable little snow creature." *
*****
```

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1.71 Message number 0066

Date:
Fri, 2 Feb 1996 04:26:45 -0500
From:
Tom Ross
<rosst@UNVAX.UNION.EDU>

Subject:

Re: Featuring the Frontpage!

>

> Stereotype people do stereotype modeling and renderings

I've got the Haitex glasses; I must be a 3D stereo-type ;^)

>

> It's all right to do robots.

Just don't bone them!

I have modeled quite a few myself and actually
> found the first ones very hard to create. However, always use your own
> artistic influence and don't ever model from what your friends do. Copying
> an object doesn't make you an artist!

Ouch! Those who don't study television are doomed to repeat it! But
seriously, if you don't learn from experience (yours or anybody's), where
do you get your ideas?

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1.72 Message number 0067

Date:
Fri, 2 Feb 1996 07:56:50 -0500
From:
Bob Sampson
<RobSampson@AOL.COM>

Subject:

Re: Essence for PC is shipping

In a message dated 96-02-02 01:59:58 EST, you write:

>\$85 bucks is not a bad price for companies or
>people using Imagine professionally, but it is a lot of money for people who
>are amateur's or hobbyists. He agreed with me regarding that issue.

>
>s.g.

I don't want to start to big a debate here or anything on this one Stephen but I don't think that is correct. I would guess that many of us amateur's are probably much better off than those who are trying to make a go of this for a living.

Bob.....

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1.73 Message number 0068

Date:
Fri, 2 Feb 1996 07:56:50 -0500
From:
Bob Sampson
<RobSampson@AOL.COM>

Subject:

Re: New Show

In a message dated 96-02-02 02:30:02 EST, you write:

>Someone whispered to me that not all that great modelling was done in
>Lightwave... heh heh

Given the number of people probably involved with a project that large I suspect that would be correct. I would not be surprised is there were a number of programs utilized for various parts. Some possible in cad perhaps. Although between Imagine and Acad I can achieve most any result I want I still would like to add a third modeler myself. I suspect very shortly that will be Lightwave although I'm waiting to hear more about Rick's experience with Real 3D up to now. BTW if anyone has a suggestion for a modeler only package that will get objects to Imagine that would be a great compliment to Imagine I'd like to hear about it.

Bob.....
Imagine renderings.
<http://home.aol.com/robsampson>
Imagine 4.0 P90 40 meg ram average+

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1.74 Message number 0069

Date:
 Fri, 2 Feb 1996 07:56:13 -0500
 From:
 Bob Sampson
 <RobSampson@AOL.COM>

Subject:

Re: imtoiv Imagine Object Converter

In a message dated 96-02-02 04:40:48 EST, you write:

>Anyone know of a 3DS to Imagine object converter?

Try <http://www.websharx.com/~silicon> I beleive you can find 3ds2im in there.

Bob.....

Imagine renderings.

<http://home.aol.com/robsampson>

Imagine 4.0 P90 40 meg ram average+

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1.75 Message number 0070

Date:
 Thu, 1 Feb 1996 07:25:45 GMT
 From:
 Mark Kelly
 <obscure@MARQUE1.DEMON.CO.UK>

Subject:

Re: AIFF>WAV OK, Now Anim>FLC???

(from Imagine <IMAGINE@SJUVM.STJOHNS.EDU>) (on ↔
 Wed, 31 Jan 96

Greetings, C.

> On Wed, 31 Jan 1996, Claude M. Kallanian wrote:

>

> > Thanks to all that replied for the AIFF>WAV converter (SOX it is!!).

> >

> > Now the last piece to the puzzle - I need an ANIM to FLC or FLI
 > > converter.

> >

>

> Try MainActor, it also is available from aminet.

>

Or if you can get hold of Amiga Computing (UK mag) December 1995
 issue, it has a fully registered version on the coverdisk. No more

requesters... :-)

I also would recommend it, a great animation processing package.

Mark

x

--

```
 /----->>>-----\  
< Mark Kelly - obscure@marquel.demon.co.uk >  
 \-----<<<-----/
```

Between two Evils, I always choose the one I haven't tried before..

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1.76 Message number 0071

Date:
Fri, 2 Feb 1996 14:40:00 +0100
From:
Frank.VanDerAuwera
<fvdauwer@UIA.UA.AC.BE>

Subject:

Worley snailmail address?

Does anybody know the snailmail adress of S. Worley's company?

I'd like to order essence, but will have to pay with an international money order, for which I need a postal address, and my mail to spworley@worley.com has remained unanswered.

Frank Van der Auwera
University of Antwerp library

fvdauwer@uia.ac.be
fauwera@lib.ua.ac.be

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1.77 Message number 0072

Date:
Fri, 2 Feb 1996 17:13:06 +0100
From:
Khayr Ben Lumumba
<klumumba@T0.OR.AT>
Subject:
<unsubscribe>

<unsubscribe>
Ben Lumumba KHEIR
Schloegl gasse 10/1/1
1120 Vienna
Austria

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1.78 Message number 0073

Date:
Fri, 2 Feb 1996 09:03:50 -0600
From:
Rick Beilfuss
<vview@CSWNET.COM>
Subject:
Re: January Contest

Someone else wrote and said the same thing, and you're both right. It was the umpteenth thing I was trying to do at a time, and must have been too quick to get done. Next time the results will have name and image. The webpage has been reorganized to show the results with names and images.

Rick

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1.79 Message number 0074

Date:
Fri, 2 Feb 1996 15:19:45 GMT
From:
Steve Gardiner
<Steve@MG-PLC.DEMON.CO.UK>

Subject:

Re: Hard Wood Floors

<IMAGINE@SJUV.M.STJOHNS.EDU> (on Thu, 11 Jan 96 ↵
14:59:31)

Hi, Milan

Any chance of sending your Parquet texture to me ?? What ever happened to your Snow textures etc., you were working on ??

Cheers

--

```
+-----+
| Steve Gardiner          | ---=>Sipping afternoon tea in London<==--|
|                          | Visit London; Take in the sights, bask in|
|                          | it's rich history, pay 5 pounds for a |
| Email : Steve@mg-plc.demon.co.uk | crummy half-melted ice-cream... |
+-----+
```

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1.80 Message number 0075

Date:

Fri, 2 Feb 1996 16:21:48 GMT

From:

Steve Gardiner

<Steve@MG-PLC.DEMON.CO.UK>

Subject:

Re: Axis only transformation

<IMAGINE@SJUV.M.STJOHNS.EDU> (on Fri, 02 Feb 96 ↵
14:22:23)

Stuart Fletcher wrote :

>

> Does anyone know if it is possible to put a user gadget on the bottom of the
> screen in Imagine 3.0 so that when you use the move, scale and rotate
> buttons the transformation is only applied to the axis like when using the
>

Try pressing Shift and then the S, R, or M key (Scale, Rotate, or Move) or clicking one of the functions and clicking the Loc button.

Cheers

--

```
+-----+
```


<moose@ICO.COM>

Subject:

Re: Axis only transformation

>Does anyone know if it is possible to put a user gadget on the bottom of the
>screen in Imagine 3.0 so that when you use the move, scale and rotate
>buttons the transformation is only applied to the axis like when using the
>transformation dialog box.

I usually press the shift button and M, S, or R to get the axis, but then I
can't remember if that applies to 3.0. Thought it did.

As to user gadgets, it seems to me one of the gadgets down there is a button
that I think is a shift button ("SH"?). I'm in Windows now with another
program running in the background and don't want to exit to DOS, so I can't
verify this, but you might want to check it out.

BTW, if you are running 3.0, you really owe it to yourself to upgrade. 4.0
is so much better.

-Marco

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1.83 Message number 0078

Date:

Fri, 2 Feb 1996 08:59:55 -0800

From:

Marc Reinig

<moose@ICO.COM>

Subject:

Re: Axis only transformation

>> Does anyone know if it is possible to put a user gadget on the bottom of the
>> screen in Imagine 3.0 so that when you use the move, scale and rotate
>> buttons the transformation is only applied to the axis like when using the

>Try pressing Shift and then the S, R, or M key (Scale, Rotate, or Move) or
>clicking one of the functions and clicking the Loc button.

Pressing the Shift and S, R, or M key will move the axis, but using the Loc
button applies the S, R, and M functions to the object relative to the
object axis instead of the world axis.

-Marco

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1.84 Message number 0079

Date:
 Fri, 2 Feb 1996 11:18:49 -0600
 From:
 Michael Whitten
 <mw@LENTI.MED.UMN.EDU>

Subject:
 PC Essence - How?

Could someone please post the correct email address of Steve Worley? On this list, I've seen steve@worley.com and spworley@worley.com and neither is real. Actually, if someone could post Steve's snailmail address and the price of PC-Essence, I would be grateful.

Thanks,

Michael

```
+-----+
+   M.D. Whitten   mw@lenti.med.umn.edu   Sentience is overrated.   +
+-----+
```

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1.85 Message number 0080

Date:
 Fri, 2 Feb 1996 09:39:13 -0800
 From:
 Kevin Alvarado
 <kra@ROCKY.AESTHETIC.COM>

Subject:
 Re: Mike H. drops a bombshell!
 1, 11:30pm)

```
---
> ...
> a full ARREX port so you will be able to do what ever you want, providing
> you can indeed program in arexx.
> ...
```

Cool!

```
--
Life is hard and nothing is easily given...
If you want anything out of life you have to fight for it...
```

Prepare for Kombat!

kra@aesthetic.com

- - - - -

Kevin Alvarado
(714) 597-4995
Aesthetic Solutions
92 Argonaut, Suite #220
Aliso Viejo, CA 92656

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1.86 Message number 0081

Date:
Fri, 2 Feb 1996 19:08:50 +0100
From:
Mikael Johannsen
<mikael@PIP.DKNET.DK>

Subject:

Re: FLC question

At 16.21 31-01-1996 -0500, you wrote:

>If it's not too long and you send it too me I can probably get it
>shorted. I would think you've just got a short frame (missing one or
>more hunks) and that the players are dieing there. I've done FLI/FLC
>readers/players for the game I'm writing and they won't choke on a short
>read. I'll just have my routines rewrite it out and send it back.

>--

>Imagine 3.0 - 486/66, 12 MB RAM, Beginner+ - Games Programmer

>

I've already deleted it, anyways it was 3 MB. I just wanted to know if there were a program out there that would repair an unfinsihed Imagine created flc.

Mikael Johannesen
mikael@pip.dknet.dk
PC 486DX2 66Mhz, 8MB RAM, Imagine 4.0

I WILL LIVE FOREVER, or die trying.

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1.87 Message number 0082

Date:
Fri, 2 Feb 1996 13:11:23 +0000
From:
Greg Tatham
<twitch@POPMAIL.MCS.COM>

Subject:

Essence Snailmail Address

A couple people asked for this; for e-mail, try sales@worley.com.

----- Forwarded Message Follows -----

Date: Thu, 1 Feb 1996 03:03:00 -0800
From: "Steven P. Worley" <spworley@best.com>

Yes.. it looks like your mail system moved all the text to 40 columns! Strange. [I double checked, the original was indeed 80 columns, formatted correctly].

The lines..

Upgrade Amiga Essence I or II to PC : \$25 each or \$40 for both

Amiga or PC Essence I or II (new) : \$75 each

Amiga full Essence I + II + Forge : \$140

PC full Essence I + II : \$140

If you wish to mail a check, that's fine. The mailing address is

Apex Software
405 El Camino Real #121
Menlo Park CA 94025.

There's \$3 for shipping.

-Steve

----- Forwarded Message Ends -----

--

Auto-sig & Regards from,

Greg Tatham [twitch@mcs.com]
[tathamg@cch.com]
[http://www.mcs.net/~twitch/]

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1.88 Message number 0083

Date:
Fri, 2 Feb 1996 16:10:09 GMT
From:
kevin
<kevin@INTERCAL.DEMON.CO.UK>

<unsubscribe>

IML

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1.89 Message number 0084

Date:
Fri, 2 Feb 1996 18:12:03 -0500
From:
Prophet
<jbk4@PSU.EDU>

Subject: Re: Mike H. drops a bombshell!

> 1 Feb 1996 23:30:51 -0500
>MIME-Version: 1.0
>Content-Type: TEXT/PLAIN; charset=US-ASCII
>Message-ID: <Pine.BSF.3.91.960201232941.3198A-100000@zap.io.org>
>Date: Thu, 1 Feb 1996 23:30:51 -0500
>Reply-To: Imagine <IMAGINE@SJUVM.STJOHNS.EDU>
>Sender: Imagine <IMAGINE@SJUVM.STJOHNS.EDU>
>X-PH: V4.1@r02n06
>From: Charles Blaquiere <blaq@IO.ORG>
>Subject: Mike H. drops a bombshell!
>To: Multiple recipients of list IMAGINE <IMAGINE@SJUVM.STJOHNS.EDU>
>
>Look what just popped up on CompuServe:
>
>-----
>
>#: 16241 S3/Impulse
> 01-Feb-96 22:07:33
>Sb: #16219-Imagine Effects
>Fm: Mike Halvorson [Impulse] 72662,3330
>To: Jim Shields 74557,2134
>
>Jim
>
>Wait until windows comes out, the fX and textures and global effects are

```
>going to be DLLs, now if you are on the AMiga, we are just about to annouce
>a full ARREX port so you will be able to do what ever you want, providing
>you can indeed program in arexx.
>
>Mike
>
>-----
>
>
>Yep, ARexx for Imagine. I'm shell-shocked.
>
>
>
>
```

No way! Hats off to Impulse for that add-on. Does this mean there is another constant upgrade program coming? Imagine 4.1??

Jaeson K.

```
( | \      ( / \      ( )      _ / )
 )| )_  _  / / _  _  _ /  _  ( X_
 ( | /~ \ / \_ ) /---~/ ) / ) / ) /~\ / \_ ) / _
 )ll/ 1/ \_ ( / ( / ( _//_// / \_ ( )
 (_____)      (___/      (___)
```

Jaeson Koszarsky	Amiga 3000
-----	-----
cyberprophet@psu.edu	68040 (68060 MkII soon)
jbk4@email.psu.edu	24Mega-ZIP
	OS3.1, ShapeShifter
Imagine4.0, pro+	

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1.90 Message number 0085

```
Date:
Fri, 2 Feb 1996 18:36:14 -0500
From:
grant goss
<merlin@CYBERSPC.MB.CA>
Subject:
```

HELLO!

My name is Grant Goss. I come from the the days of TURBO up to Imagine 4.0. It's great to be on the list.

coming soon P100 32 meg 1.2 HD

merlin@cyberspc.mb.ca

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1.91 Message number 0086

Date:
Fri, 2 Feb 1996 22:41:26 +0000
From:
Phil Stopford
<pstopfor@JESUS.OX.AC.UK>

Subject:

Searching.....

Has anyone got, or does anyone know where I may find, a good model of the Enterprise NCC-1701C? I have found a really good one of 'A' and one of 'D', but I would really like 'C' so I can put an anim together.

Phil

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1.92 Message number 0087

Date:
Fri, 2 Feb 1996 15:39:31 -0800
From:
David Gallegos
<orfevre@WEST.NET>

Subject:

Re: ToBoldyKillLikeNoOneHasKilledBefore

At 11:52 AM 1/31/96 -0500, you wrote:

>Ok, now you're forcing me to respond. Who's to say that the ring around
>that particular planet isn't composed of metal, reflective particles? If
>were, I see no reason why you wouldn't see a reflection of the ship passing

True. It must be a planet about the size of your coffee table.

>by.
>
>
>On Wed, 31 Jan 1996, Bob Sampson wrote:
>
>> In a message dated 96-01-31 01:16:49 EST, you write:
>>
>> >yeah...yeah...but that is a nice effect, Bob. :)
>> >
>> >Mike van der Sommen
>>
>> As with anything of this nature, to each his own. But to me this particular
>> effect crosses a border into what almost appears as a mistake. I would love
>> to know how they do that bow wake shot as the ship moves through the gasses
>> though. That is very nice.
>>
>> Bob.....
>>
>
>
--
David Gallegos
David Gallegos - Orfevre
e-mail: orfevre@west.net
<http://www.west.net/~orfevre/index.htm>

Imagine 4.0

i486DX2-50 WindowsNT 3.51 32MB beginner (parallel universe #7.076)

--

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1.93 Message number 0088

Date:
Fri, 2 Feb 1996 15:53:11 EST
From:
Ian E. Petersen
<100561.2523@COMPUSERVE.COM>

Subject:

Re: Whats with this realism thing??

On Wed, 31 Jan 1996, Nancy Jacobs wrote:

>>Aw, c'mon. You wouldn't tinker endlessly with your toys unless you got some
RESULTS, would ya ?<<

Yes!! That's the whole point. Just look at the postings here on the list for the
last couple of days... Lots and lots of boys who want to know how to make BIG

planets and COOL phaser effects etc. I'm sure this is not because they want to create GREAT ART or even the next Startrek adventure, but just to be safe in the knowledge that their very own little 'puter is as good as any million-dollar SGI rendering farm... We dream, and fiddle with our textures to impress other boys (honestly guys -- are your girlfriends/wives/mothers REALLY excited by your last neutronphaserblastexplosion effect?), and to satisfy our need to know we can cut it.

Don't get me wrong on this, -- It is of course a HUGE generalisation. But there remains the fact that pretty near 99% of the members of this list are of the boy-persuasion and pretty near 99% of all the 3D graphics available on the net are of a more or less derivative space/sci-fi/technical nature. Draw you own conclusions.

I will now don my asbestos underware and await the inevitable flames. <g>

cheers -Ian (a boy)

 Greetings from
 Ian E. Petersen
 100561.2523@compuserve.com

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1.94 Message number 0089

Date:
 Sat, 3 Feb 1996 00:12:00 GMT
 From:
 Joe Beard
 <jbeard@CIX.COMPULINK.CO.UK>

Subject:

Re: PC Essence - How?

In-Reply-To: <Pine.SOL.3.91.960202111354.15054A-100000@halfdan.med.umn.edu>
 > Could someone please post the correct email address of Steve Worley? On
 > this list, I've seen steve@worley.com and spworley@worley.com and
 > neither
 > is real. Actually, if someone could post Steve's snailmail address
 > and the price of PC-Essence, I would be grateful.
 >

Copied from Steves post to the IML this week, which you must have missed.....

>Prices:

>

>Upgrade Amiga Essence I or II to PC : \$25 each or \$40 for both
 >Amiga or PC Essence I or II (new) : \$75 each
 >Amiga full Essence I + II + Forge : \$140
 >PC full Essence I + II : \$140

>

>Shipping is \$3. CA residents need to pay 7.75% sales tax.
>
>We can take credit cards, or mailed checks. You can order via email or
>FAX or voice. (The office phone should be staffed for this week's
>responses).
>
>Office phone: 415-322-7532 1pm PST - Midnight(!)
>FAX : 415-322-8349
>Email : sales@worley.com
>

Joe

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1.95 Message number 0090

Date:
Fri, 2 Feb 1996 17:54:53 -0500
From:
Fredster
<fredster@NETRIX.NET>

Subject:

Re: Axis only transformation

-- [From: Fredster * EMC.Ver #2.5.02] --

> Does anyone know if it is possible to put a user gadget on the bottom of
> the screen in Imagine 3.0 so that when you use the move, scale and rotate
> buttons
> the transformation is only applied to the axis like when using the
> transformation dialog box.

No need to add one, that's what the LOC (Local) gadget does that's already
there.

--
Fred Aderhold
fredster@netrix.net
<http://www.netrix.net/users/fredster>

"Dogs come when you call. Cats have answering machines."

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1.96 Message number 0091

Date:
Fri, 2 Feb 1996 21:40:59 -0500
From:
Dick Brandt
<dbrandt@MAGICNET.NET>

Subject:

Disappearing Objects When Ray-Traced

This ought to be an easy one for someone who's been around awhile, but I've never done any ray-tracing before, and I don't know where to start looking.

Why would an object fail to render (or only part of it render) when ray-traced rather than rendered in scanline mode?

I've got a simple animation that works great as a wireframe in the stage editor, but only shows part of an object for a few frames and then none of the object for the remainder of the animation until the last frame when ray-traced.

The Animation renders fine when scanline traced, but not when ray-traced. What gives? (Imagine 4.0 for PC with default preferences)

TIA,

--

Dick Brandt

dbrandt@magicnet.net / CIS 71552,1573

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1.97 Message number 0092

Date:
Sat, 3 Feb 1996 01:01:01 GMT
From:
Duncan
<dunc@ERASER.DEMON.CO.UK>

Subject:

Re: dolphin object?

Imagine <IMAGINE@SJUVM.STJOHNS.EDU> (on Mon, 29 Jan 96 21:47:01)

Hello Mike

MM.>I'm looking for a dolphin or porpoise object. Anyone know of one
MM.>available in the public domain?
MM.>
MM.>(I have a couple of sharks, but attempts to modify them into porpoises
MM.>look like the work of a bad body-shop).

This might be abit late but there should be one on aminet (was anyway) I have
a killer whale -it doesnt really have a bottle-nose though

--

dunc@eraser.demon.co.uk

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1.98 Message number 0093

Date:
Fri, 2 Feb 1996 22:28:50 -0500
From:
Curtis Carlson
<Curtcee@AOL.COM>

Subject:

Re: Creating seamless brushmaps

On Fri, 2 Feb 1996, Charles Blaquiere wrote:

>To remove any seams, you need a special brushmap where the leftmost and
>rightmost columns of pixels belong together just as well as any other
>pair of adjacent columns, for example those from the center of the image.
>
>Here's a recipe to do this, assuming you have software that supports the
>following functions:

Thanks for tutorial. It may take me a couple of days to digest this recipe.

Curtis Carlson
Curtcee@aol.com

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1.99 Message number 0094

Date:
Sat, 3 Feb 1996 04:00:43 GMT
From:
Duncan
<dunc@ERASER.DEMON.CO.UK>

Subject:

Re: New Show (that's been aired for quite a while now)

Hello Bush

BD.> Bigger isn't always better, or realistic either. :-) Which
BD.>brings a question to mind, is there any film or video of something
BD.>(manmade) actually exploding in space? Something fairly large, to
BD.>compare with the explosions on these programs. Kind'a a reference
BD.>point. :-)

Like a shuttle ??(well it wasnt in 'space' but it was on its way)(this isnt
ment to cause offence)
--

dunc@eraser.demon.co.uk

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1.100 Message number 0095

Date:
Fri, 2 Feb 1996 23:54:19 -0500
From:
Nancy Jacobs
<NancyJcbs@AOL.COM>

Subject:

texture scaling

OK, experienced Imagine users, can somebody give me some idea how to scale
textures to objects in Imagine?

I've got this simple wall, you see, and I'm trying to lay a simple brick
texture on it, layered with some dirt, scratches etc. textures. Simple, right
? No way, I'm afraid. Yes, I do know how to layer textures, but not much
else, apparently.

In the texture preview (4.0) the bricks show up nicely when I click the
"100by100" chooser, and a mess shows up when I choose "from object". OK so I
figure the scaling is wrong. So I try a number of different size walls, to no
avail. I also try quickrendering them just in case the preview is screwed up.
Finally I figure, OK, so I'll make the wall 100 by 100 (x,z), and the bricks
are bound to show up, right ?

Well, no. So I make the wall 100 by 100 by 100 (x,y,z). Now, the brick size
I'm using in the texture requester is, like, 32 by 20 by12, so the bricks

should appear huge on a 100 by100 wall, right ? Like, only a few bricks should fit , right ?
Well, no. The bricks are in fact quite small, and there are many of them.

To make matters more disturbing, the wall itself has remained the same long, thin, not very high shape. It did not become a 100 by 100 by 100 cube like you would expect, having specified these measurements in the transformation requester. Sure enough, I checked, and the size reads 100,100,100. But the wall is not that shape.

Does anyone know what's going on here?
Does anyone have any general guidelines about the size of objects vs. textures in Imagine ? Do the size numbers in the texture requester have anything to do with the Imagine size units used on objects ?
Do the Imagine size units have anything to do with anything?

Thanks for any help here,
Nancy
NancyJcbs@aol.com Imagine4.0 decent PC with 32 megs ram

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1.101 Message number 0096

Date:
Fri, 2 Feb 1996 23:32:57 -0700
From:
Roger Straub
<straub@CSN.NET>

Subject:
Re: Stereo 3D Images

On Thu, 1 Feb 1996, Michael Vines wrote:

> At 03:26 PM 2/1/96 -0800, Kevin Alvarado wrote:
> >Has anyone used the stereo 3D image feature of Imagine? They mention LCD or
> >shutter glasses--are these still available?
> >
> >What version of Imagine. I'm using 3.3 right now.
>
> Version 4.0 (DOS)

Actually, this capability has been in Imagine at least since 1.1, when I first got it. Maybe even Turbo Silver had it! Anyways, the 3D-glasses thing has been around for a LONG time.

>
> .- .- -.... -.-.
> Michael Vines
> mvines@primenet.com
>

--

"There is no love sincerer than the love of food." -- George Bernard Shaw

See ya,

Ben

** Imagine 4.0 - Amiga 3000/030/16MHz - 10MB - Skilled **

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1.102 Message number 0097

Date:
Sat, 3 Feb 1996 00:03:31 EST
From:
David Nix
<WRNIX@UGA.CC.UGA.EDU>

Subject:

Re: PC Essence - How?
<mw@LENTI.MED.UMN.EDU>

Re Steve Worley's email-

Within a few minutes of receiving Steve's automated mailing, I emailed him at steve@worley.com and he immediatly mailed me back and forth for two or three messages... Give it a day or so or see if its bouncing somewhere else. I had a rather enjoyable chat with him...

But bear in mind that address is his machine for telecommunicating, not his working environment... He does have to log in and check it

Dave

David Nix
Computer Graphics & Video Production
Alias Certified Level 3 Animator, 5 yrs exp.
Amiga 4000/Imagine 4.0/V-Lab Motion/OpalVision
web site at:<http://www.visart.uga.edu/Alias/DaveN/daven.html>

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1.103 Message number 0098

Date:
Sat, 3 Feb 1996 01:00:10 -0500
From:
Charles Blaquiere
<blaq@IO.ORG>

Subject:

Re: texture scaling

On Fri, 2 Feb 1996, Nancy Jacobs wrote:

> In the texture preview (4.0) the bricks show up nicely when I click the
> "100by100" chooser, and a mess shows up when I choose "from object". OK so I
> figure the scaling is wrong. So I try a number of different size walls, to no
> avail. I also try quickrendering them just in case the preview is screwed up.
> Finally I figure, OK, so I'll make the wall 100 by 100 (x,z), and the bricks
> are bound to show up, right ?
> Well, no. So I make the wall 100 by 100 by 100 (x,y,z). Now, the brick size
> I'm using in the texture requester is, like, 32 by 20 by 12, so the bricks
> should appear huge on a 100 by 100 wall, right ? Like, only a few bricks
> should fit , right ?
> Well, no. The bricks are in fact quite small, and there are many of them.
>
> To make matters more disturbing, the wall itself has remained the same long,
> thin, not very high shape. It did not become a 100 by 100 by 100 cube like
> you would expect, having specified these measurements in the transformation
> requester. Sure enough, I checked, and the size reads 100,100,100. But the
> wall is not that shape.

One question: what size was the wall's axis before you stretched it? If you created a wide, thin wall (say, XYZ = 300 by 5 by 30) without changing the default size, that wall's axis was 32,32,32 units in length. This axis size has no relationship to the object's actual dimensions unless you specifically change the _axis only_ to reflect the object, or if your object is a simple primitive. (When adding a primitive, Imagine scales the axis to reflect the object. When you build an object from scratch starting with adding an empty axis, the axis appears with a size of 32,32,32, regardless of what size/shape object you'll actually sculpt)

Now, still assuming your wall was built from scratch around a default (32,32,32) axis -- if you then changed the size to 100,100,100, you simply scaled everything up by 3.125, so the actual visual size of the wall, as defined by the points/edges/faces you placed, would also grow by a factor of 3.125 in all directions. This would leave you with a wall 937.5 by 15.625 by 93.75, which just happens to have an axis that's 100 x 100 x 100 units.

If I'm wrong, and your axis _did_ accurately reflect the proportions of your wall, then my explanation doesn't apply and I'd like some more information about your situation.

S'more stuff to keep in mind: if you place a texture/brushmap onto an object, anything you do to the object's axis, will also apply to the tx/brush axis. So, if the bricks were too small in the quickrender, and you triple the object's size, the bricks will also triple in size, giving the exact same number of bricks; it'll just be bigger bricks on a bigger

object.

> Do the size numbers in the texture requester have
> anything to do with the Imagine size units used on objects ?

Yes, they're the same. If you use the Checks texture and specify a check size of 32, the black & white squares will be the exact same size as if you'd modelled a plane 32 x 32 units.

> Do the Imagine size units have anything to do with anything?

No. Imagine units are abstract, as opposed to Lightwave, which allows you to set the scale at which you want to work. In Lightwave, you actually model basketball players who are two metres tall. In Imagine, you decide. You might want to establish 100 Imagine units as 1 inch when modelling an everyday object, like a cell phone. I would personally stay away from very small sizes; I once modelled a wine bottle that was too small, and even at the maximum zoom factor (a touch less than 64), the points were bunched together onscreen.

(HINT: if your version of Imagine supports the Newmode display mode, using the Zoom button in the Perspective view will allow you to merrily zoom in much more than 64x.)

I would also avoid objects that are thousands of units in size, because of Imagine's 32K (64K?) unit limit on the little world you place objects, lights, and camera into. Often, you need to place the camera of some lights fairly far away from objects, and if a large object occupies 2/3 of your virtual soundstage, that doesn't leave much room to back up.

(I'm reminded of the wonderful line in "Tootsie", when Dustin Hoffman a.k.a. Dorothy Michaels tapes his first episode:

Director: "She's not very attractive. How far can you pull back to make her look good?"

Cameraman: "How 'bout Cleveland?")

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1.104 Message number 0099

Date:
Sat, 3 Feb 1996 00:33:46 -0500
From:
Charles Blaquiere
<blaq@IO.ORG>

Subject:

Re: New Show

On Fri, 2 Feb 1996, Martin Caspersson wrote:

> He didn't quit, he was fired because the 5 year plan said that he
> would be replaced by Cpt J. Sheridan.

He wasn't fired. It was a mutual agreement on both parts.

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1.105 Message number 0100

Date:
Sat, 3 Feb 1996 00:28:21 -0500
From:
Charles Blaquiere
<blaq@IO.ORG>

Subject:

Re: Featuring the Frontpage!

On Fri, 2 Feb 1996, Tom Ross wrote:

> Ouch! Those who don't study television are doomed to repeat it!

"Imitation is the sincerest form of television." --Fred Allen

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1.106 Message number 0101

Date:
Sat, 3 Feb 1996 00:25:55 -0500
From:
Charles Blaquiere
<blaq@IO.ORG>

Subject:

Re: Disappearing Objects When Ray-Traced

On Fri, 2 Feb 1996, Dick Brandt wrote:

> This ought to be an easy one for someone who's been around awhile, but I've
> never done any
> ray-tracing before, and I don't know where to start looking.

>

> Why would an object fail to render (or only part of it render) when ray-traced
> rather than rendered

> in scanline mode?

This is one of the easiest questions to answer. You're running out of memory, and rather than telling you about it, Imagine simply renders what it can.

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1.107 Message number 0102

Date:
Fri, 2 Feb 1996 22:53:17 -0600
From:
Stephen G.
<sgiff@AIRMAIL.NET>

Subject:

Re: Essence for PC is shipping

>I don't want to start to big a debate here or anything on this one Stephen
>but I don't think that is correct. I would guess that many of us amateur's
>are probably much better off than those who are trying to make a go of this
>for a living.
>
>Bob.....

Glad your not :) unfortunatly for me, I am barely above the starving
artists category. In fact if there was a market for Raytrace paintings at
flea markets mine would be there.

s.g.

Visit me at the Magick Rainbow
<http://web2.airmail.net/sgiff>
^^

Imagine 4,3DS, PC Pentium 66, 32 meg ram.

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1.108 Message number 0103

Date:
Fri, 2 Feb 1996 23:46:25 -0800

From:
 Bush Doktor
 <sppcarso@ULTRIX.UOR.EDU>

Subject:

Re: New Show (that's been aired for quite a while now)

On Sat, 3 Feb 1996, Duncan wrote:

> BD.> Bigger isn't always better, or realistic either. :-)
 > BD.>brings a question to mind, is there any film or video of something
 > BD.>(manmade) actually exploding in space? Something fairly large, to
 > BD.>compare with the explosions on these programs. Kind'a a reference
 > BD.>point. :-)
 >
 > Like a shuttle ??(well it wasnt in 'space' but it was on its way)(this
 isnt
 > ment to cause offence)

Well, like you say, it wasn't in space, so it wouldn't be a valid choice. That explosion would look quite different in space. My point was that what these people were ohhing and aahing over on TV programs wasn't realistic.

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1.109 Message number 0104

Date:
 Sat, 3 Feb 1996 04:00:49 -0500
 From:
 Tom Ross
 <rosst@UNVAX.UNION.EDU>

Subject:

Re: Whats with this realism thing?? (fwd)

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

Date: Thu, 1 Feb 1996 02:37:11 -0500 (EST)
 From: Tom Ross <rosst@unvax.union.edu>
 To: Imagine <IMAGINE@SJVVM.STJOHNS.EDU>
 Cc: Multiple recipients of list IMAGINE <IMAGINE@SJVVM.STJOHNS.EDU>
 Subject: Re: Whats with this realism thing??

This is the first time I've seen a reference to a neat topic: parallels in digital music and digital art. The age of specialists and virtuosos seems to be giving way to new polyglot artists such as ourselves, called on to be directors, light-types, choreographers, musicians, foley-types, etc, etc. I like the term showman. Showtype if you will.

Music technology is also currently obsessed with realism. A new synth technique, physical modeling, has easy parallels with 3D digitizers and the resulting models. And the users are similarly concerned with creating

believable (audio) landscapes and characters never witnessed before.

There's even software that 'morphs' sounds through a series of 'frames', with the terminology directly lifted from animation.

On Tue, 30 Jan 1996, Anders Lundholm wrote:

```
> Hi Mark ...
>
> MH> Why is everyone here so obsessed with realism here when using imagine?
>
> Because it's possible to make something realistic. It's like pushing your
> system to the maximum modeling and rendering! However, visit my homepage
> and take a look at some surrealistic renderings!
>
> MH> Doesn't anyone remember the 70's lots of Moogs and the new range of
> MH> synths trying to get the most realistic sound and getting slated for
> MH> it.
>
> Well, I miss my JD-800!
>
> --
> Anders Lundholm . Alien Workshop (Tm) Computer Graphics
> Modeling & Animation . Lund@Hoa.Ping.Dk . Scoopex.Com
>
> -- Via Xenolink 1.981, XenolinkUUCP 1.1
>
```

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1.110 Message number 0105

```
Date:
Sat, 3 Feb 1996 04:11:49 -0500
From:
Tom Ross
<rosst@UNVAX.UNION.EDU>
```

Subject:

```
Re: Stereo 3D Images
---
```

Yes, the Haitex glasses. Actually I've only run their demos. There are some great stills, a game, and some molecules.

The effect is great and I've only balked because you have to wear the glasses to see it.

On Thu, 1 Feb 1996, Michael Vines wrote:

```
> Has anyone used the stereo 3D image feature of Imagine? They mention LCD or
```

> shutter glasses--are these still available?
>
> It sounds like it would be a great novelty for customer shows.
>
> Mike V.
> .- .- -.... ..-
> Michael Vines
> mvines@primenet.com
>

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1.111 Message number 0106

Date:
Sat, 3 Feb 1996 04:20:23 -0500
From:
Tom Ross
<rosst@UNVAX.UNION.EDU>

Subject:

Re: New Show

> >I think the best science fiction space scenes I've ever seen are the one's
> >in 2001. There's absolutely no noise except the oft used classical music
> >routine. If you consider when this movie was made (before Neil Armstrong's
> >vacation) I think you'd be suitably impressed.

AGreed.

The bar scene in Star Wars also impressed me, for different reasons. I always wanted to make an entire movie in that style, but with no English and no subtitles!

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1.112 Message number 0107

Date:
Sat, 3 Feb 1996 04:22:55 -0500
From:
Tom Ross
<rosst@UNVAX.UNION.EDU>

Subject:

Re: Whats with this realism thing??

On Thu, 1 Feb 1996, Conny Joensson wrote:

> Nancy Jacobs wrote;

>

> >I, too, may be generalizing, but it seems like, in my all-too-brief

> >experience with this human life, that the real difference between boys and

> >girls is not what's between their ears, so to speak....

>

> You are absolutely right!

> The difference is not between the ears, it's between ... ehh, well, you know.

> Somewhat lower than the ears.

>

You're right, the navels are really different! But I never noticed it before!>

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1.113 Message number 0108

Date:

Sat, 3 Feb 1996 04:27:19 EST

From:

Ian E. Petersen

<100561.2523@COMPUSERVE.COM>

Subject:

Creating seamless brushmaps (Was: Re: Global Brush Problem)

On Thu, 1 Feb 1996, Charles Blaquiere wrote:

<snip>...

The result will show, in the center of the screen, a smooth fade between the (former) right edge of the clouds, and the (former) left edge. No more seam!

<unsnip>

Nice tutorial Charles!

There are a couple of perhaps easier ways of doing this (depending on the kind of image you want to tile).

Assuming you have a reasonably capable image editing programme, just open the image you want to tile, select the whole image, and copy it to the clipboard. Now scale your image to be (exactly) twice as large. Paste the original back into the image and place it in the upper left quadrant, (it should fill exactly 1/4 of your new picture). Paste another copy, flip it horizontally, and put it in the upper right quadrant. Paste another copy, flip it vertically, and put it in the lower left quadrant. Paste the last copy, flip it both horizontally and vertically and put it in the remaining (lower right) quadrant. The resulting image will be tilable, both horizontally and vertically. Being twice as big it

will of course take up more ram but can always be resampled down if the loss in resolution is not a problem.

I have also found the "pattern fill" together with the "clone" tool in Photoshop, to be very useful in doing tilable maps.

I haven't time to give a detailed explanation of this right now, but using the clone tool with the same offset as the pattern is the secret of this method. Actually you can tile ANY image, without a visible seam in this way. Experiment !

cheers -Ian

Greetings from
Ian E. Petersen
100561.2523@compuserve.com

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1.114 Message number 0109

Date:
Sat, 3 Feb 1996 04:38:08 -0500
From:
Tom Ross
<rosst@UNVAX.UNION.EDU>

Subject:

Re: Field Rendering

>
> Agreed. TV's interlaced display is the reason why field rendering
> exists. And once you've tried it, BOY do you never want to go back!
> Suddenly, my flying logo acquired that "as seen on TV" network
> smoothness. I was enthralled. <sp?>

Chaz or somebody:

I've been single-framing to a Sony 9650, and they sure look smooth already! But should I try field rendering? When the requestor comes up in TRansporter (single-frame controller), should I choose non-interlace?

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1.115 Message number 0110

Date:
Sat, 3 Feb 1996 08:04:56 -0800
From:
Kim Thomas
<kdthomas@NETCOM.COM>

Subject:

Re: New Show... B5/SPACE

I agree. I feel with Babylon5 as though I have truly been sucked into it's universe. The story is outstanding as well as the graphics, and I truly look forward to seeing it every week. It is truly unpredictable as most television shows are today. I have also read the supporting comics and books that add to the story. Because the story is continuous, you really miss a lot if you miss just one week..

With Space, I think that it has matured quite quickly in the short amount of time it has been on. I like the show, but I don't feel as compelled to watch it as I do "B5". And with "Space", most episodes are self-contained. If you sit someone down for two hours to watch the most recent "Space" and the most recent "B5", it would probably take you at least an hour to explain the "who", the "What", and the why of B5. With Space, I don't think it needs much explanation.

Kim Thomas
kdthomas@netcom.com

On Wed, 31 Jan 1996, John Prusinski wrote:

> Can't resist throwing my 2 cents in... personally, I agree with those who
> are impressed with the gfx in "Space.."; some of the best on TV, and perhaps
> a notch above B5. On the other hand, I find the story lines and the
> characters *much* less interesting than those on B5; take out the SF
> equipment, and a lot of the plots and/or character types could easily have
> been lifted from old WWII shows like "Combat" or "12 O'Clock High".
>
> John.
> _____
> John Prusinski/CyberGrafix
> jprusins@cybergrafix.com
> http://www.cybergrafix.com/
>
> "Whoever undertakes to set himself up as judge in the field of Truth and
> Knowledge is shipwrecked by the laughter of the gods." A. Einstein
>

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1.116 Message number 0111

Date:

Sat, 3 Feb 1996 08:49:46 -0800
From:
Mark and Laura Weaver
<mlweaver@IX.NETCOM.COM>

Subject: Field Rendering Revisited

I figured out my field rendering problem with my Perception Board. I needed to configure my import preferences as "oreder 1:2". With that being done, I now see why field rendering makes such a big difference with smoothness and detail. Thanks for all the suggestions

Mark Weaver

P75 32MB RAM, Imagine 4.0, DPS Board, Average

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1.117 Message number 0112

Date:
Fri, 2 Feb 1996 21:30:46 +0100
From:
Anders Lundholm
<lund@HOA.PING.DK>

Subject: Featuring the Frontpage!

Hi Tom ...

>> Copying an object doesn't make you an artist!
TR> Ouch! Those who don't study television are doomed to repeat it! But
TR> seriously, if you don't learn from experience (yours or anybody's),
TR> where do you get your ideas?

I have some seriously damaged friends (Anders Rasmussen, also present in here) and we try to come up with some strange idears sometimes. for instance, try to Imagine a world with fog and dusty atmosphere. Then, add mechanical elements such as a floor made out of industrial gear and huge chains pulling this gear. Now, add oil-lamps in the corners of the scenario and tell me what you think!

- I get my idears while sleeping, sometimes I wake up and write down a good idea on paper and when it's morning I'll have a busy day getting home starting to model!

--

Anders Lundholm . Alien Workshop (Tm) Computer Graphics
Modeling & Animation . Lund@Hoa.Ping.Dk . Scoopex.Com

-- Via Xenolink 1.981, XenolinkUUCP 1.1

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1.118 Message number 0113

Date:
Sat, 3 Feb 1996 17:12:49 +0100
From:
Anders Lundholm
<lund@HOA.PING.DK>

Subject:
Printing posters

Hi all!

I need information on companies who can print large posters (1 x 1.5 Meter or the like). I've looked in several magazines (including CGW) and would like to hear from anybody who has experience from this.

Something like sending them a syquest or whatever and then recieve the posters in a tube!

- Need the posters for my new flat.

--

Anders Lundholm . Alien Workshop (Tm) Computer Graphics
Modeling & Animation . Lund@Hoa.Ping.Dk . Scoopex.Com

-- Via Xenolink 1.981, XenolinkUUCP 1.1

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1.119 Message number 0114

Date:
Fri, 2 Feb 1996 21:53:33 +0100
From:
Anders Lundholm
<lund@HOA.PING.DK>

Subject:
Whats with this realism thing??

Hi Doug ...

DS> At the moment, I think we're just starting to use the medium as a
DS> medium in it's own right, we're stopping being chemists developing
DS> paint, and we're starting to be artists.

Too often I see pictures which could be excellent if they weren't stuffed
with too many objects. Being a true artist also means having the ability to
conclude what's relevant for the concept.

- Kill your darlings!

--

Anders Lundholm . Alien Workshop (Tm) Computer Graphics
Modeling & Animation . Lund@Hoa.Ping.Dk . Scoopex.Com

-- Via Xenolink 1.981, XenolinkUUCP 1.1

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1.120 Message number 0115

Date:
Sat, 3 Feb 1996 12:24:41 -0600
From:
Louis Sinclair
<rundio@WINTERNET.COM>

Subject:

Re: Axis only transformation

>-- [From: Fredster * EMC.Ver #2.5.02] --

>

>> Does anyone know if it is possible to put a user gadget on the bottom of
>the

>> screen in Imagine 3.0 so that when you use the move, scale and rotate
>buttons

>> the transformation is only applied to the axis like when using the
>> transformation dialog box.

>

>No need to add one, that's what the LOC (Local) gadget does that's already
>there.

>

Actually, the LOC button just makes your rotation/movement relative to the
local axis, rather than the 'universe' axis. As someone else pointed out,
use the shift key when you select Move or Rotate and only the object's axis
will be affected.

Louis Sinclair

rundio@winternet.com

<http://www.winternet.com/~rundio/>

----- Hesitation comes to those who wait -----

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1.121 Message number 0116

Date:
Sat, 3 Feb 1996 14:04:40 -0500
From:
Nancy Jacobs
<NancyJcbs@AOL.COM>

Subject:

Re: texture scaling

In a message dated 96-02-03 00:14:48 EST, sgiff@airmail.net writes:

>First add an new brush map to your flat plane

You say brush map in your reply throughout, but do you mean texture ?
'Cause that's what I'm asking about, Imagine procedural textures, I guess I
wasn't clear about that..

Thanks,
Nancy

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1.122 Message number 0117

Date:
Sat, 3 Feb 1996 14:10:55 -0500
From:
Nancy Jacobs
<NancyJcbs@AOL.COM>

Subject:

Re: Whats with this realism thing??

>You're right, the navels are really different! But I never noticed it
>before!>

Chuckle...sometimes the IML really makes my day...

Nancy

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1.123 Message number 0118

Date:
Sat, 3 Feb 1996 12:33:38 -0700
From:
Michael Vines
<mvines@PRIMENET.COM>

Subject:
Bonehead Question #1

Let's talk axis.

I've created a string of text, conformed it to cylinder until I got it just right, then positioned the axis to the center of the ring of text. I intend to simply rotate this string of text around a sphere (logo).

I gave this ring of text a 10 degree x-rotation to slant down, exposing more of the logo, and giving it the old "Universal Pictures" effect.

Problem is, when it rotates, it wobbles. I tried rotating the x axis back to normal, but it still wobbles.

The manual mentions the world coordinates being fixed; does this mean the only way to get this slanted, rotating effect, is to position the camera above center so as to look down at the text?

Or am I not understanding axis and coordinates?

Thanks for helping a beginner-

.- .- -.... ..-

Michael Vines
mvines@primenet.com

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1.124 Message number 0119

Date:
Sat, 3 Feb 1996 12:27:52 +0000
From:
fredster@DIGISYS.NET
<

Subject:
Re: Axis only transformation

> >No need to add one, that's what the LOC (Local) gadget does that's already

> >there.
> >
> Actually, the LOC button just makes your rotation/movement relative to the
> local axis, rather than the 'universe' axis. As someone else pointed out,
> use the shift key when you select Move or Rotate and only the object's axis
> will be affected.

Ooops! Thanks for pointing that out...

How about the "Shift" gadget then?

Fred Aderhold
fredster@digisys.net
<http://www.digisys.net/users/fredster>

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1.125 Message number 0120

Date:
Sat, 3 Feb 1996 12:27:52 +0000
From:
fredster@DIGISYS.NET
<

Subject:

Re: Printing posters

> I need information on companies who can print large posters
> (1 x 1.5 Meter or the like). I've looked in several magazines (including
> CGW) and would like to hear from anybody who has experience from this.

Found this on the Web:

<http://www.pacificrim.net/~bydesign/poster.html>

Never tried it though, but it looks good.

Fred Aderhold
fredster@digisys.net
<http://www.digisys.net/users/fredster>

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1.126 Message number 0121

Date:
Sat, 3 Feb 1996 14:41:50 -0500
From:
Nancy Jacobs
<NancyJcbs@AOL.COM>

Subject:
Re: texture scaling

Charles wrote:

>One question: what size was the wall's axis before you stretched it? If
>you created a wide, thin wall (say, XYZ = 300 by 5 by 30) without
>changing the default size, that wall's axis was 32,32,32 units in
>length. This axis size has no relationship to the object's actual
>dimensions unless you specifically change the _axis only_ to reflect the
>object, or if your object is a simple primitive.

Actually I imported a cube. Missing primitive cubes in Imagine, I have them
stashed on file in different resolutions (4by4by4, 12by12by12 points etc.)
So, if I understand you then, I should change the axis to be the same size as
the object ? I should also make the wall the size I want it, and then relate
the brick size in the texture to the wall size, not vice versa 'cause the
bricks will scale with it, right?

Come to think of it, the "size" in the trans. requestor did say 32by32by32,
and 32 was one of the brick's dimensions, so maybe I had like one large brick
covering the whole wall, and that's why it didn't show up ? Then when I
resized the wall, the bricks resized with it?

>> Do the size numbers in the texture requester have
>> anything to do with the Imagine size units used on objects ?

>Yes, they're the same. If you use the Checks texture and specify a check
>size of 32, the black & white squares will be the exact same size as if
>you'd modelled a plane 32 x 32 units.

So tell me, does the texture sizing relate to the AXIS size, or the OBJECT
size ?

>I would also avoid objects that are thousands of units in size, because
>of Imagine's 32K (64K?) unit limit on the little world you place
>objects, lights, and camera into. Often, you need to place the camera of
>some lights fairly far away from objects, and if a large object occupies
>2/3 of your virtual soundstage, that doesn't leave much room to back up.

In your experience, what is a good size range to use for, say, a human
environment replication. You know, walls, buildings, etc. where you want the
camera view and lighting to represent an average height human ? Would it be
perhaps 10 Imagine units to 1 foot, or 100 to 1 or more like 1 to 1 ?

Thanks for your reply, Charles. You're always a life-saver.
Nancy
NancyJcbs@aol.com

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1.127 Message number 0122

Date:
Sat, 3 Feb 1996 14:37:54 -0600
From:
Jeff Fox
<jfox@IADFW.NET>

Subject:

Hacking 2.0 textures to work with 3.0

I have Imagine 2.0 that came with "3D modeling Lab". I also have 3.0 that came with "Computer Arts". The wave texture (as well as some others) were not included on the CD from "Computer Arts".

I seem to remember a discussion about using a hex editor to make some textures work with some version(s) of Imagine. In case this is not clear I want to hack my 2.0 textures to work with 3.0. I am using the PC version of Imagine.

I found a way to get a few more textures for 3.0, download the 4.0 demo. Also the detail editor for 4.0 is way cool when it comes to texture and attribute previews.

I really hate Impulse for releasing that demo. Now that I have had a taste of 4.0 I *MUST* have it. Gotta find something to hock so I can afford the upgrade for 3.0 to 4.0; I've got two rotten kids and a spoiled Iguana, any takers? <grin>

486/66 16meg, Imagine 3.0 coverdisk. Clueless due to no manual.
jfox@iadfw.net
<http://lmg.com/upstage/bios/jeff.htm>

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1.128 Message number 0123

Date:
Sat, 3 Feb 1996 12:54:42 -0800
From:
John Prusinski
<jprusins@CYBERGRAFIX.COM>

Subject:

Re: New Show

>
>The bar scene in Star Wars also impressed me, for different reasons. I
>always wanted to make an entire movie in that style, but with no English
>and no subtitles!
>

This sounds similar to one of my pet ideas, which was to make a 60's style
goofy travelogue (you know, the kind with the upbeat, bouncy elevator music,
an ingratiating announcer, and shots of waterskiers in Cypress Gardens or
whatever) but done as though it had been beamed here from another planet:
entirely in 3D, with an announcer using the same tone of voice but in an
alien language, and a surreal synthy soundtrack with a weird relationship to
Earthly elevator music. Also titles in some alien script, and invented
bizarre sports events involving melting or morphing multicolored aliens, etc.

Obviously a much bigger project than I'm ever likely to have spare time to
do anytime soon, but hey, as tools keep improving the possibilities get
realer... when I first thought of doing this I was using a stock a2000 with
a 20meg HD, 2 megs of RAM and Silver (pre-Turbo!).

John.

John Prusinski/CyberGrafix
jprusins@cybergrafix.com
<http://www.cybergrafix.com/>

"Whoever undertakes to set himself up as judge in the field of Truth and
Knowledge is shipwrecked by the laughter of the gods." A. Einstein

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1.129 Message number 0124

Date:
Sat, 3 Feb 1996 23:39:17 +0100
From:
Conny Joensson
<cjo@KIRUNA.SE>

Subject:
Space explosion (was: New Show)

>>>Which brings a question to mind, is there any film or video of something
>>>(manmade) actually exploding in space? Something fairly large, to
>>>compare with the explosions on these programs. Kind'a a reference
>>>point. :-)

>>Like a shuttle ??(well it wasnt in 'space' but it was on its way)
>>(this isnt ment to cause offence)

> Well, like you say, it wasn't in space, so it wouldn't be a valid

>choice. That explosion would look quite different in space.

Well, yes, in a way you are right, but from a more technical point of view. In space the shuttle wouldn't have it's tanks of oxygen and hydrogen so it wouldn't produce nearly as big an explosion.

And since no other ships either would have anything that explosive onboard (well, perhaps they would, but not as much and not routinely) none of them would make such a big explosion either.

But from a general point of view;

For an explosion to occur in space it needs oxygen, fuel and something to ignite it. If your spaceship doesn't fulfill these basic needs there simply will not be any explosion.

If an explosion still occurs the debris will spread spherically and continue outward for as long as there is nothing to stop it. On ground the debris will fly for a while and then fall down. In space there is no down since there isn't any gravitation.

At work we are just starting to consider what nice test we could perform on one of our satellites when it is due for shut-down in 15 months.

Like, firing all rocket thrusters at once. Switching off all the heaters and see how long it survives. Switching on both CPU's simultaneously(!).

Hmm, wonder if we're gonna tell the company president...

```
+-----+
| Conny Joensson | Email: cjo@kiruna.se |
| Kiruna, Sweden | http://www.is.kiruna.se/~cjo/ |
+-----+
```

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1.130 Message number 0125

Date:
Sat, 3 Feb 1996 23:39:29 +0100
From:
Conny Joensson
<cjo@KIRUNA.SE>

Subject:
Re: texture scaling

Nancy Jacobs wrote;

>In your experience, what is a good size range to use for, say, a human
>environment replication. You know, walls, buildings, etc. where you want the
>camera view and lighting to represent an average height human ? Would it be
>perhaps 10 Imagine units to 1 foot, or 100 to 1 or more like 1 to 1 ?

Well, I'm not Charles ;) but I'll give you my two cents.

Since I'm European (Swedish even) I use the metric system (metres, deci-,

centi- and millimetres).

When I build a scene up to the size of a few rooms I usually make 1 millimetre correspond to 1 iu (Imagine unit).

Larger objects (like spaceships;) have 1 centimetre <-> 1 iu.

If I were to modell a single house I would probably use the millimetre alternative (a house is seldom longer than 32000 mm, ie 32 m).

```
+-----+
| Conny Joensson | Email: cjo@kiruna.se |
| Kiruna, Sweden | http://www.is.kiruna.se/~cjo/ |
+-----+
```

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1.131 Message number 0126

Date:
Sat, 3 Feb 1996 23:39:15 +0100
From:
Conny Joensson
<cjo@KIRUNA.SE>

Subject:

Re: Searching.....

Phil Stopford asked;

>Has anyone got, or does anyone know where I may find, a good model of the
>Enterprise NCC-1701C? I have found a really good one of 'A' and one of
>'D', but I would really like 'C' so I can put an anim together.

I'm not 100% sure but I don't think you'll find any since "C" never featured
in any movie or TV series. At least I think it is "C" that didn't.

"A" is the original one (from the old series), "B" is the one from the 6 first
movies and "D" is the one in "next generation". Right?

```
+-----+
| Conny Joensson | Email: cjo@kiruna.se |
| Kiruna, Sweden | http://www.is.kiruna.se/~cjo/ |
+-----+
```

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1.132 Message number 0127

Date:
 Sat, 3 Feb 1996 23:39:25 +0100
 From:
 Conny Joensson
 <cjo@KIRUNA.SE>

Subject:

Re: Printing posters

Anders Lundholm wrote;

> I need information on companies who can print large posters
 >(1 x 1.5 Meter or the like). I've looked in several magazines (including
 >CGW) and would like to hear from anybody who has experience from this.
 > Something like sending them a syquest or whatever and then receive the
 >posters in a tube!

Try surfing to "<http://www.pacificrim.net/~bydesign/poster.html>".

>- Need the posters for my new flat.

Actually, I've been thinking the same. I just got new furniture and now I need some new stuff to decorate the walls with.

```
+-----+
| Conny Joensson | Email: cjo@kiruna.se          |
| Kiruna, Sweden | http://www.is.kiruna.se/~cjo/ |
+-----+
```

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1.133 Message number 0128

Date:
 Sat, 3 Feb 1996 23:39:31 +0100
 From:
 Conny Joensson
 <cjo@KIRUNA.SE>

Subject:

Re: Bonehead Question #1

Michael Vines wrote;

>I've created a string of text, conformed it to cylinder until I got it just
 >right,

Did you use the neat little formula? :)

> then positioned the axis to the center of the ring of text. I intend
 >to simply rotate this string of text around a sphere (logo).

>I gave this ring of text a 10 degree x-rotation to slant down, exposing more
>of the logo, and giving it the old "Universal Pictures" effect.

>Problem is, when it rotates, it wobbles. I tried rotating the x axis back
>to normal, but it still wobbles.

How are you rotating it in your scene? By the "rotate" effect or using states?

How did you cant the text-ring? You didn't realign the axis to the world's
coordinates afterwards, did you? (I hope not, because you shouldn't.)
If you rotate that thing around it's local z-axis it ought to work.

Can you use the "rotate" effect using local coordinates?

```
+-----+
| Conny Joensson | Email: cjo@kiruna.se |
| Kiruna, Sweden | http://www.is.kiruna.se/~cjo/ |
+-----+
```

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1.134 Message number 0129

Date:
Sat, 3 Feb 1996 23:39:23 +0100
From:
Conny Joensson
<cjo@KIRUNA.SE>

Subject: Re: Creating seamless brushmaps

Ian Petersen wrote;

><snip>...
>Nice tutorial Charles!

Agree!

>Now scale your image to be (exactly) twice as large. Paste the original back
>into the image and place it in the upper left quadrant, (it should fill
>exactly
>1/4 of your new picture). Paste another copy, flip it horizontally, and put
>it in the upper right quadrant. Paste another copy, flip it vertically, and

Aaaahhh, why haven't I thought of that?

```
+-----+
| Conny Joensson | Email: cjo@kiruna.se |
| Kiruna, Sweden | http://www.is.kiruna.se/~cjo/ |
+-----+
```

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1.135 Message number 0130

Date:
Sat, 3 Feb 1996 18:19:07 EST
From:
Imagine Subscriber
<Mtucibat@CRIS.COM>

Subject:
Texture Scaling

On 2-2, Nancy Jacobs wrote:

=====
Well, no. So I make the wall 100 by 100 by 100 (x,y,z). Now, the brick size I'm using in the texture requester is, like, 32 by 20 by 12, so the bricks should appear huge on a 100 by 100 wall, right? Like, only a few bricks should fit, right?
Well, no. The bricks are in fact quite small, and there are many of them.

To make matters more disturbing, the wall itself has remained the same long, thin, not very high shape. It did not become a 100 by 100 by 100 cube like you would expect, having specified these measurements in the transformation requester. Sure enough, I checked, and the size reads 100,100,100. But the wall is not that shape.
=====

I just tried the bricks and old bricks textures, and they worked like you're expecting yours to work. All I can think of is to check the orientation of your texture axis. You may need to rotate on X 90 degrees.

The wall should be given thickness by extruding.

-mikeT

* Offline Orbit 0.70a * ...Sleep is a poor substitute for Raytracing...

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1.136 Message number 0131

Date:
Sat, 3 Feb 1996 17:46:53 -0600
From:
Louis Sinclair
<rundio@WINTERNET.COM>

Subject:

Re: texture scaling

Nancy asked:

>In your experience, what is a good size range to use for, say, a human
>environment replication. You know, walls, buildings, etc. where you want the
>camera view and lighting to represent an average height human? Would it be
>perhaps 10 Imagine units to 1 foot, or 100 to 1 or more like 1 to 1?
>

Although there's no 'One True Answer' to this question, I usually start with a scale of 10 units to the inch, although this would probably not work well if your 'human environment' is a gymnasium or other large place.

I also commonly use 10 units to the centimeter (or meter, depending on scale) because the math is so much more convenient. Unfortunately, the U.S.A. didn't switch to metric in the 70's like we were promised in grade-school.

The guidelines listed by Charles are good rules to follow. I frequently find that I have to scale everything up or down mid-project to get my 'world' to a reasonable size.

One other consideration that I don't remember being mentioned is that Imagine renders large objects more quickly than small ones. I believe it has something to do with the octree structure that Imagine uses.

Louis Sinclair rundio@winternet.com
<http://www.winternet.com/~rundio/>

----- Hesitation comes to those who wait -----

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1.137 Message number 0132

Date:
Sat, 3 Feb 1996 16:58:44 -0700
From:
Michael Vines
<mvines@PRIMENET.COM>

Subject:

Re: Bonehead Question #1

At 11:39 PM 2/3/96 +0100, Conny Joensson wrote:

>Michael Vines wrote;

>

Date:
Sat, 3 Feb 1996 19:24:56 -0500
From:
Kent Marshall Worley
<mumu@AMERICA.NET>

Subject:

Re: New Show

On Fri, 2 Feb 1996, Bob Sampson wrote:

> will be Lightwave although I'm waiting to hear more about Rick's experience
> with Real 3D up to now. BTW if anyone has a suggestion for a modeler only
> package that will get objects to Imagine that would be a great compliment to
> Imagine I'd like to hear about it.

>

> Bob.....

> Imagine renderings.

> <http://home.aol.com/robsampson>

> Imagine 4.0 P90 40 meg ram average+

If you are interested in spline based modelling Freeform 3d is nice. It does inverse Kinematics and bones much better than Imagine. It is not practical to import the objects as different states for animation because the point face numbers change. It is a very cool modeller to check out and a nice compliment to imagine.

Kent Worley

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1.139 Message number 0134

Date:
Sat, 3 Feb 1996 23:45:58 +0000
From:
Phil Stopford
<pstopfor@JESUS.OX.AC.UK>

Subject:

Re: Searching.....

On Sat, 3 Feb 1996, Conny Joensson wrote:

> Phil Stopford asked;

>

> >Has anyone got, or does anyone know where I may find, a good model of the

> >Enterprise NCC-1701C? I have found a really good one of 'A' and one of

> >'D', but I would really like 'C' so I can put an anim together.

>

> I'm not 100% sure but I don't think you'll find any since "C" never featured

> in any movie or TV series. At least I think it is "C" that didn't.

>

> "A" is the original one (from the old series), "B" is the one from the 6 first

> movies and "D" is the one in "next generation". Right?
>
> +-----+
> | Conny Joensson | Email: cjo@kiruna.se |
> | Kiruna, Sweden | http://www.is.kiruna.se/~cjo/ |
> +-----+
>

Erm well I thought that at the beginnning of Generations there was the launch of the Enterprise C with some hopeless bloke on board. It then got that nexus thing through it.....Anyway whatever it was I would like to find a fairly detailed (with windows, logos,etc.) model of an Excelsior class ship so I can blow it up NO.....so I can do something vastly more interesting although I'll probably run out of memory (again) =-)

Phil.

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1.140 Message number 0135

Date:
Sat, 3 Feb 1996 19:43:50 -0500
From:
Kent Marshall Worley
<mumu@AMERICA.NET>

Subject:
Re: texture scaling

On Sat, 3 Feb 1996, Louis Sinclair wrote:

> Nancy asked:
> >In your experience, what is a good size range to use for, say, a human
> >environment replication. You know, walls, buildings, etc. where you want the
> >camera view and lighting to represent an average height human ? Would it be
> >perhaps 10 Imagine units to 1 foot, or 100 to 1 or more like 1 to 1 ?
> >
> Although there's no 'One True Answer' to this question, I usually start
> with a scale of 10 units to the inch, although this would probably not
> work well if your 'human environment' is a gymnasium or other large
> place.
> another trick I have used is to apply the texture to another object.
> Scale the new object to a different size then re apply the attributes to
> the original object. The new size of the texture will be on the original
> object.
> Kent Worley

on a different subject did anyone ever recieve the alien workshop
attributes from Anders Lundholm?

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1.141 Message number 0136

Date:
Sun, 4 Feb 1996 01:18:20 GMT
From:
Andrew Herbert
<herbert@NETCENTRAL.CO.UK>

Subject:

Re: Space explosion (was: New Show)

>If an explosion still occurs the debris will spread spherically and continue
>outward for as long as there is nothing to stop it. On ground the debris will

aha, but what about gravitational pulls of planets, stars, or even blackhole
stars (assuming these actually exist). At the end of the day it's up to
your own imagination to come up with something that looks good, not
necessarily realistic (although realism is a good place to start).

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1.142 Message number 0137

Date:
Sat, 3 Feb 1996 20:24:40 -0500
From:
Bob Sampson
<RobSampson@AOL.COM>

Subject:

Re: Essence for PC is shipping

In a message dated 96-02-03 01:58:21 EST, you write:

>Glad your not :) unfortunatly for me, I am barely above the starving
>artists category. In fact if there was a market for Raytrace paintings at
>flea markets mine would be there.

>

>s.g.

Hey print em up, put them in frames and see what happens:) You never know.

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1.143 Message number 0138

Date:
Sun, 4 Feb 1996 01:39:56 GMT
From:
Paul M. Bullock
<Paul@THX1138.DEMON.CO.UK>

Subject:

Re: Searching.....

X-MailViewer: Mail 1.15

Hi Imagine <IMAGINE@SJUVM.STJOHNS.EDU>

In <Pine.SUN.3.91.960203234255.25017A-100000@jesus> Phil Stopford

<pstopfor@JESUS.OX.AC.UK> wrote:

>

> On Sat, 3 Feb 1996, Conny Joensson wrote:

>

> >

> Erm well I thought that at the beginnning of Generations there was the
> launch of the Enterprise C with some hopeless bloke on board. It then got
> that nexus thing through it.....Anyway whatever it was I would like to
> find a fairly detailed (with windows, logos,etc.) model of an Excelsior
> class ship so I can blow it up NO.....so I can do something vastly
> more interesting although I'll probably run out of memory (again) =-)

Actually it was the Enterprise C (Ambassador Class) that turned up in the
episode "Yesterdays Enterprise", and it was the "B" (Excelsior Class) that
was launched at the front end of Generations.

BTW I'd like a "C" model if any turn up!

Paul

--

```

~=====
  ___      Paul M. Bullock - Paul@thx1138.demon.co.uk (Crazy Diamond)      ___
 \_/ Amiga A1200 - 430Mb HD - 10Mb Ram - 50Mhz 030 CPU - 50Mhz 82 FPU - \_/
=====

```

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1.144 Message number 0139

Date:
Sun, 4 Feb 1996 01:53:12 GMT

From:
Duncan
<dunc@ERASER.DEMON.CO.UK>
Subject:
Re: New Show
<IMAGINE@SJVUM.STJOHNS.EDU> (on Wed, 31 Jan 96 ↵
21:06:49)

Hello Bob

BS.>I have seen the same thing. It supposedly is the first time a show had a 5
BS.>year plot development. I wish they were using Imagine for the graphics.
It
BS.>would be nice if we had a tv series to talk about in here:)

Impulse were doing a film -It was in one of their Graphic Gazettes a while ago

--

dunc@eraser.demon.co.uk

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1.145 Message number 0140

Date:
Sat, 3 Feb 1996 22:22:09 -0700
From:
Roger Straub
<straub@CSN.NET>
Subject:
Re: Bonehead Question #1

On Sat, 3 Feb 1996, Michael Vines wrote:

> At 11:39 PM 2/3/96 +0100, Conny Joensson wrote:
> >Michael Vines wrote;
> >
> >>I've created a string of text, conformed it to cylinder until I got it just
> >>right,
> >
> >Did you use the neat little formula? :)
>
> Which formula was that? I just conformed the text I made in the spline
> editor around a cylinder with various values until I got the right spacing.

Conny posted a handy-dandy formula on the list a coupla weeks ago
pertaining to conformations. I didn't memorize it, but I have it on file
if you need it.

>

> Another problem I have is setting the axis exactly in the middle of the text
> ring so it will rotate properly.
>

This is probably why you're getting a wobble. Try this: after you've done your conform to sphere operation, select the object and slice it. Just by itself. This will automagically center your axis and size it to the proportions of your object. Pretty handy. =)

> >
> >> then positioned the axis to the center of the ring of text. I intend
> >>to simply rotate this string of text around a sphere (logo).
> >
> >>I gave this ring of text a 10 degree x-rotation to slant down, exposing more
> >>of the logo, and giving it the old "Universal Pictures" effect.
> >
> >>Problem is, when it rotates, it wobbles. I tried rotating the x axis back
> >>to normal, but it still wobbles.
> >
> >How are you rotating it in your scene? By the "rotate" effect or using
states?
>
> I'm using the cycle editor. Does states do this better?
>

Yeech. Pardon me if I'm wrong, but weren't States created to replace the cycle editor? I think you'll find a much easier method with the Rotate stage FX.

> >
> >How did you cant the text-ring? You didn't realign the axis to the world's
> >coordinates afterwards, did you? (I hope not, because you shouldn't.)
> >If you rotate that thing around it's local z-axis it ought to work.
> >
>
> I just rotated the ring 10 degrees along the x-axis (local). I expected the
> whole thing to rotate steadily along the new axis, like a space station, but
> it wobbles instead.
>
> >Can you use the "rotate" effect using local coordinates?
> >

Yes, you can. In fact, you CAN'T use it with world coordinates!

```
> >+-----+
> >| Conny Joensson | Email: cjo@kiruna.se |
> >| Kiruna, Sweden | http://www.is.kiruna.se/~cjo/ |
> >+-----+
> >
> >
> .- -..... -.-. ....
> Michael Vines
> mvines@primenet.com
>
```

--

"There is no love sincerer than the love of food." -- George Bernard Shaw

See ya,
Ben

** Imagine 4.0 - Amiga 3000/030/16MHz - 10MB - Skilled **

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1.146 Message number 0141

Date:
Sat, 3 Feb 1996 22:14:03 -0700
From:
Roger Straub
<straub@CSN.NET>

Subject:
Re: Searching.....

On Sat, 3 Feb 1996, Conny Joensson wrote:

> Phil Stopford asked;
>
> >Has anyone got, or does anyone know where I may find, a good model of the
> >Enterprise NCC-1701C? I have found a really good one of 'A' and one of
> >'D', but I would really like 'C' so I can put an anim together.
>
> I'm not 100% sure but I don't think you'll find any since "C" never featured
> in any movie or TV series. At least I think it is "C" that didn't.
>
> "A" is the original one (from the old series), "B" is the one from the 6 first
> movies and "D" is the one in "next generation". Right?

No. NCC-1701 was the one in the old series (I think? Or was it -A?), A was the one in all of the movies except Generations - that was when B was introduced. The Enterprise-C was featured in one episode of TNG, when it was warped forward in time to meet Picard and the crew, including Tasha Yar, who was dead...But I digress. D is the one in TNG.

>
> +-----+
> | Conny Joensson | Email: cjo@kiruna.se |
> | Kiruna, Sweden | http://www.is.kiruna.se/~cjo/ |
> +-----+
>

--
"There is no love sincerer than the love of food." -- George Bernard Shaw

See ya,
Ben

** Imagine 4.0 - Amiga 3000/030/16MHz - 10MB - Skilled **

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1.147 Message number 0142

Date:
Sat, 3 Feb 1996 23:49:45 -0600
From:
Gary Beeton
<gbeeton@EAGLE.WBM.CA>

Subject:

Re: Stereo 3D Images

On Thu, 1 Feb 1996 09:34:15 -0700, Michael Vines wrote:

>Has anyone used the stereo 3D image feature of Imagine? They mention LCD or
>shutter glasses--are these still available?

Yes, I use it. The feature was originally designed to accommodate Haitex LCD shutter glasses for the Amiga platform. I ?think? they are still available, although I don't know if there is a PC version.

The glasses work by using the two fields of an interlaced screen to separate the left and right eye images (the first field will show the left eye image, the second field the right eye image (or is it the other way around?)). There is a small routine running in the background which toggles one pin of the joystick port in sync with the screen interleave refresh rate. This signal is used to alternately block the right and left eye lenses.

The beauty of this system is that you can use any animation or still viewer to play back your 3D work. In fact if you had an interlace detector circuit connected to your VCR you could show your demo tape in 3D.

I don't know enough about the PC architecture to know if this can be done on the PC (can I assume you are using a PC?). You would need to be able to display an interlaced screen and produce a sync signal.

I don't have the Haitex glasses. I bought a couple pair of Sega LCD shutter glasses a few years back and built a converter. The converter is quite simple and could easily be used on other platforms. If anyone has some old Sega glasses kicking about and you want my schematic, just email.

--

Gary Beeton - gbeeton@eagle.wbm.ca

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1.148 Message number 0143

Date:
Sun, 4 Feb 1996 01:26:03 -0500
From:
Perry Lucas
<plucas@VT.EDU>

Subject:

ADMIN: List

Okay, the list has been at St. Johns for slightly over a month now, I am seeing a lot of recurring errors from different sites. I am going to start removing those subscribers that generate error reports to my mailbox.

Just to give you an idea, I left my home at 8:00pm, when I had checked my email last. Upon returning home and checking mail, I had received 180 email messages. 170 of which were error reports from various sites.

I wish I could just turn these off and ignore them, however, poor list maintenance results in server slow down and crashes. Some of which you have seen in the past few weeks.

If you find that you have stopped receiving mail please contact me privately so we kind find out what is going wrong.

--Perry Lucas

P.S. Last count of total members: 503

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1.149 Message number 0144

Date:
Sun, 4 Feb 1996 02:25:58 EST
From:
David Nix
<WRNIX@UGA.CC.UGA.EDU>

Subject:

Re: Space explosion (was: New Show)

Conny, you got me thinking...

My guess is, and its an educated guess; I blew up LOTS of stuff as a teenager, is that a space explosion would likely be a brief bright flash of ignition, followed by the fragments and gasses rapidly expanding outward, but no huge fireball. Like you speculated, with no oxidizer for your combustion outside of whatever the vessel itself held, no Hollywood ball o fire.

Having witnessed a few explosions, the element of fire is really a after effect or in the case of a Hollywood production, the direct result of having a few gallons of naphtha ignited by a black powder squib... Makes a HUGE fireball, but really has minimal "explosive" force...

I suspect a true space explosion would prove to be anticlimatic...

Unless it wasnt a combustion explosion at all! If it was your atomic drive or your warp core it'd have to be more impressive than real life, right folks? 'Cause if you're dealing with technolgy thats zipping all over the universe, surely you've progressed beyond combustion engines...

Dave

David Nix
Computer Graphics & Video Production
Alias Certified Level 3 Animator, 5 yrs exp.
Amiga 4000/Imagine 4.0/V-Lab Motion/OpalVision
web site at:<http://www.visart.uga.edu/Alias/DaveN/daven.html>

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1.150 Message number 0145

Date:
Sun, 4 Feb 1996 01:43:33 -0600
From:
Stephen G.
<sgiff@AIRMAIL.NET>

Subject:
Re: Stereo 3D Images

>On Thu, 1 Feb 1996 09:34:15 -0700, Michael Vines wrote:

>

>>Has anyone used the stereo 3D image feature of Imagine? They mention LCD or

>>shutter glasses--are these still available?

>

Look in the Back of DV, I think there is a company advertising LCD glasses.

s.g.

Visit me at the Magick Rainbow

http://web2.airmail.net/sgiff
^^

Imagine 4,3DS, PC Pentium 66, 32 meg ram.

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1.151 Message number 0146

Date:
Sun, 4 Feb 1996 04:43:24 -0500
From:
Tom Ross
<rosst@UNVAX.UNION.EDU>

Subject:

Re: New Show

On Sat, 3 Feb 1996, John Prusinski wrote:

> >
> >The bar scene in Star Wars also impressed me, for different reasons. I
> >always wanted to make an entire movie in that style, but with no English
> >and no subtitles!
> >
> >
> This sounds similar to one of my pet ideas, which was to make a 60's style
> goofy travelogue (you know, the kind with the upbeat, bouncy elevator music,
> an ingratiating announcer, and shots of waterskiers in Cypress Gardens or
> whatever) but done as though it had been beamed here from another planet:
> entirely in 3D, with an announcer using the same tone of voice but in an
> alien language, and a surreal synthy soundtrack with a weird relationship to
> Earthly elevator music. Also titles in some alien script, and invented
> bizarre sports events involving melting or morphing multicolored aliens, etc.
>
> Obviously a much bigger project than I'm ever likely to have spare time to
> do anytime soon, but hey, as tools keep improving the possibilities get
> realer... when I first thought of doing this I was using a stock a2000 with
> a 20meg HD, 2 megs of RAM and Silver (pre-Turbo!).
>
Yeah John!Count me in for any part of it: music, alien language? The
alien languages in Star Wars were 'real' concoctions by Anthony Burgess,
with consistent grammar and vocabulary.

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1.152 Message number 0147

Date:
Sun, 4 Feb 1996 12:11:29 +0000
From:
Phil Stopford
<pstopfor@JESUS.OX.AC.UK>

Subject:

Re: Searching.....

On Sat, 3 Feb 1996, Roger Straub wrote:

> On Sat, 3 Feb 1996, Conny Joensson wrote:

>

> > Phil Stopford asked;

> >

> > >Has anyone got, or does anyone know where I may find, a good model of the
> > >Enterprise NCC-1701C? I have found a really good one of 'A' and one of
> > >'D', but I would really like 'C' so I can put an anim together.

> >

> > I'm not 100% sure but I don't think you'll find any since "C" never featured
> > in any movie or TV series. At least I think it is "C" that didn't.

> >

> > "A" is the original one (from the old series), "B" is the one from the 6
first

> > movies and "D" is the one in "next generation". Right?

>

> No. NCC-1701 was the one in the old series (I think? Or was it -A?), A
> was the one in all of the movies except Generations - that was when B was
> introduced. The Enterprise-C was featured in one episode of TNG, when it
> was warped forward in time to meet Picard and the crew, including Tasha
> Yar, who was dead...But I digress. D is the one in TNG.

>

> >

> > +-----+
> > | Conny Joensson | Email: cjo@kiruna.se |
> > | Kiruna, Sweden | http://www.is.kiruna.se/~cjo/ |
> > +-----+

> >

>

> --

> "There is no love sincerer than the love of food." -- George Bernard Shaw

>

> See ya,

> Ben

>

> ** Imagine 4.0 - Amiga 3000/030/16MHz - 10MB - Skilled **

>

Oops - well it's a B one I want then - the Excelsior one - any ideas?

Phil.

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1.153 Message number 0148

Date:
Sun, 4 Feb 1996 09:43:42 -0700
From:
Michael Vines
<mvines@PRIMENET.COM>

Subject:

Re: Bonehead Question #1

At 10:22 PM 2/3/96 -0700, Roger Straub wrote:

>On Sat, 3 Feb 1996, Michael Vines wrote:

>

>> At 11:39 PM 2/3/96 +0100, Conny Joensson wrote:

>> >Michael Vines wrote;

>> >

>> >>I've created a string of text, conformed it to cylinder until I got it just

>> >>right,

>> >

>> >>Did you use the neat little formula? :)

>>

>> Which formula was that? I just conformed the text I made in the spline

>> editor around a cylinder with various values until I got the right spacing.

>

>Conny posted a handy-dandy formula on the list a coupla weeks ago

>pertaining to conformations. I didn't memorize it, but I have it on file

>if you need it.

>

>>

>> Another problem I have is setting the axis exactly in the middle of the text

>> ring so it will rotate properly.

>>

>

>This is probably why you're getting a wobble. Try this: after you've done

>your conform to sphere operation, select the object and slice it. Just by

>itself. This will automatically center your axis and size it to the

>proportions of your object. Pretty handy. =)

Thanks for the suggestions! It's interesting how little detail about this exists in the manual.

Unfortunately, the slice and Rotate 2.0 effect causes the dreaded "Not enough Ram" error on my 8M machine (my text ring has 12k faces). I guess the cycle editor is more economical.

It does make a good reason to upgrade, though.

>

>> >

>> >> then positioned the axis to the center of the ring of text. I intend

>> >>to simply rotate this string of text around a sphere (logo).

>> >

>> >>I gave this ring of text a 10 degree x-rotation to slant down, exposing

```

more
>> >>of the logo, and giving it the old "Universal Pictures" effect.
>> >
>> >>Problem is, when it rotates, it wobbles. I tried rotating the x axis back
>> >>to normal, but it still wobbles.
>> >
>> >How are you rotating it in your scene? By the "rotate" effect or using
> states?
>>
>> I'm using the cycle editor. Does states do this better?
>>
>
>Yeech. Pardon me if I'm wrong, but weren't States created to replace the
>cycle editor? I think you'll find a much easier method with the Rotate
>stage FX.
>
>> >
>> >How did you cant the text-ring? You didn't realign the axis to the world's
>> >coordinates afterwards, did you? (I hope not, because you shouldn't.)
>> >If you rotate that thing around it's local z-axis it ought to work.
>> >
>>
>> I just rotated the ring 10 degrees along the x-axis (local). I expected the
>> whole thing to rotate steadily along the new axis, like a space station, but
>> it wobbles instead.
>>
>> >Can you use the "rotate" effect using local coordinates?
>> >
>
>Yes, you can. In fact, you CAN'T use it with world coordinates!
>
>> >+-----+
>> >| Conny Joensson | Email: cjo@kiruna.se |
>> >| Kiruna, Sweden | http://www.is.kiruna.se/~cjo/ |
>> >+-----+
>> >
>> >
>> .- -..... -.-. ....
>> Michael Vines
>> mvines@primenet.com
>>
>
>--
>"There is no love sincerer than the love of food." -- George Bernard Shaw
>
>See ya,
> Ben
>
>
> ** Imagine 4.0 - Amiga 3000/030/16MHz - 10MB - Skilled **
>
>
>
>> .- -..... -.-. ....
>> Michael Vines
>> mvines@primenet.com

```

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1.154 Message number 0149

Date:
Sun, 4 Feb 1996 12:50:49 EST
From:
Tony Jones
<101325.3173@COMPUSERVE.COM>

Subject:

Printing Posters

Just read my mail for the last couple of days and noticed the questions regarding posters (Conny & Anders I think it was).

For what its worth, I reccomend you get in touch with your local signmaking firm. Lately there is a new trend developing signs using inkjet technology. These printers can print anything upto around a metre or more in width (depends on the printer) and could be a cheaper way of getting your own work printed (rather than using a commercial printing firm). The other possible advantage is that currently a lot of work is going into developing inkjet printable films (this is one of the things I'm working on) thus giving an almost photographic quality to the images (the film is printed on the back you see).

This is a very recent development which shall certainly become more popular over the next 12 months.

The company I work for has outlets all over the world (not America I'm afraid), mainly Europe and the far east so it shouldn't be too difficult to find a company with the appropriate equipment. If your struggling drop me a line and I'll try and give some pointers.

BTW has anybody managed to convert Anders attribute collection to PC format? Would be useful!

Hope my ramblings are of some use.

BFN.

'I am enough of an artist to draw freely upon my imagination. Imagination is more important than knowledge. Knowledge is limited. Imagination encircles the world' Albert Einstein.

E-mail from: Tony Jones, 04-Feb-1996

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1.155 Message number 0150

Date:
Sun, 4 Feb 1996 19:12:47 +0100

From:
Conny Joensson
<cjo@KIRUNA.SE>
Subject:
Re: Searching.....

>The Enterprise-C was featured in one episode of TNG, when it
>was warped forward in time to meet Picard and the crew, including Tasha
>Yar, who was dead...

And I just missed that episode because my bloody vcr started to chew on the
bloody videotape!! Bloody bloody ****! <growl>

```
+-----+  
| Conny Joensson | Email: cjo@kiruna.se |  
| Kiruna, Sweden | http://www.is.kiruna.se/~cjo/ |  
+-----+
```

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1.156 Message number 0151

Date:
Sun, 4 Feb 1996 19:10:54 +0100
From:
Mikael Johannsen
<mikael@PIP.DKNET.DK>
Subject:
Particle Question

Hi.

Does anyone knows why some parts of the object goes through ground zero when
using either particles or shredder stage fx?

Mikael Johannesen
mikael@pip.dknet.dk
PC 486DX2 66Mhz, 8MB RAM, Imagine 4.0

I WILL LIVE FOREVER, or die trying.

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1.157 Message number 0152

Date:
Sun, 4 Feb 1996 13:16:43 -0500
From:
oscar castillo
<oscar.castillo@INSTBBS.CAMBA.COM>

Subject:

Re: Light textures

I recently modeled a space station and added the rectwind texture for lights to give it scale. Seems that when I quickrender, the lights appear fine, small, like I want them, but when I trace, they all get fuzzy, larger, and blockier. I tried messing around with the antialiasing rays per pixel setting in preferences, but no setting, low or high, helps. Can this be a DOF setting problem. I haven't changed the setting of the camera at all from the default values.

Oscar Castillo

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1.158 Message number 0153

Date:
Sun, 4 Feb 1996 19:40:25 +0100
From:
Mikael Johannsen
<mikael@PIP.DKNET.DK>

Subject:

Re: Space explosion (was: New Show)

At 02.25 04-02-1996 EST, you wrote:

>Unless it wasn't a combustion explosion at all! If it was your atomic
>drive or your warp core it'd have to be more impressive than real life,
>right folks? 'Cause if you're dealing with technology that's zipping all
>over the universe, surely you've progressed beyond combustion engines...
>
>Dave
>

I too believe that combustion engines would not work in space. Just imagine the amount of coal that you have to bring with you. Now, Anti-Matter drives that a whole different story. You see, when anti-matter comes in contact with normal matter, they cancel each other out and in the process release a tremendous amount of energy aka a perfect formula for Hollywood explosions.

Mikael Johannesen
mikael@pip.dknet.dk
PC 486DX2 66Mhz, 8MB RAM, Imagine 4.0

I WILL LIVE FOREVER, or die trying.

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1.159 Message number 0154

Date:
Sun, 4 Feb 1996 14:41:13 -0500
From:
Jim Belcher
<jbb@NS1.KOYOTE.COM>

Subject:

Re: Space explosion (was: New Show)

>>If an explosion still occurs the debris will spread spherically and continue

>>outward for as long as there is nothing to stop it. On ground the debris will

>

>aha, but what about gravitational pulls of planets, stars, or even blackhole
>stars (assuming these actually exist). At the end of the day it's up to
>your own imagination to come up with something that looks good, not
>necessarily realistic (although realism is a good place to start).

>

>

You pull the chain of an aging physicist. Depending on your perspective, I believe you are both correct. The gravitational pull of other planets, etc. will affect the trajectory of the debris, but only very slightly. If observed at the moment of the explosion, parts would appear to go out in all directions in straight lines. However, if sufficient time were allowed to pass, the debris would be seen to have deviated from a simple, straight line path, by the influence of gravity from planets, etc. But we're talking about significant amounts of time here, and I think the question is probably how things appear visually immediately after the explosion.

I'd argue that it's possible to have an explosion (instant release of energy) without oxygen (example: an atomic bomb). I'd agree that the explosion is limited to the material in whatever happens to be on the object exploding. Space is just that: space. It does make sense that, without additional sources of energy present, the explosion is going to be over rather quickly.

At the moment of the explosion, it should appear to be roughly spherical in shape. With only weak outside forces present, the force of the explosion should be almost equally distributed in all directions.

A personal favorite: the rocketship scene from "When Worlds Collide". Flames from the spaceship rocket burn upward while in space. Good movie; bad physics.

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1.160 Message number 0155

Date:
Sun, 4 Feb 1996 13:48:19 -0700
From:
Roger Straub
<straub@CSN.NET>

Subject:

Re: Searching.....

On Sun, 4 Feb 1996, Conny Joensson wrote:

> >The Enterprise-C was featured in one episode of TNG, when it
> >was warped forward in time to meet Picard and the crew, including Tasha
> >Yar, who was dead...
>
> And I just missed that episode because my bloody vcr started to chew on the
> bloody videotape!! Bloody bloody ****! <growl>

I've seen it 3 times! Wait for the reruns, I guess... ;)

>
> +-----+
> | Conny Joensson | Email: cjo@kiruna.se |
> | Kiruna, Sweden | http://www.is.kiruna.se/~cjo/ |
> +-----+
>

--

"There is no love sincerer than the love of food." -- George Bernard Shaw

See ya,

Ben

** Imagine 4.0 - Amiga 3000/030/16MHz - 10MB - Skilled **

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1.161 Message number 0156

Date:
Sun, 4 Feb 1996 13:50:23 -0700
From:
Roger Straub

<straub@CSN.NET>

Subject:

Re: Particle Question

On Sun, 4 Feb 1996, Mikael Johannsen wrote:

> Hi.

>

> Does anyone knows why some parts of the object goes through ground zero when
> using either particles or shredder stage fx?

Because Imagine doesn't have true collision detection. The Shredder or Particle FX "guesses" - it figures the approximate size of the chunk it's moving, and draws an Imagine-ary sphere around the chunk and uses that for bounce calculations.

>

> Mikael Johannesen

> mikael@pip.dknet.dk

> PC 486DX2 66Mhz, 8MB RAM, Imagine 4.0

>

> I WILL LIVE FOREVER, or die trying.

>

--

"There is no love sincerer than the love of food." -- George Bernard Shaw

See ya,

Ben

** Imagine 4.0 - Amiga 3000/030/16MHz - 10MB - Skilled **

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1.162 Message number 0157

Date:

Sun, 4 Feb 1996 13:06:42 -0800

From:

Mark and Laura Weaver

<mlweaver@IX.NETCOM.COM>

Subject:

Animated Brush Maps

How do you apply a series of brush maps (i.e. pic*.tga) to an object for rotoscoping. I can do it with FLC files, but not TGA's. The book says it's possible but doesn't go into detail.

Thanks,

Mark

P75 32MB RAM, Imagine 4.0, Perception Board, Average

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1.163 Message number 0158

Date:
Sun, 4 Feb 1996 17:04:50 -0500
From:
Jim Shinosky
<tracker@EN.COM>

Subject:

Re: Particle Question

Make sure that your ground object is actually at the same height as the ground that you set in the particle requester.

Jim Shinosky

>Hi.

>

>Does anyone knows why some parts of the object goes through ground zero when
>using either particles or shredder stage fx?

>

>Mikael Johannesen

>mikael@pip.dknet.dk

>PC 486DX2 66Mhz, 8MB RAM, Imagine 4.0

>

>I WILL LIVE FOREVER, or die trying.

>

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1.164 Message number 0159

Date:
Mon, 5 Feb 1996 14:47:24 -0500
From:
Ali Helmy
<helmy@VOYAGER.COM>

Subject:

Imagine Book

Ok Imagineers (those of you who sent in your checks and showed interest), sorry to say that the book will not be completed due to the low demand. After our last post we only received 2 (yes two) checks. Now I'm sure there are alot of you have many explanations for why people didnt buy this book. But the main reason for this letter is to notify those who sent in their checks or others who were waiting for the book to come out to purchase it that the book will not be completed. Alot of people have not been very supportive of our \$ offerings, which is fine. I always wondered why there was hardly any 3rd party support for Imagine, but now I think it's a bit more clear, it seems as though (the majority) of Imagine users simply don't want to "pay" for anything that deals with Imagine. There is a good reason for this, Imagine users have (due to the lack of 3rd party products) through the years only dealt with Shareware products. I hope that in the future Imagine will become more popular as a result for more demand for 3rd party products. Thank you for showing interest (for those who did).

Ali Helmy
Helmy Productions
Los Angeles, CA
helmy@voyager.com

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1.165 Message number 0160

Date:
Sun, 4 Feb 1996 16:59:45 -0600
From:
Gary Beeton
<gbeeton@EAGLE.WBM.CA>

Subject:

Re: Printing Posters

On Sun, 4 Feb 1996 12:50:49 EST, Tony Jones wrote:

>Just read my mail for the last couple of days and noticed the questions
>regarding posters (Conny & Anders I think it was).
> For what its worth, I reccomend you get in touch with your local signmaking
>firm. Lately there is a new trend developing signs using inkjet technology.
>These printers can print anything upto around a metre or more in width
>(depends on the printer) and could be a cheaper way of getting your own work
>printed (rather than using a commercial printing firm).

If this is based on conventional inkjet technology, you could expect your poster to start fading significantly after just a few months.

--

Gary Beeton - gbeeton@eagle.wbm.ca

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1.166 Message number 0161

Date:
Sun, 4 Feb 1996 15:47:44 -0800
From:
Cybercore Design
<cyber2@FRUGAL.COM>

Subject:

Re: Disappearing Objects When Ray-Traced

At 12:25 AM 2/3/96 -0500, you wrote:

>On Fri, 2 Feb 1996, Dick Brandt wrote:

>

>> This ought to be an easy one for someone who's been around awhile, but I've

>> never done any

>> ray-tracing before, and I don't know where to start looking.

>>

>> Why would an object fail to render (or only part of it render) when
ray-traced

>> rather than rendered

>> in scanline mode?

>

>This is one of the easiest questions to answer. You're running out of

>memory, and rather than telling you about it, Imagine simply renders

>what it can.

>

I have the same problem and I am waiting to upgrade from 16 megs of ram to
32 megs. Will this fix the problem?

thanks in advance.

Ryan Pedersen
Cybercore Design
www.harbornet.com/biz/cybercor/

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1.167 Message number 0162

Date:
Mon, 5 Feb 1996 01:07:12 +0100
From:

Mikael Johannsen
<mikael@PIP.DKNET.DK>

Subject:

Re: Particle Question

At 17.04 04-02-1996 -0500, you wrote:

>Make sure that your ground object is actually at the same height as the
>ground that you set in the particle requester.
>
>Jim Shinosky
>

Hi Jim.

I do check that. Just try it yourself with a particle effect set to emission or rain and some wind that will blow it directly at the ground and you'll see that a lot of particles penetrate the "ground".

Mikael Johannesen
mikael@pip.dknet.dk
PC 486DX2 66Mhz, 8MB RAM, Imagine 4.0

I WILL LIVE FOREVER, or die trying.

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1.168 Message number 0163

Date:
Sun, 4 Feb 1996 18:41:19 -0600
From:
Stephen G.
<sgiff@AIRMAIL.NET>

Subject:

Re: Imagine Book

>Ok Imagineers (those of you who sent in your checks and showed
>interest), sorry to say that the book will not be completed due to the
>low demand. After our last post we only received 2 (yes two) checks.
>Now I'm sure there are alot of you have many explanations for why people
>didnt buy this book. But the main reason for this letter is to notify
>those who sent in their checks or others who were waiting for the book
>to come out to purchase it that the book will not be completed. Alot of
>people have not been very supportive of our \$ offerings, which is fine.
>I always wondered why there was hardly any 3rd party support for
>Imagine, but now I think it's a bit more clear, it seems as though (the
>majority) of Imagine users simply don't want to "pay" for anything that
>deals with Imagine. There is a good reason for this, Imagine users have
>(due to the lack of 3rd party products) through the years only dealt
>with Shareware products.....

Ali,

Don't feel bad that there wasn't enough interest for your books. I think that there are a few main reasons for why people have not bought your book. Primarily I think it is that most people on this list feel that the IML is the best source for getting Imagine help available. Next I think that you are right in a sense that most people have very little money who use Imagine. Let's face it a lot of people who buy Imagine initially are people with very little money. Imagine has been very inexpensive and therefore attracts a lot of hobbyists. This has been great but I think it has also hurt Impulse to some degree. I also think that you are possibly advertising in the wrong place. I see requests for Imagine tutorials and books all the time in the 3D Newsgroups. There is also the factor that there is a lot of really great software out there that is competing for \$. I doubt there is anyone on this list that is not saving up for something or have something on their minds that they would really like to have. Finally, I don't know if you have noticed but there has been quite a few requests on this list for S. Worley's Understanding Imagine. One of the requirements for selling a book is name recognition and reputation. I am sure that you are a fine person, and this is not meant to be negative, but you simply do not have either of those two qualities. It's like credit, no credit is almost as bad as bad credit. This goes for any author anywhere. Try getting a book published in the real world with no name recognition. Thirdly I have been on this list for about 2 years now and I don't recall ever you posting tutorials or any in-depth messages about doing anything in Imagine. People are not going to go out and pay even \$30 dollars for a book written by someone that they have no experience with or that does not have a reputation. I hope that you do not get discouraged in your efforts to produce Imagine products. I would think that you need to create a market for yourself by finding out what Imagine users will pay for and then introducing it through the shareware concept until people are willing to pay top dollar. I like the quote someone here has on their sig. " Life is hard and nothing is easily given. Prepare for Kombat." Good luck, don't give up.

s.g.

Visit me at the Magick Rainbow
<http://web2.airmail.net/sgiff>
^^

Imagine 4,3DS, PC Pentium 66, 32 meg ram.

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1.169 Message number 0164

Date:
Sun, 4 Feb 1996 16:43:13 -0800
From:
Marc Reinig
<moose@ICO.COM>

Subject:

Re: Particle Question

Mikael

>Does anyone knows why some parts of the object goes through ground zero when
>using either particles or shredder stage fx?

Imagine does not have collision detection so it can't tell when the actual
edge of one of its particle/object gets to the ground plane.

Instead, I think it bases it determination of "colision" on the 0,0,0 of its
axis, not the actual surface of the object itself.

-Marco

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1.170 Message number 0165

Date:

Sun, 4 Feb 1996 19:28:28 -0600

From:

Rodney McNeel

<rodman@INFINITY.CCSI.COM>

Subject:

Re: Imagine Book

I would lean more towards the explanation that not many people want to
send \$\$ to an address on the internet, not knowing anything about what
they would be receiving for their monies. I viewed your pics posted and
from them, believe that persons in your company are very talented, but I
would have liked to know more about the product before sending my money
blind. I probably wouldn't have bought S. Worley's Understanding Imagine
2.0 without the rave reviews and that I happened upon a copy at my (now
gone) local Amiga store. The spiral binding Was a Real plus and still is.
I'm sorry you had to have many paid subscribers before shipping the first
copy. I..like many, was awaiting reviews by some of the known 'greats' of
Imagine. Maybe a better marketing technique would to be to send a preview
copy to some of these fellows on the list and request their reviews on
the IML.

Just My 2 cents

rodman@infinity.ccsi.com

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1.171 Message number 0166

Date:
Sun, 4 Feb 1996 22:19:34 -0500
From:
Nancy Jacobs
<NancyJcbs@AOL.COM>

Subject:
more bad bricks(texture scaling)

The nasty brick saga continues...

I started with an imported cube.

I sized it into a wall which is 100 IU long (x), 12 IU high (z), and 4 IU thick (y).

I made it this size with the transformation requester, and I did the same for the axis (the same size).

I put the bricks texture on it, using the default, in which the bricks are supposed to be 32 IU long (x). But instead of getting about 3 bricks along the length of the wall (32 * 3 =96) I got 20 bricks along the length of the wall (32 * 20 does NOT equal 100). It appears that the IU in the texture requester have nothing to do with the IU on the objects. I tried scaling the texture a bit larger with "edit axes" and the bricks disappeared.

None of this makes any sense to me.

Would someone like to try this and tell me if they can make their numbers make any sense ?

Because if the numbers for bricks don't make sense (where you can see the size of your texture) what hope is there for getting the changes you want for the more varied and subtle textures?

Thanks,
Nancy
NancyJcbs@aol.com Imagine 4.0 PC

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1.172 Message number 0167

Date:
Sun, 4 Feb 1996 21:19:12 -0800
From:
Mike McCool
<mikemcoo@EFN.ORG>

Subject:
Re: Imagine Book

Well, as was stated before, your timing couldn't have been worse, for this book, since the IML decided to for itself and for free what you're trying to charge money for.

And the earlier post hit the nail on the head: you're trying to sell a vapor-book. You don't get advances for work in progress till you've already proven yourself capable of marketable goods by actually PRODUCING a marketable book. Cart before the horse.

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1.173 Message number 0168

Date:
Sun, 4 Feb 1996 22:00:54 -0800
From:
Mike McCool
<mikemcoo@EFN.ORG>

Subject:

Re: more bad bricks(texture scaling)

Hey,

Well, I just tried it. And lemme say outright that I may be over-simplifying the case--but it worked like a peach for me.

Firstly, why did you IMPORT a cube? The lack of this primitive is made up for so easily with the extrude command, where's the need?

Secondly, why transform your "wall," when a simple locked scale will do the trick? (This is why I didn't jump into the fray when you first mentioned your problem: it seemed SO complicated). But maybe we're making it more complicated than it need be?

OK. I made my "wall" pretty much to your scale, 100 long, 12 high and 4 deep. Oh, and BEFORE I did any scaling, I had already applied the bricks texture, leaving everything default.

When rendered, I got two half-rows of three bricks each. Isn't that sort of what you wanted. With a simple movement of the texture axis, seems like you'd have a single row of three bricks, right?

Was it the luck of the Irish, or am I missing something?

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1.174 Message number 0169

Date:
Mon, 5 Feb 1996 01:35:18 -0500
From:
Nancy Jacobs
<NancyJcbs@AOL.COM>

Subject:

Re: more bad bricks(texture scaling)

In a message dated 96-02-05 01:03:36 EST, Mike writes:

> Firstly, why did you IMPORT a cube? The lack of this primitive
> is made up for so easily with the extrude command, where's the need?
>

Why extrude , when you can just load a cube with the same number of divisions
each way?

Maybe this IS the problem, though I don't see why it should be. I'll check it
out.

> Secondly, why transform your "wall," when a simple locked scale
> will do the trick? (This is why I didn't jump into the fray when you
> first mentioned your problem: it seemed SO complicated). But maybe
> we're making it more complicated than it need be?
>

Well, this time I wanted to size the wall in an orderly manner, so that the
axis wouldn't get confused and stay at 32, 32, 32. (I scaled it the first
time it didn't work) Which I thought was my problem, listening to Charles'
answer. Don't know what a "simple locked scale" is, anyway. Just that scaling
the wall before messed up the axis, and/or caused problems with the texture.

> OK. I made my "wall" pretty much to your scale, 100 long, 12
> high and 4 deep. Oh, and BEFORE I did any scaling, I had already applied
> the bricks texture, leaving everything default.
>

So, was the wall 100 long BEFORE you applied the texture? If not, what was
it? If it wasn't, then the texture should have related to the size of the
wall BEFORE you scaled it , and then the bricks would have been scaled with
the wall, according to Charles.

> When rendered, I got two half-rows of three bricks each. Isn't
> that sort of what you wanted. With a simple movement of the texture
> axis, seems like you'd have a single row of three bricks, right?
>

That's not what I want, just what I thought I ought to get, considering the
measurements. So something is really screwed up with my attempts at
wall-building.

Any clues, anyone ?

Nancy
NancyJcbs@aol.com

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1.175 Message number 0170

Date:
Mon, 5 Feb 1996 03:15:18 +0100
From:
Anders Lundholm
<lund@HOA.PING.DK>

Subject:

Are the attributes out there ?!

Have people recieved my archive with attributes ?! (If not, I'll try mailing it again hoping for a better connect).

--

Anders Lundholm . Alien Workshop (Tm) Computer Graphics
Modeling & Animation . Lund@Hoa.Ping.Dk . Scoopex.Com

-- Via Xenolink 1.981, XenolinkUUCP 1.1

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1.176 Message number 0171

Date:
Mon, 5 Feb 1996 03:25:02 +0100
From:
Anders Lundholm
<lund@HOA.PING.DK>

Subject:

Printing Posters

Hi Gary ...

[Posterprinting]

GB> If this is based on conventional inkjet technology, you could expect
GB> your poster to start fading significantly after just a few months.

I know. Better check before asking for the 2 x 3 metres version :D
- However, I think it would look quite pretty with a spotlight on!

Any idears of how much this one will cost ?! (there must be someone who has the experience of such).

--

Anders Lundholm . Alien Workshop (Tm) Computer Graphics
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-- Via Xenolink 1.981, XenolinkUUCP 1.1

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1.177 Message number 0172

Date:
Mon, 5 Feb 1996 00:51:46 GMT
From:
Mark Kelly
<obscure@MARQUE1.DEMON.CO.UK>

Subject:

Re: Light textures
<IMAGINE@SJVVM.STJOHNS.EDU> (on Sun, 04 Feb 96 ↔
13:16:43)

Greetings, oscar.

> I recently modeled a space station and added the rectwind texture for
> lights to give it scale. Seems that when I quickrender, the lights
> appear fine, small, like I want them, but when I trace, they all get
> fuzzy, larger, and blockier. I tried messy around with the antialiasing
> rays per pixel setting in preferences, but no setting, low or high,
> helps. Can this be a DOF setting problem. I haven't changed the
> setting of the camera at all from the default values.

I don't know if it is your problem or not, but try setting the prefs
variable OLDA "use old anti-alias in trace" to true. I had the same
problem (v3). I just assumed that the new alias routine caused the
problem with trace, or why would there be a prefs option?

Anyway, it worked here! :-)

Mark
x

--

```

/----->>>-----\
< Mark Kelly - obscure@marquel.demon.co.uk >
\-----<<<-----/

```

Chaos often breeds life, when order breeds habit.
-- Adams

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1.178 Message number 0173

Date:
Mon, 5 Feb 1996 04:04:14 +0100
From:
Anders Lundholm
<lund@HOA.PING.DK>

Subject:
Tutorial for Shiny materials!

Hi tim ...

tW[> Shininess cannot be used on transparent objects, so Impulse decided
tW[> for some bizarre reason that in order to get Shininess to work you
tW[> all the Filter values up to 255.

Great explanation, but I have a few comments.

>From what I've experienced, the use of shininess will make the reflection a lot more complex and naturalistic than the ol' reflection method. Just like if you're looking at anything through a thin plastic surface. If you're close to the surface, what you're seeing is a fairly clear image of what's behind the plastic. However, moving the plastic from the surface will make it look diffuse and blurred. Imagine allows you to simulate this with the use of Filter, shininess and Index Of Refraction (IOR) settings.

Using a lot of filtering + high shininess + High IOR gives a clear rele

filter values can be put in any colour you like to make the base of reflection's tint. It's like using the reflection parameters while playing with IOR and shininess at the same time.

For instance, in order to create a nice solid gold surface, you could use a brushmap for environment mapping (or as a global brush). Using the shininess method will make the surface more photorealistic by (for instance when creating a gold surface) making the following:

```
Color      : 255 . 195 . 0
Reflection : 140 . 40 . 0
Filter     : 255 . 190 . 0
Specular   : 255 . 210 . 170
Hardness   : 150 (could be a bit lower)
Roughness  : 0
Shininess  : 115 (depending upon the amount of reflection)
```

Index of Ref: 2.95

Brightness : 0

(Use with pattern reflection or a nice brushmap with lots of contrast in it for a good result. The brushmap may feature a goldpalette for max. result in getting the 'glow' look)

This attribute will create a yellow-brown reflection with a nice light yellow-orange glow.

Filter : This one determines which color your reflection will be based upon. A blue tint will give the reflection a 'steel' look while a red one might be better for a polished oil lamp.

Shininess : Amount of reflection from the filter colour.

Index of Ref: How complex the reflection will be. Using a low amount will make the reflection look like it's diffuse. Likewise, using an amount of 3.55 (max) will make it's reflection close to the real sharp reflections possible to create by using the reflection sliders (the 'plastic' concept .. think of the above explained situation with the plastic-layer)

Hope this one come in handy for all you having fun with the attributes requester. Using shininess adds realism to a surface by picking a few sliders and selecting a good colour. In my attributes collection (which is free) there's a lot of metal surfaces using this very method.

Remember: When finishing a material, always testrender it to get a good look at the material. The ball isn't sufficient detailed (IMHO).

Happy rendering!

--

Anders Lundholm . Alien Workshop (Tm) Computer Graphics
Modeling & Animation . Lund@Hoa.Ping.Dk . Scoopex.Com

-- Via Xenolink 1.981, XenolinkUUCP 1.1

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1.179 Message number 0174

Date:
Mon, 5 Feb 1996 01:41:33 -0800
From:
Chuck Needham

<twobit@GLOBALDIALOG.COM>

Subject:

Re: more bad bricks (texture scaling)

Nancy Jacobs wrote:

>
> The nasty brick saga continues...
>

this is what I did...

Add Primitive

Plane
x=8
y=2
xsections=1
ysections=1
ok

Select Object

Function menu

Mold

Extrude
To Length
Length=4
Sections=1
Perform

Edit Point Mode

Select all

Transformation Req.

Translate x=4,y=1
Perform

Transformation Req.

Position=0,0,0
Perform

(I have a brick x=8,y=4,z=2...corner axis at 0,0,0)

In perspective view...zoom in and rotate object to view 3 sides.

Attributes Req.

New Texture

Bricks

xsize=8
ysize=4
zsize=2
mortar size=0.25
x shift with z=4
x shift with y=0
z shift with y=0

Transform axis

Position=0,0,0
Perform

(the texture begins presisely at 0,0,0)

Quick Render

This is what I got....

The 3 zero position faces are solid mortar color.

the +z face (top) is brick colored 3.75 iu with 0.25 iu mortar in the +y direction and 7.75 iu with 0.25 mortar in the +x direction. Similar description of the 2 remaining sides, (brick with 0.25 mortar.)

You must transform the texture axis to just outside the brick dimentions, ie., -0.001, -0.001, -0.001 for example. to get brick color on the 0,0,0 faces. You will notice the mortar on the other faces shift by that amount as well.

scale the brick and the texture is scaled, too.

make your brick into a wall by scaling or sizing it in the Transform Req.

go back to the Texture info req. and change the x,y,z sizes, mortar sizes, and x shift - back to the previous settings.

Quick Render

Transform the texture axis as muck as needed for the brick faces to show where you want them.

I hope this helps.

--
Chuck Needham
2Bit Graphics
e-mail: twobit@globaldialog.com
<http://www.globaldialog.com/~twobit/>

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1.180 Message number 0175

Date:
Mon, 5 Feb 1996 00:14:56 -0800
From:
Ted Stethem
<tstethem@LINKNET.KITSAP.LIB.WA.US>

Subject:
Re: more bad bricks(texture scaling)

On Mon, 5 Feb 1996, Nancy Jacobs wrote:

>
> Any clues, anyone ?
>

Learning the importance and relationship of the axes in Imagine is critical in getting any understandable results when applying textures. With that said, your imported object axes are not "agreeable" with Imagine.

What I usually do, if possible, is to Add Axis, Pick Select, Multi-Pick object, and Join. If you use the default axis then when you apply the Brick texture, it will operate the way you think it should.

I am not going to attempt the relationship of the axes to the textures, 1) because it would take too much time and 2) I don't fully understand them myself. For instance, to get the Fire texture to produce anything that looks like a flame, the texture alignment has to be tilted from the vertical alignment. Don't ask me why, I didn't write them and I have never understood the Impulse approach to things, especially Conformations and Texture alignments. But look very closely at the Attributes requestor and that Edit Axes button. Once you understand the default alignments to default axes, then it will be just a step to know how to alter the texture alignments the way you want.

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1.181 Message number 0176

Date:
Mon, 5 Feb 1996 00:25:08 -0800
From:
Ted Stethem
<tstethem@LINKNET.KITSAP.LIB.WA.US>

Subject:

Quick Tip - House objects

Just for a change of pace from Star Trek Enterprise objects, explosions in space, and all the other space stuff, here is something more down to Earth. I ran across a cheap program for the PC, called MyHouse. It allows you to draw the floorplan for a house or similar structure, then it turns it into a 3D house that you can walk around and change colors and other things. The interesting part about it, is that you can export to .DXF, albeit 2D, not 3D. However, I found that the floor layout will extrude nicely to give a reasonable start to a house or whatever. Also, I don't know if this program does it, but some provide views of the front and sides, so it is possible to export those as DXF, bring them into Imagine and extrude them so you have walls with windows and doors already built-in. Just remember when importing into Imagine to unselect the "Exclude 2D Data" button.

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Fonts, but I'm not even sure what
a Postscript font is... Is it different
to the standard WIndows fonts..?

--
Cliff

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1.184 Message number 0179

Date:
Mon, 5 Feb 1996 14:06:23 +0100
From:
Milan Polle
<milan@IRISKMT.HKU.NL>

Subject:

Re: Needed Utility

Hi Steve, I have listatts for the Amiga, Imagine 3.x only (for now), here it comes. Slash util and 4.0 version coming when I find the time to make em. have fun,

Milan

begin 777 ListAtts.lha

```
M'K8M; &@U+6PI ``"40@ ``':6]C'P ``"$QI<W1!= '1S0PLBGXW=>]JVfY-@O)]
M?5U(OQ#%'C@.D]JB&,0AI#&$ (Z^2)IH8A#$V)! (I,,EZ@;76QIM=J:97#AI4
MP8PDA,QPDLRRY,MG,Y.9R60EKIMY<--.&LG#;A)DR\ (86Z69,A++"A97)2E,
MG##"C_O?>I-A+;9+GWW@9X.\W=#=_';?PKWN[621MQLBI/USQ^9T/;(BIK`
M5O#%W^8].'T-SV'<-V6L_T/?/<$DM6**F1-(UB+#O%6=7Q)?R<GKZ*V:R]%%
M4ZE7?,G)M&7!6;\_?&@&K"K^?OE4S9K%](K!UFN!/3PAE9^BLFMUC<%I.N-@
M9ZTG)ST6<!JX=6 ('%E% ^SDV$2>L3+EBS;Y5 [=<H9%T3>^)^V3F]J18J#1TN!P
M6KBRR&I&PHOV?UNU6=; '@\%K/7 (:63\HOV>Q)\X)V?69>*N*OZ^;HH"G2E)K
MW"i [ ^BO" ^HUW$3T@%Y%N37A<'V.3 [' )=71. / \ / 5_P]4S. :5/V^BUC5?E87A
M3V<'#+ '4Z\ /H0 (&6$)KSF; .) /E*+N7Q', :@T `8/ JF9QY_, PLWPB (4=T"/_F
M^*1CTQ [= &9YO [9B, RU_K9/5<"N^45B67YRV0"N?0] [\ " [ / ? $ [ @ & > $ [ 6J7LM3
MI&@.JP@ (.3YPN)PZ/1W1I8PJD.6ID&NB=Z*Z) JO%XF<^X `1;Q>)5F7)5 (SX
MDG<MK+T"#>T">T\3@M26;G)OX' !:J')S6Q#/6LY9 (T"+BQ> (YABJX6;NI;5N
M?+C; :T9.>L8X%NGK7<+'L_ZZ%WN!AYX#? $5ISV)GJG764=2U.J?+CWTA=[,W
M<6O.^EN8N!<3+^MEW>SFR9OAD<'33"4"#?%!YV_"X+6ZN2T%IX%M#Z#) *M)Y
M#ARR4?OR;R2 [<I%LNRXT^9L#7I)+] [C.%HDDBG `;536.PA0H4TI),IT:>MG3
M6-M!B&17N^2^I%FF*?*MAI_@R2J?N2+8STB6JS0)5GHJY\6\X6_FR+84=R
M*/ `11X `H[X;N5KSC3Y%M%P`%J03/.%M3C ("UW)37@+2=@)5+/(+^ [5?H)NY_
M$Q_.+8L^5)+3?U.X!TU2X:L+6_H+,V8PM/_D?^H\&EYY9W' ]$E+VH%6E+/RJ
M8VU) *-Z (&<G#A6F, !I> \P*DG] ^OW$ `LTO:8SXFZV?7MA [S*U0O&'NF6IG#XL
MU-UV,R62C%*\L]6,2U:#TN741=*:RDD^MP=MS [N^FLY): (VB@!*6 `>Q=1$7M
M<@D+DE_%B@D8V_2PPB.W%GD"SW` (7DVO.=E;G (6#>NGQ*&MM?OOMY!R%]SO
MSD+[TJTH,PL_N"K&3J6167Z8A,;F\ )6J?OBS]=4SBKV6V+4#LX-GB;I [21L
M/O; (L_P]Y<)<7>RO:8QN-ARDE\EO',E:\XNNC<6" \U [ !>>YS_UNN3N'T-*YL
MLADT!4="NXI^: ?B/%>I?MJ=-X`%@\$DE23\4:W5;">ZL86JCV?'LI)9,$$#
```

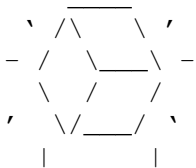
M2C3Y511N=@\$/7-8>YV(RX3QJC6,6RUVJ%K3A%\$T.6R>22J)8R9I))^", "8U
MC'AV]=)+L=*1;#!NSCWWFE;]2DQC;%6J,TV,!%/8*N#-/XV*:ZJ0\[X:6:1;
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MJK2U&1P;;)!E=2P75L43T"26=_[Z'CR2[;FGRHT?4A46-911H[\:'8__#
M]H:'Y5#0P'MO&M)+)+>0-#D"QL016WLSV/LBQ@?'JMA_OJO5&J]X?506&0Q
MASV[-R+>KM[;*M4D6M8+5PQ:BS36<#4V3YF+FQDDY^+*N6G9N;<7/M95RHM7
MA6MD[+W+%Z;. ^0^NIS+D3S^G8VYBN!Y=\$RZ>AG\$,W<22IF8!UNP.=I;:L%_
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M^='UG_4`9IS\4+"(9R7]Y6\$FHT+--+!9UG]V26<Z<BVB:L_3FWU<_3W3,`3K
M(NP!:'O?`5:.;U?1)+IYP"G@#^N`L#@/T]&.`C^`4^X,#4Y6!4^7`]223
M?XCX&' +I%`#,B1;`*2.%-)G17AHKLD5P:?.:E%=FBOJ17K\$5Z1%?OA7J45VB
M*XYD\XHBO2HKCF/I^JBNFBOQ!7Z**Z2*_MBOS4\$YD67^;8JN&NRQM&34Y6Z3
ML*МУV:*HQ*54,3]D+3RVL!K"5P18@"Z?S1[L![\I?P.5P6L*23/EH0AA926]
MTQM*0/?3WR-IA1-/F#%P%G(M5Q:R%)70S<+LW_GHO]T+_4KV]"_=H7QA!7>1
ML--)+K<,&UA!#`Z"l+&'#O>EDW2`AAJDR.#?E22S?5'ORQ[Z2]>-`AC1ZU`1
MP^UPWI>@K7F:1T<,:6.K64>'M+VS\0_?L4_B/Q#^`BG2N#H\TM:-7^I([6FG
MNQT"YO=4#JGK[)&+E"UET#MGM4<9-*\$V<WWPZ]:3C0-HOJQS!H/73PYA=L+V
M>+VZM[86^A0?-P^S`M?JBUC95JE0M1QOYNQRK6EH6OV1:U>5:IK-T6HXQ\`VX
MRR"G-2N3^L*`\$^4-*W]QT\N]?Z5M:+.)I5Q'X.Z7WA>\QB]B:=M#.:>E'#Z
MXQ5W3!7RW\$BC>^">]3;"]FKZ.A>^\$@XL,UC!C1Z^275Z8.+#H'%AL'%[H,#
M`H`C?5Y3'(V&\$E'4*+`C"QJAU!E_IL[7G5F_]L=:]#M?89&3,,C-4]'7C4OD
MS'ZSWQ9Z:3TO:Q#)K"[C&42[<Q-8V\$O3*?>Y`+>U`4A.7-=6WMGO<#4:GX
M]1D,:CGO9&HV\H)DZ(^J[@JI_G4H/=72FW(,.[+E3^5O!K=+(4C;SB8E[\(
MU<-.*8Z\UYUO;#N75&LV\7`B_0.R,NA>OIA-R2'EP2@UNU#`?7O)A8,/](
M"]`V^Q@YX?WQ2!]5J.N1H/VBEKY+Z`5J+&Z%6XW)/"#*/J13MU=J.9?N@Q-/
MYIL7"O;AN=P1S<O9/_G,TXO^I)!OFC#_J4><O_6#Z9%&!W&X#=?L5<^CWWRM
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MRGX\$]9LK3B_9E=(SMD5U&RMY/ML;?32`?SJ<@>@#5.\7U7`GWI,[5N=V/KY
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MYEE%' ,2#UNP54-=<:1P`5N;MJZ>&9^0Q5=?3%.U")>];7R/(>N-JHNR!([B%
MB1`@^LW"#O=@:] (6I5=1'Q=]E6.C%BX%C(RK\$Q:G<LC(;.\SD5AW'.UE)Q,1
M8J7(/3VJ<UD^LBM7HI^;AS*HT3V/O&2=#&U5]-?FB-X#CCQ\2XZU8+_V\./A
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M\$W`#=#B63LILP(3Y!ZKE!Z_[(>^\$J63`1>T[%R,'8"C@EW>Y9T,'MZP+!IQ#
MT\$HLFHL@J&\$2_%&7RMQ=VYFTILODZKK)=8X3FB1*F5UX^^\CUGJAP_O\$L;\$F
M)/KOK6M%574#8Z]UX)M?N61P]<X`'.JU.W9H,;;JTPX)6VW9*IAPC)+SHF\`V
MI%C'6Y&DR\;>RU)I`K<M5+ZX4A`<[%8RJAM<\$Q\[%F/O9?4#FGKES" F+\52
M2D'._*;G."#2G.S:.*>:8\$?;SM'C,UDYVDQF<JNB;V\K>\$<P=.JV1IXIT-%Z
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M)I`*NX1`^5V?\$GG3%EGZX=2/MT/MQ&Q'U*K3=JQ?,GR;ZGDE2IO2C3PR6U,J
MH.2?+^^)3RC@?(7S7%GWP.;6E,"C/3<;`NGA\$F`)V2`I<@\$=E-ZX!%0.O=J/
M; /;E;\#!(-AH)F&MT\$SJSWQ7&)NL3"'+;J7VJ*KB;M9G@LHF]VK>;2`Q^RK60
M2M;!/&WB;P/2>Z&D[*\9\W"1G51G;49W\$69QL,*3V\1G*M8F]H<1NI>,HV\
MM/-WE\[=JK5G`?A4\$,P*?=@_ZJI`+T\$[64FO^%7*\$M*%=V`?#54&IHO^:/
ML;#&\$&)GGH^"?:SC/:Q\,XQ[5-T4+"H%SVG"GS`!K?\$\$*9Z!Z)P[0=E4^^NRP
M\+#HA>_B%*>\+>WH8VX\YPU<O5;59L`/[IJ.!-;WT'S9Q\,&_G'2;E5BY@M
M:[E&OE[AS*GS`AFJWH(ANXO`C8:\$1?A1Q!G2YTBN=0E&>GHU:9'#NVR\>C5?
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M&ZNP9LV<M;-0JO'7:A0OV0`.RE<Q5Q&Q#J[C>7]UDGU=?,<6?>^_0[J__0+
M4(++V3!T.!-!3RUYSWKABMM8N`\>/(NQM;4UO;!TOU485B)]F7D.S_`Z*-YA
MLW&\C/82BANW.PULRO:>R^`\':?5/!(;KD0?3))Y^+@?6Z[-0*)I0?YX<Q
MFX?/F;BRZV3Q!W?AT%=/`THOCM9<UEQ[(!NC/C.XB[_`X+3A+,0-G^+VQH<7
M`\`VLA%5TZRMWRS@PBOJ;N+BB\$6I+N04,CPG?M0S7875W?F7FS%ILF]--N?H

M8%W-N; \TDU() G71MI, T@NMI<W_ , FMB* ' T-, &BU3J*5A), M%**SZV3] T\ . C
MW), 10] ['>0! #I>0&&VHLLA3ZCI1V (IS2?"] UPM?=>EN6051SH%? ?NDW: FV> (
MM\$5\$WJR; I, 4?: =: YB (!) C9GY. ^G8XJ' AD\, O5] ?*%>O 'KJ417.) L6WR?=BZ\
MX. _2?N[HOD' .NJ>+_R (L [LH-V2@^IQ (, I=\6 [^O*VHOZJKK"; Q] V: D"=O?9=
M=G/^EDY. 3/PI1\$Y7R7/7+6#[? .>*4H) FN!3BC (] %>OV! E: F#P (D' : LX_ '%-
MS!PJ [1\$G#X [O"M><W [\$7P (LB+@-X*1+>=&@Z: "24, _E2#: 5^B!P] EM: ?OH-Y
M4MH) 4GX+LD@WY] A4-_+*MC `*5:><EOM>B/OPQSA [/O.0/ :7Y/\$_) BJ] .#!@V
MAQ+6\$" [+ [\2TE-V\ \$F4I, ^) 5R\$TR?YS\$, VC01:N; SF; 9D ['NB"/N%FV"RY@P
M<>#>6&"Y% [3RZ [4L\ [I39A.E*E; TI=W, =9SBAGCS\$; 2F; "W; 1X.UZ) P3CV>W
M+B' T\$<B) R7ZO+] L9) 8T>%J\$DK, ; *E' @8. <<_XZ_U\GKQ+. \4!) W^O_NR>M0
M) *#!K? [DG] W?> [Y\$>#*ZL7 'W\ ' . "_\$92JV1QI_) Y; ' GE [OV-U<" 'FQL1BN' "5
MO%P' S. <7>V) 0\$6? ` 'FMKU1+!="QM&PH_?RNB.Q-F [[A"#?480; W+] <=: NF\$!
MV' UF/J0^GBX^&W!, Y2A#@J\$ /3^\$5=(>K//53%71R@8UEX1\+>] X//=WVI8Q>
MFM"; 6 (\$_ ^F (] F^) G] <\# (63!, 6: OWQ#V: X7; 9F. F, LUR\2#B>QB*\, 9VM#\$:
M"IRMF@] 0] 8L=4L?9; F4 (2"75/MZS='!MBNW! (0)] U&] OT; V\L-\$1?D_, Q] _Q
MNV/; . T+-?Y"FWN\UDD5 [Z_NBS5Z?>A&UG\Q2FR"] \ ') C [X] 'DQ; N"69PH/X
M\$!V\$3?! TVX+O2 ((UMCE3") HT\$!2S6->. 4)) B-_] C8# [X, <XP_A% ' < (&OUQ%?
M<K51"/4E/4+N! &P\>+Q" \ZUYU (1T!W>. [PC@* [. \6L@^FZ (E '\@' N6\$ 'WH: 9E
MFWS=PA>X<8, /H=?W! C7\$7@6 (7 [: =Z" TJ1_0) N<RZ@ (G%P&-M# '2SW&3%P "" &
MK"WXDGH/+.' >1#@P_4Z, %GNIY-, E*#29 (0Q0+ (DE/64QR [@Z#HB#YQ [FI02S
M!Y+R9E! PA3, <YN3 [@. ; 71H) TG_ =\FC8ROA9 [L>A&: 6^ [(OXEY@X&XV%<-HT]
M7UH\ \$^O@' W*W43&XS, ^W@M, F6\9SRS63D_FB=ZS@P8<' #^?#@S] U5] P<92QW
MQY7RR! *7H: \ [E6+, 6. =?V/TND, 7!AP (, '\) GI' *7-) 7D' Z"0_P^NNS5*J\Z+
M] !TW) *N8CUKOY20966SJT7-KXN+6E (X (HBK\$Q97N=N' %\$KOS-*TZBOT#R1
M\$/HX [1Z#=?_?6J*J62.E7.' [%?F 'A_2, T/ (J3X\ /O; B' T, TY\$AM?C; =NOH. &
M4J4' @] Z&%5 [4N\ D4IMP' D' 4S6X\TW?B21_QCZK! J_Y%: Y [\S; M!W.NC) S<UC
MX5EUB [[V, >HQ>CB1] Y' \; : ^'^ Z?N1VQ_, ' 6OG@K37#\$YY] F 'J#LI%M [<] 6FC
M; T^NL 'W3^>; E [F'] /; G" &LZ0 [AW\$7 ' ?Z6NTU?I] 1W6I [NR@V<+56@E< (< &JAY
M+: XJKE=SRAVTL=, -7L3RDMYK39F5T1+X<6UYUT47 '\ ' ; T29%1Q^*5US*1YZ (
M' &BSB ['] ZCJVFMHOS; 5Z=D3^GXZ" /M7' X_ ^GJRN! <8O\T7^0Z0_ [, >Z) G9\$
MT8Q_Y=] _# ' Y89R=GM+BYE4<_K [9U; 5Q [FJ?_5Q [71WTKI] G-^ (>1>Y>UOE (
MD] C; Y: ; CKEI (4\X3M=_EA/1S) E (O\F+) =&; H05\<N) G<, 38%E5LF [@</ : @\Z
M24EMF4: &XJ4@ \$% [G6Y\$UOG+MES\ +E [KEX42DE) <N>K [O 'GJ^VZPC*8OBQY] K
MSDFYTSS: @&EP=%#: @??: . ; \$>_<\$HO>_ * ' O [@] ^>" X_<%/RM%#: ' + [YP^X
MP^X^B" __-M?J (] T [7T\$>ZAKPWJ] ?GD@ "23*Q8F') YE: .M4RU0) F29AAE. P
MQA1?S3M/O']] Z&' ^' \$ [(<) N^) Y/) =M5WSIJ+ / ^?&?U) 2G6MZS*4C23S) 6>: []
MV\ \$6+RU#>9OCL< [>Z/ , X; D3A-3#R] +YGB&\$KMIIM6) <&' =D [GZY-K; , ; >) \$O
MR! -9\R& [6 (ZUPJ_ =%7+T<6HPN&+?ZSK, ?L#, VM\$; W7 '\ (^; *I@H_RW2E&Y4R"
M9M?Z/)] 40__S>?/.EZ [#+ 'V/9- '^; M24+SQC?1H, L_P4"4GR_!E0! <^+E: /P
M57XH^L?43E+/8B_7HYFAA>*C?=AE97B]] P6GO+E\$X+3 (E) GGTL\2OEIY3H11
M0F6BLFF+/-Y^Z4 'A*] VG"FLQ5\$ \5: <P [-G+ ' - /; 8\$Y? 'G! 8G66M@0APZ\$KPV
M-J: 0J0L] *?B?9GD"=6) '<D/K@0\$MN-WPU\ E6HT<MI [@9B_U<?TPPC^F3<?1S
MNG; *V (@^S#J' 5ZQ4UED) WHX (<XH_ \$\$Z\$@I#UV2Y@D^D>C4<>) G!, 'VM7\] C
MCWI '\; ' 10\$Y 'X%>0J [73QQKH?": DVD) +%] , , <M, ZTA57' LA. %W\ [>Y#S8C@EY
MKR6TZ (X) W [T86 (FM3J) DE*; OVD/ ' "1/) BXJI [%F\$3= (2E 'POM1M6C-^N&KW'
M0&; \$SA; GFXYTYGI=16B40AY3JG@9_VOLG15: XM! %6H"8O) 4T8=D&DJF. H27.
M: X*] *+7A"UI1 (T: : ' @DS, S1. E^& (YSHR3%JX=-%PY7GT\XC\$19T9* . \S5M*
M '\H. 2<]; 9&9*WU6V=YGR] T>_HW8N8 (/ _X7UMVC*J; 9D>U>1#RH4. 6K (^MC6
M9X35; 2L?] VLC" I! M5J*%?< 'XXCW] 1Y; !SP@?OSMUN9+M\$' /-X: [45;) Z@XB
M) HC! :G*, &9=3\$>' #] NO44\$#R+B! #4@0] R@A_N' (?E7?UAP@X (B2YCF! =YB@ '
M?X3P1^4Y [(&J4, C+#D2H- /! , Y21DU=D [UOX/O+YG&>!A#; ' T- '\] _A- !=) KYD
M'; OS' GN. ?\$K] 9*MM&<FYD/3; -QCQO&_L] : YZ1] W>J>; XPQ>=. N2IX1\ : C5QT
MFXOC '\> [4_-GE (T (VN='73) B '^FH (\$U, DFG+ . @. TWR!] ; 90^] @7TX^ [0+] \$
MN?&. <V53T1?RB' UAA*T8\] ' UNKG3-%: @1WW>JN#YV<56SHY\ [JS (H3WT, "8A
M\$XWNW, T' E- '\AY95M5W (4E2FN, ; " . ROG6K5U, 06*+VM [2>8*B>6VJ! 3UN&\$G
MEA55N (&? '\&G\ '\W2AW+GG=RX?0?: @, 0+W<DB) MZ\$/ "L\=#O) \$ [_Y56%; 7>M#
M' 6F [UL; "JXQLPLG\$] (; ?TC9B56KA9=3J4%) VXY?<2#Y, \$7H233T6M: =%O '=^

M, \>M/>C#B[;P' C++YU3*1A*,U.' H8`:2W\$UOHK(\$M6.3D:+"-KG5X3>GYLKK
MKTf.(WFM3`GIJ'VF\$KI'`^T41<H6?94VY\$2KW+-O`W-(I+2%I@U)_VE2BFF
M5<BFFB*>L4V@ID*<1UF9W8H\$OX+TEK`6[,6]2A\#_K7S9SAFO#D_3\$6C+@B_
M9"_3#)/H54U/M' T5C%T-1K769H/L]#G_K"6MQRL)*TGS>E_QGB"VZ%:O&##]
M'DVBKQZCGQ1+::8:"D?6T6>0,&GV=#;Z'5DEH8089:56K[2ZIM'1.K2\4=2X
M57I\;*7EZE%\$_P+:MGB]]>/O:M\$EGI9>?Y4!_XF)+2HC^W'7LZ\$"7^:~/H
M?S?H,2D-_J+/K%AKDQ`\$?U\UXP>\>K(=S;5<<[=9DY)F0@D-2W@4_-CS[CK
M0>ZJ:GZ?K/=<&DFIT4-00#ET4[_AY')YFZVU8.WE35Y"E4.SOST:+!'5MV)3
M>\>&CSI.TO#6VVN9LJ7,^B8'\#U4C6;'BN[Z=@7<Z[F7V5!,1#"2+/PI\3'"
MMO"PAT2FA847'NIA3ST>S<IPIYWJV'95[(0%EU#@0[*'!KQ/8R3P^._9PX%
M>2/<&N9L.2.V<-[(IX>\4_Q^9K[-O9*\$>G^;S/'%,R*?/\S8V<2RO!1_)YD>
MSKR_+Z\$,0!3\OHP[. ?Q]03]G7TD.RY' 'Q3OFH?N^5A"9-TD.SZ'#AP./95:'
M/<[X>N&)]8T3"E)09ZM35E][CPX/(XY)]_#NH=EC\<[CKRMV'VVF0T7O6LM*
M'RZE;'B];L*H:>TGPX*_Q?"P;-#;.)=*.*7E-X\$;QW';(CLOQ36H\)*:V'GW
MMW';+19KH0\VL5IA?O!13C>/\$[9:F1CQ<K)"*V^\+\$T;QU:H]JM0CUJ-'3/H\
MKHB_3C#9U?J@%>4"D\F,AD7Y\^:RAV02CL`B7S6\$*TX':Y7'0OYH!7Q'&;^4
M%<V-!Q\$'O(C>)5ZPWC2-KJ1B3@_6QO\$#"SFQS\TTW5!S7`#G\JN(.<5MQ,;
M<JH/+9O`J/8C>(/XAEZ(C\6)FQ!,?&\$)WQO58WW_83<V%V>W\$E3N#B:&64
M-1XZ-0&(Y#>8"PUQW)U4J7;/J9`WU':)>:LXC3PU<\UAH1.YFO?GT>E*?["
M'T.ZU!U):T\V#"DZ]MQ1&\WI&3"E^ARU+[K0^3ZM"&YAI1#:CP7<!:*9X7!Y
M^T!Y6%J9204+\$F+6U(8&>4ZIOP*T>UWE5:<=]QQ2;76A"N.A/=T;EAEC.8
M']?LA<?S_VKCM^S?\0^;"UMOV5K;\$+6PM5D*2`MC+/\$>QY\>'MVLKA_\>CH
MQJ+/(3A)SOL\$[3;D!<O8(7+V-_<sup>S366SF39QHPB:%S?SKFX0NC9VT78:R+L=
M4&KZ#;1M@0BU1H,VYDWE@;Y5YT)QYET1^WF)A7B?'"2?>MEVJ..D0&\$[0F)\$
MWA/-C\$PIB09Z>H/K:AW!D(L?F6&JM)3"!)J_H\2@6?[X@!XEMRU8_'7NZEIR
M/M^JM5&:CM92>_/\$+L08/!'QA5UT7' LHOD2+8YV4/2X8-SLF\?"\$M5J975CP
MXV%\$/\$KTO(Y(=V<MZ_&#=#!X3F5'V_5N6_&/[&/F_FQY\KK*IN/Q']F94-/4
ME,QW\$SX?0L:YT):XM!IGJ&N':\ZUL1I]EC84RG=LN9]@DDSPUMSC;J6S54="
M#VK<Q7W*MDF((&3C&W=[]Y:G=V<'=5[PF=YQ.?XOX=U(W:O1=P!7+:^BIZ(8
M\$R@ [04"]9V?TLGG^->VHP\#5]/4I1!QC7FH@X>IT8NX0N]_S=W(P_>W\C=BY
M9[5(H4\M/"&-IWB7/W]?70TF<&>7BP=/O(:ORHU):UY^_A8>KZ</KHTOO&-+
MY^_@ [RP/M^J&I^/S=Y(PY&[] [?GW=C4^ZR]3TU'4^Z&I_]OL\$ I5B\$M_=X*
M^;_=#6581/L#9:*XIH' "'7>B\$,+#!1<&N@W&>@ (0G\7S;L*X,,NF?KG<T
M5DV"CT6?, [772'9Y5!*Z1WN];<'9;2>,-%811\$W-53@O[HHV)Q=[<_ \$80R\$L
M?+: -SJ;T30B.WA]O[RN[Z>SGB% [=<=K[+]Z]' \OG&.'(FF)6`O'&SZ#JSQ@(
MM\<.\^X7V`Q[UFJ_,3B)&O' "'?T"ZB1UYUBO>*<_?ZKIPT?:JSGGE.K-7C*
M>^<X.KZ:B4'>8V&M8040-G^!B!K?25?^]_+0*K:3P[O^]X_=6A,^Z"L.GU1,
M]NE\$M+RFHFUW'3XD-(:JIY<_R]YW-F\$K6T@0#NUW`6U(X;[5(SU.%6\$P44X
M8T"DV!VPM']MVN&KZ[J`<O^Y\$'7(M%K&N+W,(DA5WQ-ZM+R]XM6>!NUG9]?U
M?3D):?<'TSWO'!.!YP7][QBLP?^S\$2Y<P01FA?[^BC3E@G0;\$TJTGD2>J=K3
M2BXJ'=/J,0QE4NKUV#-T7=.D2/RX]QJRS4VRY>\$\A^H'EV4W4^'\`N>.Y3LK
M=?3,/.*RJ]K:\$>G-@<O"#:RY&%9GCO=)WGO1PPVRV(;3QF0TWGS;E>^H9&^
MM&7_D6R&Y\BI?E.V]XWIDYEUQPYC!M],T<3Q[;H<]\.M-MQ@WHG>+4N:]
M(.B)%Z(<LQY&!9C`UJ-;#X?-9#FES4DOTPT.J*C`HJS3)AL;EBJD*MP'!-R)
ME"-/Z54.S-ME#O(8!71@)0`M`%[UC>?">DP(____D):Y`2G=5TPS_M#,@87'0T
MWS&'4T1-6'_SR&OM2H0Z_1`60TS' *#GOM_1\$41%G]/BB>'MMR6??%F`5>K\$4
MU4H"&FP&>Y.6^FCB`XB;\T`7#`2X!&^MN=-]\O<:>M83=E:,CGC7@<J>.
M!LYD2+/#<QI:U4AZ9]8`\WFYOC82R>6@.7W*!881[T`3I",)8.I!'L7OE=H+
M>E[0"U2@%N#V0KVM`PNS07=R<D/P^?`9=[6B@N?3P[3N6(&KTO%!C5!JM.<8
M:(OC87"MV=?H:.@(<EA/&B6NCU%G973EWS3AZRK2#]^Y,FZ#Q[_GYU7K'A8
M)`4THF(&8L,8+)LB!<YX=D=ERI^/Z2%&?SH"D7I9`49])"C/A(49)+LJ,_GO
MG/Z02+O"<:Z\$<]@QI:R-9+&0HSZ64HS3Y>1T-X=' -5L>FC%X8>27,JU&?!?P
MA.'Z_X+X\$UL,H"U0,+EQ4AX-2IY\8/+(^MX^\C89Q?0S:TR(+:-]/G67FG=#
M\8:K+2B;R^]2)O)E0BWPQ;U3JE/IH,S3<V>9(Y&_U=.UYRG28;-_)BEU]:3U
ME\$WM7K'</LD]K&"L]2T>EMR\$WW`VL#ZRIE]RP/JQ,F;!10LK7K[+]Y13I-Z-
M"3=0@A?,!%5.R8/D?V'4[484[+D()36T"4U9Q3R(0)35=G(\#6_G`@[%SRHW
M],?^F/B1MX,FH<-;[\L3\$F;6AFT^*-)F5:""IFB`AJD3\$VM#>586-B2TQ3`^</sup>

M^S/5U%\$ \ : , ; HPBC>' 2S^#\ -84NCD :>) ARE&, B J F = Z A # ; ' 2 G ([T Q , ' W O 9 * V Q P
M (B + (D 7 G (1 U / S ' O 3 J " V 8 3 C = < F # Y A U < O T \ X Z (% R # H J > F @ D O I H U L B W Y U 6 U H 1 ^ + /
M : C A S T = D C D / ; K 5 G : B \$ N 1 7 . N U R * M ^ % Z 9 W Q] A 4 5 C C S / R C @ V 9]] I Z . T K] < \ 3 9 ! 1 :
M M A I - : \ A \$ G ' % F L W . N 7 D G + 6 S W . 2 C I Q Z . 7) B \ L 5] R 0 % E , ' ? 4 H @ Q , ' : R \$] 5 D < E > 2
M (. 6 N W 1 N - , @ 0 U & \ K ^) L \ + / \$ [: H Z 2 < 8 Z S X A V Z ^ 2 ' X , F - A H R ! M B % 1 G 2 / = B % O A < \
M ; >] > M , C ; E \$] \$ Z / 9 S C Y . " . 1 4 1 * 6 ; H P Z + N I N H ' D _ 0 B F J Z W \$ # \ ? \ L W 1 \ (' _ [' _ A
M % # G P \ = X 2 K ? ; L E Y . , + . 4 S W ! ' B V < V 2 A U 5 S 8 \ Y T 2 B] V K J (F \ [[' F L N \ & Z) D I O \ +
M < P / Q _ S * U : + , N \ / ^ _ P A Q 0 Y > ! ' U F > S . R > [A \ (' B ^ 3 ? " ' 6 _ ! _ 5 6 \ Q X E F ; = # * O L P
M Y > I G @ P * K _ Y = S S H E N X B I (O V 1 D C Q 4 W (V L B V \$ ' 7 9 " # K L Q % U < U * / ! O < U Y ') U O O D X
M > < E Y R = ! " * J T ' 2 ? ' U N / J C S ^ T S 8 Z . M \$ S ; J @ P % E 7 O M 8 &) \$ ' 7 > 0 U 4 G > M R H 6 / 4 B 3 F
M Y B 4 \ 7 = \ Q K V K H L _ M 8 ' = ? D ' A 8 + 7 D ' A 8) M : O \ V : 3 C C Z _ D Y / 7 \$; I .] B @ Z O 8 F R + 8 ;
M 6 5 ' F ' R S 3 C R X 8 W = D Y % . I & @ V * M > O H . , 0 6 [' \$ ' C . \ ^ W _ :) R K 4 O L P ^ S (> ! Q Q * \ S
M @ V] L # _ I A J 5 < A C A U H (^ T B _ 3 / C < _ 4 G X [8 C 2 4 (A ' 6 9 7 / N ^ I G 5 % W C X < 3 X X J R 7 V 6 (
M O " = \$? + > B V & 3 ^ \ 3 7 4 X T ^ 8 D)) 7 : & : < ^ > (] C #] C ' > 0 W 6 Q . Z ! A S _ K 0 Y _ U ! F @ Y ^ V P
M C Q 9 M ; U O T V * J F M Z W P < 8 0 [_ 8 A S = " [(Z _ F A F C H H O T Y % M 1 2 I R V 7 L [M . \ A G V ? A 3 Y B
M ; _ < 9 . 2 K 3 _ " / L Y W B \$ R] 2 7 < ^ / 4 D 9 0 [L B A W 7 : 5 I + 1 I J W & P K V (O M ^ - / O F X D \ < (#
M Z _ P 2 5 L %] 1 : % Q I] Z _ 7 ; G] G N V G Q 4 + O / M] Z) M @ ^ O 7 * / > E E G N ^ & Q = @ > : 6 M 1 ! 7 : 3 (
M / - U 4 3 L T J @ - Q @ Z * T 5 Z B \$ / L 4 B [; ; # [+ . U Q C Z V 8 P)] T Q]] \ 3 ? K Y Q 4 / S : U N [^ = 9 3
M I U ^ ; ; : 6 M ? F - I # ' L # 2 9 T Z ; = [/ ' G 7 - ^ : 9 * - K + V 2 M = W U S I J W ! - L (4 * \$: 5 = R [E Z V
M ^ Q I > [[O 3 F V ? A F U U W + D W Q K > 9 + E _ F K 6 Q : J - & M H U @ : + , & B Y > . % P 3 ; 8 W \ E : Y # X , 6
M 5 N A [J ^ D W M R + W O [J Y F W . 5 8 & N [\ P U 2 A O) I F S V M S M) S Y : ; , P % S 3) N 6 # X U < Q A J , W
M X] W & 8 M + 3 * W > A < V < F ^ O A > 3 % [F ^ 8 N C (S ? Q _ B M E S O S U _ 8 9 5 @ 3 : V @ Q - 5 9 [' T 6 R U V
M J 1 ; % ' N I *] S 8 9 > 4 C K G # I M ^ W L L & [O W U I] V E S ? _) = Z L " 3 ? 7 & 4 2 W 6 2 Y = R M) E F O S
M X 8 T [P U S A Q 9 S) < R ; V < G H + A [0 ^ M B C 7 , J 6 " (V ' \ + N T N Y < Z Y [. 8 [5 W ' 7 N = I @ 2 Y . 5
M >] J [A R 9 M Q ? 7 - _ ? Y = V V * % = S @ + E W ? + 6 & 7 9 Q I F ' M = = G \$ (U > Z N [[P _ V V 8 " . ;) V A R
M G L 6 F @ E ' & Y B Q @ % : = = 9 = G ; W 4 S * U \ _ [P # D P _ ? : Q 9 C 8 H , V [6 N L L = * &) M 3 V @ @ P M Q
M 1 W L : F Q 9 Z N ; < W + & ^ 9 = G ! E X % S 8 ? M P] I + D K , ! R - W F " # 2 F C S , " ; M ' = . W D S 9 (, W + -
M & D ^ & ? : _ W (8 1 C G & , @ [O \ + T & B D W R Q R X ? + > V < D * T C - 7 \$ S Z - _ \ B 1 4 * [O ; N ^ N [\ % 7
M 6 - K + Z = < W U _ = S O # _ A H L R ^ G 3 0 K V (3) : * I D J 5 \ F E Q 9 A K 4 : ' < 9 S I 4 % K \ " [V E Y < 3
M 9 / T : ! , 8) Q % / M \$ & 9 @ M O W W J * ^ J N % C E L ; % L + G ! G 8 ' 6 I M Y + ! P R _ > I G 9 + K R _ # - . F &
M L [J [E W \$ V Y O A N , 8 0 R " ; = [2 < + : @ 6 > U F ; 2 \ \$ < 0 G 4 5 % 3 \ 4 D & ; @ 7] U E : R > S 8 L 3 J (6
M % ' 0 ; O H F V ^ 2 W H * ' W > V 0 2 3] U Z P H C \ E O 9 2 Y U W . P + B Y ^ 2 Y U 5] M K N ; , O K V Y O I V 7 P @ T
M 5 I = G E 8 P + 2 Z Z Y G 7 4 R X R T D Q Q D S 9 * Y I ! Q B ! ; Y S % % G X + 9 B Q ' O 0 7 _ [" 2 F M D < < - ^
M > Y C 7 *) S) G ' H Z Z [F S 3 C = H + _ 6 7 P D & M _ < F [Z [N + D * \$ " Q \$ 2 ' - J [F ^ E @ H P K V F ! + E W
M ^ T D R [G L J _ Z Z 3 @ U I H] S] " M ^ - 9 / _ P 8 ? 0 (' 4 _ 1 E G I ' Z 0 _ 4 (O F > X Q T 6 F P R * J \$) I T
M 4 ! B N X + Z @ R [5 - E \ ? W * (W 6 ' _ & _ ? ^ A N / V ? L / * _ 4 + # " 1 ^ 9 ? + ^ 8 0] T C \ S ^ 7 \ >] , 7
M _ [\ F [(L U Y P E [O U ? ^ ^) : < 7 _ [M [/ L T S P G T L S D Y (\ T P _] G \ B S 2 '] ' Z K ' - M . I ^ V S
M Q L K # Y 6 ; > 2 O D S 9 _ R C _] E F \ W 7 R 8 = Y O Z . - ? 2 < " = , ? ; 2 7 , O [E]] & 3 = S C V > T ' 1 9 I 7
M [X ? - - 7 / W V I ? G F / E + F * 6 A ^ J ! ^ : 5 # 2 E S - * X S ; - G 2 Y Z E I 6 = + 4 4 N ? I Z 6 E S E + 2 U 6 9
M S . 9 S F < 1 A V = + E _ D , > Y V 2 O , 4 ' C P 1] \$ J V 4 \$ R - 4 K !] # (^ F * : > I ' V O ' U Z / M 8 P : \ J 5
M A , - 0 2 Z - 2 I 8 - V T & ? : + T 6 4 \ " (P + 6 Q H - 2 V F ! ' ' ' J P @ ' ' ' 9 S 8 Q \ " ' ' Q , : 7 - T 0 7 1 T
M < R Y D ; V - 6 9 0 1 * =) + 5 M M O 1 K 7 ' ' U T F E F ' % + +) = " * Y E R J U N 2 * Q Q . Y & Y H 7 4 !) \ 2 1
M 4 2 ' : ' \ C # P ; _ X 5 W @ %] X % - - R W + J 7 0 _ T # W : Q M) ^ [6 0 C N C & ! < O 3 L ^ V @ O _ > G V > S [R
M I S + X L O 6 T O V = ? ? _ 2 E ; ^ ' A \ N [: I 7 A < R ! # ^ + * & " [[R E % E [(Y E & Y < 2 R 8 / # > (< / L 9
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- Radiosity killed the cat -

AMIGA:

Reply to -> milan@bmt.hku.nl

back for

- My opinions are not my own, they're my mom's -

the future

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1.185 Message number 0180

Date:
 Tue, 6 Feb 1996 00:52:15 +1100
 From:
 Jodi Nelson
 <jodi@C031.FOCALTECH.COM.AU>

Subject:

Re: Bonehead Question #1

At 12:33 PM 2/3/96 -0700, you wrote:

>Let's talk axis.

>

>I've created a string of text, conformed it to cylinder until I got it just
 >right, then positioned the axis to the center of the ring of text. I intend
 >to simply rotate this string of text around a sphere (logo).

Instad of conforming the text to a cylinder rotate the Z axis 90 so that Y
 runs down the length of the text. In the stage editor add a closed path and
 position it around your sphere. Then in the action editor delete the align
 and position bars for the text object and add them again choosing follow
 path and conform group to path (or something like that).

Now you can just move the path the path around to whatever position or shape
 you like and the text will always follow it.

Hope this helps.

Jodi

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1.186 Message number 0181

Date:
 Mon, 5 Feb 1996 14:42:15 +0100
 From:
 Milan Polle
 <milan@IRISKMT.HKU.NL>

Subject:

Re: Hard Wood Floors

Hi Steve,

I've been working on both the snow and parquet textures lately, the problem is with the added bumpmapping, I really want to invent a great and fast system for it, as for now, bumpmapping slows the texture down a lot, I am not really a mathematician (more an intuitive programmer), so I hope one day I will have a really good solution. I will release the versions I have now though, the parquet needs a doc file and snow still needs a lot of parameters and also a doc file. I hope I will finish them soon as I want to release a package of ten textures again.

Thanks for the interest,

greetings, Milan

```

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```

- Radiosity killed the cat -

AMIGA:

Reply to -> milan@bmt.hku.nl

back for

- My opinions are not my own, they're my mom's - the future

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1.187 Message number 0182

Date:
 Mon, 5 Feb 1996 09:10:31 -0500
 From:
 Bob Sampson
 <RobSampson@AOL.COM>

Subject:

Re: Light textures

In a message dated 96-02-04 13:22:03 EST, you write:

>Can this be a DOF setting problem. I haven't changed the
>setting of the camera at all from the default values.
>
> Oscar Castillo

You can be certain that it is not DOF. You have to deliberately activate this feature by adding a line in the action editor.

Bob.....
Imagine renderings.
<http://home.aol.com/robsampson>
Imagine 4.0 P90 40 meg ram average+

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1.188 Message number 0183

Date:
Mon, 5 Feb 1996 09:10:06 -0500
From:
Bob Sampson
<RobSampson@AOL.COM>

Subject:
Re: Space explosion (was: New Show)

In a message dated 96-02-04 13:45:25 EST, you write:

>I too believe that combustion engines would not work in space. Just imagine
>the amount of coal that you have to bring with you. Now, Anti-Matter drives
>that a whole different story. You see, when anti-matter comes in contact
>with normal matter, they cancel each other out and in the process releases
>a tremendous amount of energy aka a perfect formula for Hollywood
explosions.

Actually I believe we will have to harness the power of a quantum singularity to travel the stars. Then again maybe aliens will just come down and give us a black box that we never understand:) Hopefully when they do they will also modify Imagine for nice looking scanline renders with softshadowing:)

Bob.....
Imagine renderings.
<http://home.aol.com/robsampson>
Imagine 4.0 P90 40 meg ram average+

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1.189 Message number 0184

Date:
Mon, 5 Feb 1996 09:10:21 -0500
From:
Bob Sampson
<RobSampson@AOL.COM>

Subject:

Re: Disappearing Objects When Ray-Traced

In a message dated 96-02-04 18:50:47 EST, you write:

>I have the same problem and I am waiting to upgrade from 16 megs of ram to
>32 megs. Will this fix the problem?
> thanks in advance.
>
>Ryan Pedersen

Ryan I render with 40 meg of ram and on many occasions have had to backdrop images into a scene because I ran out of ram. It also makes sense from a speed point of view since backdroping what you can in an image can cut the overall time to render a completed scene. The point is, no matter how much ram you have, you will use it up. As the capability of your hardware increases the complexity of your renders will increase until you exceed the capabilities of your hardware.

Bob.....
Imagine renderings.
<http://home.aol.com/robsampson>
Imagine 4.0 P90 40 meg ram average+

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1.190 Message number 0185

Date:
Mon, 5 Feb 1996 09:10:45 -0500
From:
Bob Sampson
<RobSampson@AOL.COM>

Subject:

Re: Fonts Question

In a message dated 96-02-05 08:16:46 EST, you write:

>Could someone explain to me (simply!)
>how to use font-letters as objects
>in Imagine 3.0...?
>
>I notice there is a setup parameter

>asking for the directory of Postscript
>Fonts, but I'm not even sure what
>a Postscript font is... Is it different
>to the standard WIndows fonts..?
>
>--
>Cliff

First you have to obtain the fonts you need in order to make this work. I have heard there are archives of such on aminet and someone may be able to give you directions on how to obtain them, or you can call Mike's BBS in California (805-683-1388) and pull archives psfonts1.zip thru psfonts3.zip.

Inside my Imagine directory I put a directory called fonts and placed all the fonts inside. Then go to prefs and change the path accordingly. In my case the drive is E: and the imagine directory is im30 so I put in prefs E:\im30\fonts. Then go to the spline editory and load fonts. Choose the style you want, type in the message and accept. Choose add points, faces and bevel you desire and then choose save points. Save to an object directory in whatever project you are working in. Go to detail editor and load the font object. You will have a grouped object. Take it from there. Hope this helps you out.

Bob.....
Imagine renderings.
<http://home.aol.com/robsampson>
Imagine 4.0 P90 40 meg ram average+

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1.191 Message number 0186

Date:
Tue, 6 Feb 1996 01:27:30 +1100
From:
Jodi Nelson
<jodi@C031.FOCALTECH.COM.AU>

Subject:
Re: Particle Question

At 07:10 PM 2/4/96 +0100, you wrote:

>Hi.
>
>Does anyone knows why some parts of the object goes through ground zero when
>using either particles or shredder stage fx?

I think that the particals bounce at the centre of mass. With shredder you can use the bounding spheres to stop any parts from going through the ground but I'm not to sure about the partical fx.

Jodi

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1.192 Message number 0187

Date:
 Mon, 5 Feb 1996 14:52:41 +0100
 From:
 Milan Polle
 <milan@IRISKMT.HKU.NL>

Subject:

Re: Stereo 3D Images

Raaaaarrrrrrggggghhhhhh!!!!!! YES!!!!!! You built a converter!!!!!!
 I've had the SEGA pair for years and never could get the converter or the
 Haitex system, so I could never use them. Please, please, please send me
 the schematics, I would love to finally use the glasses. This is great.
 I already found out how to program the glasses (I have lent the Haitex
 interface once for a few days) so maybe I could make some neat stuff for
 it.

Many thanks in advance, you've just made my day,

greetings, Milan

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- Radiosity killed the cat -

AMIGA:

Reply to -> milan@bmt.hku.nl

back for

- My opinions are not my own, they're my mom's - the future

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1.193 Message number 0188

Date:
 Mon, 5 Feb 1996 09:28:38 -0500
 From:
 Mike van der Sommen
 <MikeVDS@AOL.COM>

Subject:

Re: Imagine Book

In a message dated 96-02-04 17:51:31 EST, you write:

>I always wondered why there was hardly any 3rd party support for

>Imagine, but now I think it's a bit more clear, it seems as though (the
>majority) of Imagine users simply don't want to "pay" for anything that
>deals with Imagine.

I don't think that's a fair statement. I think Imagine users are weary of incomplete documentation or implimentation of promised features. Unless I read your original post wrong, your book only covered the Detail editor. That excludes 75% of the program, and most registered users with a manual can figure out the Detail editor. Many of us that are planning to upgrade to Win Imagine are holding to the hope of a new, comprehensive Win Imagine manual (that is promised).

Besides...sight unseen products are very difficult to sell.

Mike van der Sommen
Santa Barbara, Ca
GraFX Haus BBS (805)683-1388
Email: MikeVDS@aol.com or
mike.vandersommen@caddy.uu.silcom.com

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1.194 Message number 0189

Date:
Mon, 5 Feb 1996 10:02:55 -0500
From:
Greg Stritmater
<senip@J51.COM>

Subject:

Re: Are the attributes out there ?!
96 03:15:18 am

>
> Have people recieved my archive with attributes ?! (If not, I'll try
> mailing it again hoping for a better connect).
>
> --
> Anders Lundholm . Alien Workshop (Tm) Computer Graphics
> Modeling & Animation . Lund@Hoa.Ping.Dk . Scoopex.Com
>
> -- Via Xenolink 1.981, XenolinkUUCP 1.1
>

Hi, I havn't recieved the archive yet, but if you're having trouble maybe you could upload them to the aminet or if it's ok with Sharky, on his FTP site? If you don't have FTP access, I'd gladly upload it.

Greg Stritmater

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1.195 Message number 0190

Date:
Mon, 5 Feb 1996 04:22:26 +0100
From:
Anders Lundholm
<lund@HOA.PING.DK>

Subject:
Essence Attributes

Hi Mike ...

MM> icky oozy brain that's just lovely. I applied one of the Essence
MM> Attribs, I believe it's called Tendons. Doesn't look like
MM> tendons,--nor like brains for that matter. More like Spam with
Cranberries.

Could you please pack together the Attributes shipped with Essence. One of
my disks were broken so I never got them. I can do them my self but would
like to see if there's some juice among 'em.

- I have the original pictures to work from .. but ...

--

Anders Lundholm . Alien Workshop (Tm) Computer Graphics
Modeling & Animation . Lund@Hoa.Ping.Dk . Scoopex.Com

-- Via Xenolink 1.981, XenolinkUUCP 1.1

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1.196 Message number 0191

Date:
Mon, 5 Feb 1996 10:36:51 -0500
From:
Perry Lucas
<plucas@VT.EDU>

Subject:
ADMIN: Re: Needed Utility

Reply-To strikes again.

I can not stress enough how important it is for you to check your reply-to header. I can not accept the passage of uuencodes through this list. I have no idea what is stored in them and many others do not. If copyrighted material passes through this list I am going to do several things:

1. Inform the FBI or other authorities of your breach of copyright law.
2. Inform the Author of the breach.
 - A. If you are the author, I am just going to remove you from the list.
3. Shut the list down.

Please do not put me in this position. I do not like being the guy with the big stick, however, if you want to see this list continue you must follow the rules set forth in the charter.

--Perry Lucas

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1.197 Message number 0192

Date:
Mon, 5 Feb 1996 11:29:52 -0500
From:
Tom Ross
<rosst@UNVAX.UNION.EDU>

Subject:
Re: Space-Time and Beyond

I'm watching this discussion enjoyably, but at an uninformed distance. To y'all physics types:

Didn't some astromers just discover stars with planet complexes? Does this weigh mightily? and

What about quantum physics and quantum logic? Is this demonstrable in the ordinary meat&potatoes, knives'n'forks physical world, so that I can point to something on the kitchen table and say, 'See, by observing this object I'm subtly changing it!?' I know of this only from a couple of pop-science books, Space-Time and Beyond and The Dancing Wu Li Masters. and

How, if at all, would this exotic info affect Imagine users' depictions of space-time?

On Sun, 4 Feb 1996, Jim Belcher wrote:

> >>If an explosion still occurs the debris will spread spherically and
> continue
>
> >>outward for as long as there is nothing to stop it. On ground the debris

will
>
> >
> >aha, but what about gravitational pulls of planets, stars, or even blackhole
> >stars (assuming these actually exist). At the end of the day it's up to
> >your own imagination to come up with something that looks good, not
> >necessarily realistic (although realism is a good place to start).
> >
> >
> You pull the chain of an aging physicist. Depending on your perspective,
> I believe you are both correct. The gravitational pull of other planets,
> etc. will affect the trajectory of the debris, but only very slightly. If
> observed at the moment of the explosion, parts would appear to go out in
> all directions in straight lines. However, if sufficient time were allowed
> to pass, the debris would be seen to have deviated from a simple, straight
> line path, by the influence of gravity from planets, etc. But we're talking
> about significant amounts of time here, and I think the question is probably
> how things appear visually immediately after the explosion.
>
> I'd argue that it's possible to have an explosion
> (instant release of energy) without oxygen (example: an atomic bomb). I'd
> agree that the explosion is limited to the material in whatever happens to
> on the object exploding. Space is just that: space. It does make sense that,
> without additional sources of energy present, the explosion is going to be
> over rather quickly.
>
> At the moment of the explosion, it should appear to be roughly spherical in
> shape. With only weak outside forces present, the force of the explosion
> should be almost equally distributed in all directions.
>
> A personal favorite: the rocketship scene from "When Worlds Collide". Flames
> from the spaceship rocket burn upward while in space. Good movie; bad
> physics.
>

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1.198 Message number 0193

Date:
Mon, 5 Feb 1996 23:02:27 1100
From:
Darryl Lewis
<Darryl_Lewis@COMLINK.MPX.COM.AU>

Subject: Startrek [was Searching..]

PSJ> Has anyone got, or does anyone know where I may find, a good model
PSJ> of the
PSJ> Enterprise NCC-1701C? I have found a really good one of 'A' and one
PSJ> of

PSJ> 'D', but I would really like 'C' so I can put an anim together.

The Original TV enterprise was NCC-1701
 The movie version (STTMP) was NCC-1701A
 The next generation had an enterprise with 3 naceles (engines) as NCC-1701B
 *
 The next generation movie shows an "Excelsor" class as NCC-1701C
 The next generation (STTNG) was NCC-1701D

*Note the show this appears in is Yesterdays Enterprise (I think). It was the usual story line of an alternate dimension/reality or dudes from a future which may or may not happen. This means that this may or may not be the 'real' "B"

Now my question: I have the A and the D, but have not found the orginal from the TV show. Is this available?

-- Via DLG Pro v1.0

--

Darryl

```

  IMAGINE INFO #####\
Amiga 2000      #( )# |          _ ( ) _          | #( )#  AMOS INFO
Amiga 3000T    ##### |          / _      /          | #####  AmosPro + Compiler
486DX2-66     #" "# |          _m/I_ //_____ | #" "#  APME (Get it!)
Imagine 3.0    # O # | _____#-x.\ /++m\ /.x-#_____ | # O #  Turbo extension
Intermediate  #m.m# |          /" \ ///###\ \ / "\      | #m.m#  3D extension
              #####/          \#####          \#####  BBS extension
              Profession- Disk Jockey
              WWW page opening soon

```

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1.199 Message number 0194

Date:
 Mon, 5 Feb 1996 20:05:23 +0100
 From:
 Conny Joensson
 <cjo@KIRUNA.SE>

Subject:

Re: Space-Time and Beyond

Hmm, I suppose we're lightly (just slightly;) off topic here, but anyway...

>What about quantum physics and quantum logic? Is this demonstrable in the
 >ordinary meat&potatoes, knives'n'forks physical world,

A friend of mine has a favourite proverb;
- The one who claims that he has understood quantum mechanics hasn't understood zilch.

And I believe him. It's easiest that way. ;-)

```
+-----+
| Conny Joensson | Email: cjo@kiruna.se |
| Kiruna, Sweden | http://www.is.kiruna.se/~cjo/ |
+-----+
```

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1.200 Message number 0195

Date:
Mon, 5 Feb 1996 20:05:28 +0100
From:
Conny Joensson
<cjo@KIRUNA.SE>

Subject:

Re: Searching.....

>> And I just missed that episode because my bloody vcr started to chew on the
>> bloody videotape!! Bloody bloody ****! <growl>

>I've seen it 3 times! Wait for the reruns, I guess... ;)

RERUNS?!?!?! Heck, we are still in the third season over here! It'll be
lightyears before they start showing reruns. :-(

/Conny J

* 2qwk! 2.0 * .signature not found! reformat hard drive? [Yn]

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1.201 Message number 0196

Date:
Mon, 5 Feb 1996 14:09:37 EST
From:
Imagine Subscriber
<Mtucibat@CRIS.COM>

Subject:

Re: more bad bricks(texture scaling)

N> Why extrude , when you can just load a cube with the same number of
N> divisions each way?
N> Maybe this IS the problem, though I don't see why it should be. I'll
N> check it out.
N>
=====

You can't turn a plane into a cube via the Transformation requester.

I think the problems are coming from the difference between the size that shows up in the Transformation requester and the actual size of your object. If you check the object size, as indicated by the grids in the workspace, I bet you'll find the texture is being applied appropriately.

The size in the Transformation requester is related to the axis of the object, not the world size of the object. Sizing operations carried out via this requester work indirectly on the object by changing it in proportion to changes to the axis.

e.g. When you load a 100x100 primitive plane (actually 100x100x0,) the size in the Transformation requester is 50x50x32... the size of the axis that's associated with the primitive.

Textures are applied to the world size of the object.

-mikeT

* Offline Orbit 0.70a * ...Amiga: Designed to break the laws of physics...

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1.202 Message number 0197

Date:
Mon, 5 Feb 1996 11:19:42 -0800
From:
John Prusinski
<jprusins@CYBERGRAFIX.COM>

Subject:

Re: texture scaling

>OK, experienced Imagine users, can somebody give me some idea how to scale
>textures to objects in Imagine?
>

Nancy,

The key to scaling in Imagine textures is the "Edit Axis" button in the texture dialog ("transform Axis" will work too, but I generally need the visual feedback to judge proportions). "Edit Axis" will put you into the editor with the *texture* axis (*not* the object axis selected) in "scale" mode. Be sure to click the "Y" axis off (unless you don't want the texture to cover your object), and scale the "Z" and "X" axes to the desired size for your texture. I generally just guess, then Quickrender from the Texture dialog, and find the right size via a couple of trial and errors.

Hope this helps...

John.

John Prusinski/CyberGrafix
jprusins@cybergrafix.com
<http://www.cybergrafix.com/>

"Whoever undertakes to set himself up as judge in the field of Truth and Knowledge is shipwrecked by the laughter of the gods." A. Einstein

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1.203 Message number 0198

Date:
Mon, 5 Feb 1996 21:22:27 +0100
From:
Mikael Johannsen
<mikael@PIP.DKNET.DK>

Subject:

ADMIN: To perry

Hello Perry

I seem to be missing some posts. Not all but some.

Mikael Johannesen
mikael@pip.dknet.dk
PC 486DX2 66Mhz, 8MB RAM, Imagine 4.0

I WILL LIVE FOREVER, or die trying.

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1.204 Message number 0199

Date:
Mon, 5 Feb 1996 15:31:13 -0500
From:
Nancy Jacobs
<NancyJcbs@AOL.COM>

Subject:

Re: more bad bricks(texture scaling)

In a message dated 96-02-05 14:59:35 EST, Mike T wrote:

> The size in the Transformation requester is related to the
> axis of the object, not the world size of the object. Sizing
> operations carried out via this requester work indirectly on
> the object by changing it in proportion to changes to the axis.
>
> e.g. When you load a 100x100 primitive plane (actually 100x100x0,)
> the size in the Transformation requester is 50x50x32... the size
> of the axis that's associated with the primitive.
>
> Textures are applied to the world size of the object.

Ok, so how do you get the object, axis, and world size all to agree?

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1.205 Message number 0200

Date:
Mon, 5 Feb 1996 12:54:41 -0800
From:
David Gallegos
<orfevre@WEST.NET>

Subject:

Re: New Show

At 09:06 PM 1/31/96 -0500, you wrote:

>In a message dated 96-01-31 16:30:52 EST, you write:
>snip...snip...snip... I wish they were using Imagine for the graphics. It
>would be nice if we had a tv series to talk about in here:)

>

>Bob.....

>Imagine renderings.

><http://home.aol.com/robsampson>

>Imagine 4.0 P90 40 meg ram average+

>

>

Hi Bob!

I thought TV2 was using Imagine in their regular graphics fare. You are of course right. It would be waay cool to see some commercial uses of Imagine. Perhaps some of the other members of the list could mention when Imagine is used in a commercial animation setting.

Perhaps people can mention and post Imagine animations to an FTP site.

bye for now.

--

David Gallegos
David Gallegos - Orfevre
e-mail: orfevre@west.net
<http://www.west.net/~orfevre/index.htm>

Imagine 4.0

i486DX2-50 WindowsNT 3.51 32MB beginner (parallel universe #7.076)

--

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1.206 Message number 0201

Date:
Mon, 5 Feb 1996 18:45:16 EST
From:
Michael Rivers
<mrivers@TBAG.ORG>

Subject: Re: Mike H. drops a bombshell

CB> Look what just popped up on CompuServe:

CB> -----

CB> #: 16241 S3/Impulse
CB> 01-Feb-96 22:07:33
CB> Sb: #16219-Imagine Effects
CB> Fm: Mike Halvorson [Impulse] 72662,3330
CB> To: Jim Shields 74557,2134

CB> Jim

CB> Wait until windows comes out, the fx and textures and global effects are
CB> going to be DLLs, now if you are on the AMiga, we are just about to
CB> annouce
CB> a full ARREX port so you will be able to do what ever you want,
CB> providing

CB> you can indeed program in arexx.

CB> Mike

CB> -----

CB> Yep, ARexx for Imagine. I'm shell-shocked.

Wow, what a nice surprise.

I know Impulse reads this group, and I'm sure most of you guys would be interested in this, so I'm going to run an idea by you:

I'm sure some of you are famalier with the associate bar in the action editor. It is somewhat useful now, however, it need to be expanded to work much like a "Group" of objects in the detail editor.

If you move the "parent" of an Association, all of the child objects should move with it.

Associations should be able to be Saved and Loaded. This would allow you to create complex associations and use them between projects.

The associate file should contain this for each object:

Filename of object and not the actual data (points faces etc).
Position, Size, Alignment, State Name, and perhaps the
info in the FX bars.

It would also be a good idea if the associate file could reference other associate files.

It could be expanded to incompass the bones & blobs system.

Inverse Kinematics(sp?) could also be incorporated into it.

Perhaps a new editor? the Associate Editor?

With all of the above, Imagine would give us the ability to build groups of objects, and allow access to the sub-associated objects in the stage and action editors, save disk space, give us character animation, etc.

```
7-----7
| Commodore failure. Press left mouse button to continue |
|      Error:  $0100000C      Task : $416C6920      |
7-----7
Mike Rivers (aka) Vermin --  mdrivers@tbag.tscs.com
      A4000/040 25mhz  18megs  1,451meg hd
```

... Windows95, Start me up... ...You make a grown man cry.

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1.207 Message number 0202

Date:
Mon, 5 Feb 1996 18:45:57 EST
From:
Michael Rivers
<mrivers@TBAG.ORG>

Subject:

Re: Space explosion

AH> >If an explosion still occurs the debris will spread spherically and
AH> continue
AH> >outward for as long as there is nothing to stop it. On ground the
AH> debris will

AH> aha, but what about gravitational pulls of planets, stars, or even
AH> blackhole
AH> stars (assuming these actually exist). At the end of the day it's up to
AH> your own imagination to come up with something that looks good, not
AH> necessarily realistic (although realism is a good place to start).

I'd suspect that a massive space explosion would be much like that of a muzzle flash from a gun. The flash would be very short due to lack of O₂, (or gunpowder in the case of the gun) resulting glowing hot debris and sparks being projected in all directions. No fires, and little or no smoke.

It would also be possible to have a candle like "explosion" where fuel and gases mix and then escape from a ship. Not really an explosion.

BTW has anyone seen a candle or fire burning in space?
I guess the flame won't rise and you get a spherical flame. (the Sun as an example)

```
7-----7
| Commodore failure. Press left mouse button to continue |
|      Error:  $0100000C      Task :  $416C6920      |
7-----7
```

Mike Rivers (aka) Vermin -- mrivers@tbag.tscs.com
A4000/040 25mhz 18megs 1,451meg hd

... Windows, DOS on acid.

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1.208 Message number 0203

Date:
Mon, 5 Feb 1996 23:03:30 EST
From:
Carlos Rego
<carlos@ICI.NET>

Subject:

Re: Are the attributes out there ?!

>>
>> Have people recieved my archive with attributes ?! (If not, I'll try
>> mailing it again hoping for a better connect).

>>

>> --

>> Anders Lundholm . Alien Workshop (Tm) Computer Graphics
>> Modeling & Animation . Lund@Hoa.Ping.Dk . Scoopex.Com

>>

>> -- Via Xenolink 1.981, XenolinkUUCP 1.1

>>

> Hi, I havn't recieved the archive yet, but if you're having
>trouble maybe you could upload them to the aminet or if it's ok with
>Sharky, on his FTP site? If you don't have FTP access, I'd gladly upload it.

^^^^^^^^^^^^^^

I, i'm new at this Mailing List, my question is regardinbg this FTP site...
Is this, or is there out there an FTP site w/ objects/textures and other
goodies for Imagine ?

BTW, I use Imagine 4.0, i'm a Imagine users since 4 years ago, I use it every
day,

Since my profession is do Computer Graphics for TV stations and Cable
Companies...

I tryed LW, but to be honest, I love LW layout, but i hate modeler.

Imagine has been for me the primary tool in my Animations, I hope I can
contribute

w/ all of you w/ a little i know... everytime i see animations from Jurassic
Park,

or some new TV commercials out there, i tell to myself (you piece a shit, you
don't worth anything on the 3D industry, go work as a milk man...) :)

Anywhay, here I am, until my clients like my anims. i still in the business...

And sorry for the english, I'm in the USA only since july 95

Carlos Rego

>

Greg Stritmater

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1.209 Message number 0204

Date:
Mon, 5 Feb 1996 23:03:40 EST
From:
Carlos Rego
<carlos@ICI.NET>

Subject:

Re: Fonts Question

>Could someone explain to me (simply!)
>how to use font-letters as objects
>in Imagine 3.0...?

very easy, you have to had some postscript fonts, after you setup your path for the PSfonts, you go to Spile editor, then you do "Load Fonts" (objets menu), and Hilight the font you choose, and in the window you write what you need. After that, you whill see in the Front Editor, the sentenceyou write in the window,
Choose it, let me tell you, you still don't have an Imagine Object, only Splines,
After you choose it, you go to Objects Menu again, and choose "Add Poins", he you whill see another requester, where you can extrude, bevel etc (you do know what's extrude and bevel ??), after choosing what you need the font to look like, you do OK
and Voala, you have your Font Object, now you need to choose it, and in the object menu,
do a "save points" and he whill save you the Imagine object, and not the slines....

I hope i manage to help you, and sory if I write in a complicate way...

>I notice there is a setup parameter
>asking for the directory of Postscript
>Fonts, but I'm not even sure what
>a Postscript font is... Is it different
>to the standard WIndows fonts..?
the difference between Postscript fonts and bitmapped fonts is:
W/ the Bitmap. fonts, if you rescale them, they whill look all jeggy
, and you manage to see the squares that build them, while w/ the postscript fonts, you can resise them at whill, there is no problem, they whill allways be smooth (ok, Ok, is not the best of the descriptions, but i don't know the technique description)... If you know Corel Draw, you know the way he handles the pics, is sord of the way Postscript fonts are.....
BTW, Windows ?, blah, sell your PC and buy a Amiga

(yeah, yeah, I know, i should stay shut up)

>--
>Cliff

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1.210 Message number 0205

Date:
Mon, 5 Feb 1996 23:41:37 -0500
From:
Christopher M. Stoy
<sloth@PSU.EDU>

Subject: Re: Startrek [was Searching..]

Darryl Lewis wrote:

> The Original TV enterprise was NCC-1701
> The movie version (STTMP) was NCC-1701A
> The next generation had an enterprise with 3 nacelles (engines) as NCC-1701B
> *
> The next generation movie shows an "Excelsior" class as NCC-1701C
> The next generation (STTNG) was NCC-1701D
>

NCC-1701 was in the original series AND the movies, up until ST4: the search for Spock, where it was destroyed (remember that?)

NCC-1701A was first seen in Star Trek V: the Voyage Home, at the very end when they are in the shuttle craft and think they are going to get the Excelsior.

NCC-1701B was seen in ST: Generations

NCC-1701C was seen the Next generation episode where, due to a time-rip/hole thingy, the 1701C got sucked into the future and the treaty between the Federation and the Klingons never took place. It was the first one with the return of Tashi Yar...you all remember that one. :-)

NCC-1701D was the one in STTNG series and was destroyed in Generations.

Thinking about it there are some inconsistencies in the series (like the final episode where Riker was commanding the Enterprise D and rescued Picard and them from Beverly's ship the Pasteur. But the enterprise was destroyed in the movie Generations. Then again, I guess it was all some wierd time-paradox thing...)

Um...I think I'll take my Vulcan ears off now, move out of my parents basement and go kiss a girl....

Chris.

--

Christopher M. Stoy
cms@michelle.me.psu.edu
cms129@psu.edu
<http://michelle.me.psu.edu/sloth.html>

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1.211 Message number 0206

Date:
Mon, 5 Feb 1996 23:49:11 -0500
From:
Perry Lucas
<plucas@VT.EDU>
Subject:
BMW Commercial

Anyone else see the BMW commercial with the penguin hobbling
and falling around? Very realistic and funny.

--Perry

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1.212 Message number 0207

Date:
Mon, 5 Feb 1996 23:25:15 -0600
From:
rkoerper
<rkoerper@EZL.COM>
Subject:
Hi

Just wanted to introduce myself.
Dick Koerper
U.S.A.
Imagine 2.0 (still trying to learn)
Amiga 3000 (for which I have Imagine 2.0)
PC compatible Pentium (for which I do not have Imagine)
Glad to be here
Dick < rkoerper@ezl.com >

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1.213 Message number 0208

Date:
Mon, 5 Feb 1996 23:54:45 -0500
From:
Tom Ross
<rosst@UNVAX.UNION.EDU>

Subject:

Re: Watcom 10.0 texture example

> -->> Time flies like an arrow, but fruit flies like a banana! <<--

She made him a good woman because she made him a good man.

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1.214 Message number 0209

Date:
Mon, 5 Feb 1996 23:07:14 -0700
From:
Dave Wilson
<darius@CONNECT.AB.CA>

Subject:

Frame Rates

Hey all. I'm using Imagine 3.0 and am wondering, when playing an anim back in the preview mode how do I know when it is at 30fps? The initial setting is psychotically fast and the second setting seems a bit too fast but the third is too slow. Which one is right?

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1.215 Message number 0210

That would'nt happen to be the same "black box" that is the rendering engine for Imagine, now would it Bob?

David Nix
Computer Graphics & Video Production
Alias Certified Level 3 Animator, 5 yrs exp.
Amiga 4000/Imagine 4.0/V-Lab Motion/OpalVision
web site at: <http://www.visart.uga.edu/Alias/DaveN/daven.html>

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1.217 Message number 0212

Date:
Tue, 6 Feb 1996 00:00:01 -0700
From:
Dave Wilson
<darius@CONNECT.AB.CA>

Subject:

Re: Hi

At 11:25 PM 2/5/96 -0600, you wrote:

>Just wanted to introduce myself.
>Dick Koerper
>U.S.A.
>Imagine 2.0 (still trying to learn)
>Amiga 3000 (for which I have Imagine 2.0)
>PC compatible Pentium (for which I do not have Imagine)

Grab a copy of PC Format (February issue I believe; maybe January) and you will have Imagine 3.0 for the PC.

>Glad to be here
>Dick < rkoerper@ezl.com >
>
>

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1.218 Message number 0213

Date:
Tue, 6 Feb 1996 08:17:48 +0100
From:

Mikael Johannsen
<mikael@PIP.DKNET.DK>

Subject:

To Tom Renderbrandt

Hi Tom.

I was reading some old archives of the IML and came upon the "Aqua Jet Vapour". But I can't get the debump textures to work. Do you have an object I can get? Or show me the settings for the debump textures?

Mikael Johannesen
mikael@pip.dknet.dk
PC 486DX2 66Mhz, 8MB RAM, Imagine 4.0

I WILL LIVE FOREVER, or die trying.

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1.219 Message number 0214

Date:
Tue, 6 Feb 1996 02:30:47 EST
From:
David Nix
<WRNIX@UGA.CC.UGA.EDU>

Subject:

Re: BMW Commercial

Perry-

I havent seen it, but back in August I was at Digital Domain and someone there was talking about working on something for BMW... Might be the one

David Nix
Computer Graphics & Video Production
Alias Certified Level 3 Animator, 5 yrs exp.
Amiga 4000/Imagine 4.0/V-Lab Motion/OpalVision
web site at:<http://www.visart.uga.edu/Alias/DaveN/daven.html>

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1.220 Message number 0215

Date:
Tue, 6 Feb 1996 08:33:46 +0100
From:
Mikael Johannsen
<mikael@PIP.DKNET.DK>

Subject:

Re: Startrek [was Searching..]

At 23.41 05-02-1996 -0500, you wrote:

>Thinking about it there are some inconsitances in the series (like
>the final episode where Riker was commanding the Enterprise D and
>resued Picard and them from Beverly's ship the Pasteur. But the
>enterprise was destroyed in the movie Generations. Then again, I
>guess it was all some wierd time-paradox thing...)

Hello.

Now I don't want to sound like a trekkie but, if yall remember the episode regarding time distortions. It began with Wolf and his shuttle. Well cut to the chase, the Enterprise met billions and billons of Enterprires at one place all with a diffenerent background, as I think TNG supports the theory of infinitive parallel universes. The episode where No 1 saves Picard and Beverly CrusHer was only ONE future out of an infinitive numbers of futures. Hope this will help you.

Mikael Johannesen
mikael@pip.dknet.dk
PC 486DX2 66Mhz, 8MB RAM, Imagine 4.0

I WILL LIVE FOREVER, or die trying.

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1.221 Message number 0216

Date:
Tue, 6 Feb 1996 09:03:47 +0100
From:
Martin Caspersson
<SA9418@IDA.UTB.HB.SE>

Subject:

Re: Space explosion

> BTW has anyone seen a candle or fire buring in space?
> I guess the flame won't rise and you get a sprerecal
> flame. (the Sun as an example)

A candle woudn't burn in space either, since there is no oxygen. The sun doesn't burn, it's a fusion reaction between hydrogen and helium.

Date:
Tue, 6 Feb 1996 11:49:58 +0100
From:
R.A. Borst
<borst@WORLDACCESS.NL>

Subject:

Re: Searching.....
96 08:05:28 pm

> >I've seen it 3 times! Wait for the reruns, I guess... ;)
>
> RERUNS?!?!?! Heck, we are still in the third season over here! It'll be
> lightyears before they start showing reruns. :-(

Sorry, but lightyears isn't a unit of time, it's a unit of distance... :)
Anyway, I don't understand why all you people are soooo interested in
Star Trek as an example for your own modeling... It's been done before!
Why not try to model a nice flower or a city or whatever?
But hey, perhaps I'm not completely normal.. Perhaps every normal person
would like Star Trek... I have to say I liked StarWars though...

Rogier Borst....

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1.224 Message number 0219

Date:
Tue, 6 Feb 1996 12:06:26 +0100
From:
R.A. Borst
<borst@WORLDACCESS.NL>

Subject:

Rookie

Hi, I just wanted to introduce myself!!

I'm Rogier Borst from Holland..
I'm 19 years old, have owned an Amiga for about 9 years now.
Started off with a 500 ofcourse, now I own a 1200 030 50 Mhz 6Mb 250 Mb HD..
Using Imagine 2.0 (coverdisk) I have been creating renders for 3 years
now I think... I'm not a rookie to 3D rendering anymore, but I AM quite a
rookie on the internet.. I hope to learn a lot from you guys, just like
you wanna learn something from me...

Roggel

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1.225 Message number 0220

Date:
Tue, 6 Feb 1996 07:31:10 -0500
From:
John J. Maver, Jr.
<mave@IN.NET>

Subject:

Re: Are the attributes out there ?!

I never did, Plwase send them again.
--John J. Maver, Jr.

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1.226 Message number 0221

Date:
Tue, 6 Feb 1996 12:33:15 GMT
From:
Matthew Clemence
<mclm@MEDPHYS.UCL.AC.UK>

Subject:

Re: Space explosion

>Date: Tue, 6 Feb 1996 09:03:47 +0100
>From: Martin Caspersson <SA9418@IDA.UTB.HB.SE>
> A candle woudn't burn in space either,
>since there is no oxygen. The
>sun doesn't burn, it's a fusion reaction between hydrogen and helium.
>The thing that makes the sun speherical is the force of gravity from
>the hughe mass
> ** Martin Caspersson Email:
>SA9418@IDA.UTB.HB.SE ** *

I assume the original author meant a candle burning in a micor gravity situa
tion such as on the space shuttle. In this case I would imagine that you
would get a spherical flame but as there is no convection you have to ask
what will cause new oxygen in ingress into the vapour to allow it to burn
I would guess that it would light but go out (or pulse perhaps)

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1.227 Message number 0222

Date:
Tue, 6 Feb 1996 14:37:18 CEN
From:
Imagine Subscriber
<ZIDKOVA@PEF.VSZ.CZ>

Subject:

Re: (no subject)

Hi !

> I got that full commercial version of imagine 3.0 on last month's PC answers
> cover cd rm thing. I've used 3d modellers and renderers before (BCAD and some
> others briefly) , So the detail editor was pretty familiar .I also managed
> to fudge my way through the project and stage editors and got a pathetic
> little animation of a camera rotating around that Cow object (Well I was
> pleased

> with myself :-) But one little problem is vexing me - I can't get it to
> render in anything other than 320x200x256 mode. I clicked on VGA and it
> informed

> me that 'no (VESA) modes supported ' or something . This I KNOW is a lie - my
> video card is VESA 1.2 compatible ,and has 1 MB of onboard mem.

>

> Can anyone help ??

>

> me.

>

Try the

univesa.exe TSR

it will available on some BBS,FTP,...

IMAGine 3.0

PC version

IBM 486 dx2 66 MHZ 20 MB RaM, beginner+

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1.228 Message number 0223

Date:
Tue, 6 Feb 1996 10:24:21 EST
From:
Tim Wilson [Crestline]
<76432.1122@COMPUSERVE.COM>

Subject:

Humanoid Update

Sorry for temporarily deserting just when things were starting to get interesting, but shipping out the Humanoids ended up monopolized all my time in the last week. All of the copies have finally been sent out (1st Class in USA, Airmail outside),... Thank goodness for that! The manual also ended up being alot more extensive than I originally planned. Hope everything works well.

Thanks for all the interest shown here about the dinos and other stuff. I'll get to the questions on texturing, subdivision, shininess, etc. as quick as I can. But I'm starting to hallucinate after so many late nights, so I've gotta get a little shuteye first. Just gotta catch this one reply before I nod off.

Peter Kovach said:

>>>THANKS for sending me the new Humanoids package early.<<<

Thank YOU, Peter, for your interest and support. I didn't have much choice though. Since you ordered so recently, I had to send you a beta of some of the new figures, because there were no copies left of the older ones. You may find a few other new things to play with in the final release headed your way as well.

>>> A goal is to also find a way to cull polys from the figures so I can speed rendering.I haven't come up with any non-manually intensive way to do it.<<<

You might look at some of the commercial object conversion programs or other low-cost poly-programs to see if there are any decent reduction or optimization routines. I haven't examined these recently, so I can't say what's out there. This is also something that would make a nice .IFX modeling procedural, if someone had the inclination. Let me see what Alfonso Hermida has to say.

If your goal is principally to speed up rendering though, there may be other things that can be done about that.

-Tim Wilson (now where's that Nytol?)

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1.229 Message number 0224

Date:
Tue, 6 Feb 1996 12:24:50 EST
From:
Tony Jones
<101325.3173@COMPUSERVE.COM>

Subject:
Printing Posters

Hi Gary,

>If this is based on conventional inkjet technology, you could expect your poster to start fading significantly after just a few months.<

Yes this is true of the ordinary type of inks normally used. This is due to the blue ink component breaking down under the influence of UV (ultra-violet) light.

There are two approaches to tackling the problem, both of which are being pursued at the moment.

The first is the development of UV resistant inks.

The second (the one I'm involved in) is the film used for printing on acts as a UV barrier (because it is printed on the back). The finished printed film really does look superb, if anyone is interested I'll let you know how the UV and ageing tests go.

Sorry I know this is a bit off the normal subject but I'm sure there's a lot of people who would like some of their work hanging on the wall (I know I would - when I'm good enough! - In a couple of years maybe? :))

Off for another session!

Regards,

I am enough of an artist to draw freely upon my imagination. Imagination is more important than knowledge. Knowledge is limited. Imagination encircles the world. -
Albert Einstein.

E-mail from: Tony Jones, 06-Feb-1996

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1.230 Message number 0225

Date:
Tue, 6 Feb 1996 12:17:22 -0500
From:
Jim Rix
<jim@YAKKO.CS.WMICH.EDU>

Subject:

Re: Frame Rates

On Mon, 5 Feb 1996, Dave Wilson wrote:

> Hey all. I'm using Imagine 3.0 and am wondering, when
> playing an anim back in the preview mode how do I know when it is at 30fps?
> The initial setting is psychotically fast and the second setting seems a bit
> too fast but the third is too slow. Which one is right?
>

The speed Imagine uses when first starting the preview animation is 60 fps. For every movement of the setting speed bar the frame rate is halved. Therefore, the second setting is 30 fps. The next settings are

15, ...

Jim Rix
<http://yakko.cs.wmich.edu/~jim>

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1.231 Message number 0226

Date:
Tue, 6 Feb 1996 12:41:37 EST
From:
Tony Jones
<101325.3173@COMPUSERVE.COM>

Subject:
Poster Printing

Hi Gary,

I'm resending this message as I think my first one screwed up on the upload! That'll teach me to keep a copy in future.

Anyway, as you correctly stated colour inkjet pictures do indeed suffer from fading in a relatively short period of time. This is due to the blue pigments breaking down under the influence of ultra violet light. At this time two avenues of thought are being looked at and tested.

The first is the use of UV resistant inks - sounds simple doesn't it - it's not! :)

The second (the one I'm involved with) is to use a film which acts as a barrier and blocks out all the pigment damaging wavelengths of light. The film is printed on the back thus giving a superb image when viewed from the glossy side.

If anyone is interested I'll let you know how the tests are progressing and the availability of the finished product. It's early days though. As for the cost - don't know at this stage.

I know I'm planning on using the stuff, just need some decent pics to print! Off to practice again.

Regards,
Tony

I am enough of an artist to draw feely upon my imagination. Imagination is more important than knowledge. Knowledge is limited. Imagination encircles the world. -
Albert Einstein.

E-mail from: Tony Jones, 06-Feb-1996

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1.232 Message number 0227

Date:
Tue, 6 Feb 1996 14:33:00 EST
From:
Tom Marlar
<tmarlar@AMERICA.COM>

Subject:

Re: Are the attributes out there ?!

At 03:15 AM 2/5/96 +0100, you wrote:

> Have people recieved my archive with attributes ?!

I never recieved the archive but would sure like a copy. I saw another message in the IML where someone else was wondering if you had sent it out so maybe there was a problem. Thanks in advance, Tom. tmarlar@america.com

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1.233 Message number 0228

Date:
Tue, 6 Feb 1996 12:43:35 -0800
From:
Kevin Alvarado
<kra@ROCKY.AESTHETIC.COM>

Subject:

Re: Startrek [was Searching..]
Searching..]" (Feb 5, 11:41pm)

Enterprise NCC-1701
Enterprise NCC-1701
Enterprise NCC-1701
Enterprise NCC-1701A
Enterprise NCC-1701B
Enterprise NCC-1701C
Enterprise NCC-1701D

It's my understanding that each ship gets a registration letter when the current crew of the Enterprise (or any Federation ship) get's decommissioned (their mission is over). I'm not sure on this but I think that the Enterprise's registration was NCC-1701A in ST:The Motion Picture. When the Enterpirse was destroyed in ST4 the next time you see the Enterprise in ST5 & ST6 it still has the registration of NCC-1701A. NCC-1701B didn't appear untill ST:Generations.

--

Life is hard and nothing is easily given...
If you want anything out of life you have to fight for it...
Prepat for Kombat!

kra@aesthetic.com

- - - - -

Kevin Alvarado
(714) 597-4995
Aesthetic Solutions
92 Argonaut, Suite #220
Aliso Viejo, CA 92656

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1.234 Message number 0229

Date:
Tue, 6 Feb 1996 14:24:38 -0700
From:
John Grieggs
<grieggs@PRIMENET.COM>

Subject:
Re: Watcom 10.0 texture example
96 02:05:05 am

>

> I've got Impulse's example checks texture compiling under Watcom 10.0.
> If you'd like this example (complete with compile options curtesy of
> Luca Amateis (THANKS) and an example of the libpath set), email me and
> I'll send it.

I'd like a copy, please.

> --

> Imagine 3.0 - 486/66, 12 MB RAM, Beginner+ - Games Programmer

>

_john

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1.235 Message number 0230

Date:
Tue, 6 Feb 1996 15:36:36 -0700
From:
Roger Straub
<straub@CSN.NET>

Subject:

Re: Space explosion

On Mon, 5 Feb 1996, Michael Rivers wrote:

>
> I'd suspect that a massive space explosion would be much
> like that of a muzzle flash from a gun. The flash would
> be very short due to lack of o2, (or gunpowder in the case
> of the gun) resulting glowing hot debris and sparks being
> projected in all directions. No fires, and little or no
> smoke.

I have just one comment here. Aren't we talking about blowing up a_ manned_ spacecraft? If the ship is manned, then we can assume that it is pressurized with air, which contains O2, and has considerable reserves of air in tanks. So the explosion has fuel and oxygen. We'd get a big fireball that would last about half a second, not a short burst of light and then nothing. Right? Fire doesn't use oxygen up that fast, does it?

[snippage]

>
> 7-----7
> | Commodore failure. Press left mouse button to continue |
> | Error: \$0100000C Task : \$416C6920 |
> 7-----7
> Mike Rivers (aka) Vermin -- mivers@tscs.com
> A4000/040 25mhz 18megs 1,451meg hd
>
> ... Windows, DOS on acid.
>

--

"There is no love sincerer than the love of food." -- George Bernard Shaw

See ya,

Ben

** Imagine 4.0 - Amiga 3000/030/16MHz - 10MB - Skilled **

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1.236 Message number 0231

Date:

Tue, 6 Feb 1996 15:41:55 -0700
 From:
 Roger Straub
 <straub@CSN.NET>

Subject:

Re: Space explosion

On Tue, 6 Feb 1996, Martin Caspersson wrote:

> > BTW has anyone seen a candle or fire buring in space?
 > > I guess the flame won't rise and you get a sprerecal
 > > flame. (the Sun as an example)
 >

> A candle woudn't burn in space either, since there is no oxygen. The
 > sun doesn't burn, it's a fusion reaction between hydrogen and helium.
 > The thing that makes the sun speherical is the force of gravity from
 > the hughe mass.

Y'know, I was about to say the same thing, but I realized an exception.
 What if somebody lit a candle in the space shuttle? I know this wouldn't
 be allowed, but it would be in zero-G, and spherical. You are right,
 however, about the Sun.

>
 >
 > *****
 > ** Martin Caspersson Email: SA9418@IDA.UTB.HB.SE **
 > *****
 >
 > "A little nonsense now and then is cherished by the wisest men"
 > - Willy Wonka
 >

--
 "There is no love sincerer than the love of food." -- George Bernard Shaw

See ya,
 Ben

** Imagine 4.0 - Amiga 3000/030/16MHz - 10MB - Skilled **

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1.237 Message number 0232

Date:
 Tue, 6 Feb 1996 19:44:41 -0500
 From:
 Jeff Patelidas
 <jeffpat@GATE.IOA.COM>

Subject:

Essence II/PC (Atts Error)

When I load the following attributes in the essatts/space/ dir I get a
Error: Bad chuck size (alienc, coolplat, disky, & wonka).

Has anyone else got this error? Also there seems to be something wrong with both
space dirs...

l8r, Jeff

IM4.0, P90, 8MB

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1.238 Message number 0233

Date:

Tue, 6 Feb 1996 19:44:35 -0500

From:

Jeff Patelidas
<jeffpat@GATE.IOA.COM>

Subject:

Flare Filter Map

If anyone is looking for some Lens Flare effects, Ali Helmy has made some
really nice filter maps. There only \$5+\$2 S/H. You get three map sizes and a
sample
object.

For more info, e-mail Helmy at helmy@voyager.com.

l8r, Jeff

IM4.0, P90, 8 MB

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1.239 Message number 0234

Date:

Tue, 6 Feb 1996 17:38:12 +0000

From:

fredster@DIGISYS.NET

<

Subject:

Re: BMW Commercial

> Anyone else see the BMW commercial with the penguin hobbling
> and falling around? Very realistic and funny.

Wonderful piece of work -

Fred Aderhold
fredster@digisys.net
<http://www.digisys.net/users/fredster>

Return to Main

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1.240 Message number 0235

Date:
Tue, 6 Feb 1996 21:59:33 -0500
From:
Prophet
<jbk4@PSU.EDU>

Subject:

Re: Startrek [was Searching..]

>Darryl Lewis wrote:

>

>> The Original TV enterprise was NCC-1701

>> The movie version (STTMP) was NCC-1701A

>> The next generation had an enterprise with 3 nacelles (engines) as NCC-1701B

>> *

>> The next generation movie shows an "Excelsior" class as NCC-1701C

>> The next generation (STTNG) was NCC-1701D

>>

>

>NCC-1701 was in the original series AND the movies, up until ST4: the

>search for Spock, where it was destroyed (remember that?)

True but...

The original NCC-1701 was refitted in the slow-motion picture but retained the 1701 designation. So, even though the model & sets changed, the number didn't. Maybe this is where some got confused.

>

>NCC-1701A was first seen in Star Trek V: the Voyage Home, at the very

>end when they are in the shuttle craft and think they are going to get

>the Excelsior.

>

>NCC-1701B was seen in ST: Generations
 >
 >NCC-1701C was seen the Next generation episode where, due to a
 >time-rip/hole thingy, the 1701C got sucked into the future and the
 >treaty between the Federation and the Klingons never took place. It
 >was the first one with the return of Tashi Yar...you all remember
 >that one. :-)
 >
 >NCC-1701D was the one in STTNG series and was destroyed in Generations.
 >

Jaeson K.

```

  _____      _____      _____      _____
 ( | | \         ( / | \         ( )         _ / )
 ) | ) _ _ _ _ / / / _ _ _ _ / _ _ _ _ ( X _ )
 ( | / ~ \ / \ ) / --- ~ / ) / ) / ) / ~ \ / \ ) / _
 ) 11/ 1/ \ _ ( / ( / ( _ / _ / / / \ _ ( _ )
 ( _____ )      ( _ /      ( _ )

```

Jaeson Koszarsky

Amiga 3000

 cyberprophet@psu.edu

 68040 (68060 MkII soon)

jbk4@email.psu.edu

24Megs-ZIP

OS3.1, ShapeShifter

Imagine4.0, pro+

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1.241 Message number 0236

Date:

Wed, 7 Feb 1996 05:08:34 +0100

From:

Mikael Johannsen

<mikael@PIP.DKNET.DK>

Subject:

Star Trek

Hi.

All this talk about ST made me want to cry this out:

Go to www.univ-rennes1.fr/ASTRO/anim-e.html
 rennes(the number one)

Klick on the avi under Star Trek ships fight Klingon Cruisers

It's almost 3MB uncompressed, but it's worth it. It's from the last
 episode featuring the 3 engine Enterprise. You'll see some shiled
 effects and a spaceship explosion complete with sound.

Mikael Johannesen
mikael@pip.dknet.dk
PC 486DX2 66Mhz, 8MB RAM, Imagine 4.0

I WILL LIVE FOREVER, or die trying.

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1.242 Message number 0237

Date:
Tue, 6 Feb 1996 18:10:23 -1000
From:
Damon LaCaille
<nomad@ALOHA.NET>

Subject:

Rolling Text

I'm stuck here. Trying to get a line of text (just two words) to run at an angle in an animation, but make it look like it hits a roller coaster type of path. I've created the path in the detail editor, and tried to align it in stage editor, but that doesn't work. Do I have to use states for something like this?

Yes, I do have a manual, by the way :-) I just choose to read it after nothing else works. I find out interesting things along the way ;]

Damon

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1.243 Message number 0238

Date:
Wed, 7 Feb 1996 00:33:41 -0500
From:
Charles Blaquiere
<blaq@IO.ORG>

Subject:

Re: Essence for PC is shipping

On Fri, 2 Feb 1996, Stephen G. wrote:

> Glad your not :) unortunately for me, I am barely above the starving
> artists category. In fact if there was a market for Raytrace paintings at
> flea markets mine would be there.

Have you ever thought of ray-tracing pictures of large-eyed little girls
and puppies, and printing them on black velvet? Just a thought.

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1.244 Message number 0239

Date:
Wed, 7 Feb 1996 00:46:30 -0500
From:
Charles Blaquiere
<blaq@IO.ORG>

Subject:

Re: Mike H. drops a bombshell

On Mon, 5 Feb 1996, Michael Rivers wrote:

> I'm sure some of you are famalier with the associate bar in the action
> editor. It is somewhat useful now, however, it need to be expanded to
> work much like a "Group" of objects in the detail editor.
>
> If you move the "parent" of an Association, all of the child objects
> should move with it.

Ummm, isn't that how it already works? If you move/rotate an object, all
objects Associated to it will be affected. You do, of course, have to
reload the frame (RightAmiga-C, Enter) to see the result, but it's
there.

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1.245 Message number 0240

Date:
Tue, 6 Feb 1996 22:21:59 +0000
From:
Curtis White
<cwhite@TELEPORT.COM>

Subject:

Re: Flare Filter Map

> If anyone is looking for some Lens Flare effects, Ali Helmy has made
> some really nice filter maps. There only \$5+\$2 S/H. You get three
> map sizes and a sample object.
>
> For more info, e-mail Helmy at helmy@voyager.com.
>
> l8r, Jeff
>
> IM4.0, P90, 8 MB
>

I have to agree, they are very nice.

Thanks,

Curt

```
=====
=          Do not follow where the path may lead.          =
= Go instead where there is no path and leave a trail.     =
=====
```

Curtis White

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1.246 Message number 0241

Date:
Wed, 7 Feb 1996 01:42:59 -0500
From:
Charles Blaquiere
<blaq@IO.ORG>

Subject: Re: more bad bricks(texture scaling)

On Sun, 4 Feb 1996, Nancy Jacobs wrote:

> The nasty brick saga continues...
>
> I started with an imported cube.
> I sized it into a wall which is 100 IU long (x), 12 IU high (z), and 4 IU
> thick (y).
> I made it this size with the transformation requester, and I did the same for
> the axis (the same size).

So, the wall size (visually) is 100,4,12 (X,Y,Z), and the axis is also

100,4,12?

Okay, let me try that in Imagine...

- Add Primitive, Plane, 100 x 12, 1 x 1 sections.

The axis is positioned in the center of the plane. It extends in X and Z to the edges of the wall, so the axis is 50 in X by 6 in Z. Although your plane is infinitely thin, the axis size is not 0, but 32. Summary: axis size is 50,32,6.

- Pick plane, Mold/Extrude, Length=4, Sections=1.

Extruding won't change axis size, so your 100 x 4 x 12 (XYZ) wall still has an axis with a size of 50,32,6. The axis remains where it was, which is in the center of what's now the front face of your 3-D wall.

- Move the object axis 2 units towards +Y, to make it lie in the center of your wall. This will help avoid nasty "all-mortar" renders which are pretty horrific to look at, I feel.

- Attributes, make color = 100,0,0, for a deep brick red. Add Texture, Textures/bricks. Leave default of XYZ size = 32,16,8.

- Pick/Edge Filter, OK. Make Sharp.

- Render.

On my machine, I see two horizontal rows of bricks. Since the bricks are 32 units wide (in X), I see the wall as being approximately 3 bricks wide. This is what you expected.

Since the texture axis lies at the centre of the wall, there is a horizontal plane of mortar which slices the wall in the middle. Since the bricks are 8 units tall (in Z), and your 12-unit high wall only extends 6 units above and below that texture axis, you only see one horizontal mortar line.

And since the bricks are 16 units deep (in Y), and your wall only extends 2 units in front of and behind the texture axis, there similarly isn't room for more than one layer of bricks.

- Now, select your object and scale it by 5 in X, Y, and Z. (Scale the object, not just the axis. This will scale the points, and the axis to match) Render.

Theoretically, you should get a wall that's 5 times as large, but with the same pattern of bricks: 2 layers of about 3 bricks each. That's because __when you edit an object's axis, textures and brushes are affected in the same manner__. This is logical: if you spend 2 hours getting the textures on a goose just right, you should be allowed to scale it down to make goslings, without having to readjust the textures for the smaller object. So, when you scale, move, or rotate the axis of an object, all the textures/brushmaps applied to that object scale, move, or rotate right along with it. (Whether you're also scaling the points,

or just the axis, is irrelevant to textures/brushes.)

However, in this case, IT DOESN'T WORK. Why?

Simple. When you do something (move, scale, rotate) to an object (or just to its axis), the same change is performed on texture/brush parameters. However, the Bricks texture DOESN'T use its texture axis to define the brick size -- this is done through numeric parameters in the texture info requester. And unfortunately, these do not scale when you scale the object. (You can check, however, that the texture axis now stands at 160,160,160 units in length, proof that it has been scaled up 5 times from its default value, which was 32,32,32 when you first added the texture)

This discrepancy could certainly make most users dizzy. Nowadays, most textures use their axis to specify feature size, but the early textures which began with Imagine 1.1 (or whatever) tended to use parameters for sizing, and only use their axis for alignment and positioning.

So, we now have a wall that's 5 times larger, visually measuring 500x20x60 units. Its axis is also 5 times larger, at 250x160x30. But all texture parameters which represented Imagine units, in this case the XYZ brick size, the mortar width, and the various Shift values, have not been scaled up by a factor of 5. If you zoom out and re-render, you'll see that your larger wall has the same 32x16x8 bricks as before -- only now, since the wall is 5 times bigger, 5 times as many bricks can fit onto its surfaces. Our 500-unit wide wall is about 15.6 bricks wide.

If you want to have the same effect as the earlier wall, you'll have to manually change the brick size parameters to 5 times (32,16,8), the mortar to 5 times 2, and the Shift values to 5 times (8,8,0).

I hope this tutorial has helped you make sense of textures and axes, and exposed you to one of Imagine's most insidious "features".

P.S. everyone else: am I the only one surprised by this? Didn't all distance-related parameters scale automatically, not just texture/brush axes? Is my memory that flaky?

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1.247 Message number 0242

Date:
Wed, 7 Feb 1996 01:48:21 -0500
From:
Tom Ross
<rosst@UNVAX.UNION.EDU>

Subject:

Re: Frame Rates

I haven't been able to measure it, but F1 in general is too fast. I believe these speeds will vary according to RAM use or resolution.

On Mon, 5 Feb 1996, Dave Wilson wrote:

> Hey all. I'm using Imagine 3.0 and am wondering, when
> playing an anim back in the preview mode how do I know when it is at 30fps?
> The initial setting is psychotically fast and the second setting seems a bit
> too fast but the third is too slow. Which one is right?
>

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1.248 Message number 0243

Date:
Wed, 7 Feb 1996 01:54:02 -0500
From:
Charles Blaquiere
<blaq@IO.ORG>

Subject:

Re: Whats with this realism thing??

> On Thu, 1 Feb 1996, Conny Joensson wrote:

>

> You're right, the navels are really different! But I never noticed it
> before!>

Tip of the day: to turn an "innie" into an "outie", scale by -1 in Y.

<making a quick exit>

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1.249 Message number 0244

Date:
Wed, 7 Feb 1996 04:44:17 -0500
From:
Anita Vandenbeld
<yku02978@YORKU.CA>

Subject:

Re: Essence II/PC (Atts Error)

Jeff Patelidas wrote:

> When I load the following attributes in the essatts/space/ dir I get a
> Error: Bad chunk size (alienc, coolplat, disky, & wonka).

I've got the same problem with these objects and forwarded a copy of your post along to Steve Worley.

> Also there seems to be something wrong with both space dirs...

I'm not sure what you mean here, both my directories seem intact (other than the above errors).

I was, however, missing registration cards. Also, there was no example project after installing Essence II and the example renderings are nowhere to be found.

-- yku02978@Yorku.CA

Imagine 3.0 - 486/66, 12 MB RAM, Beginner+ - Games Programmer

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1.250 Message number 0245

Date:

Wed, 7 Feb 1996 09:12:36 UT

From:

Robert A. Waters

<RobertAWaters@MSN.COM>

Subject:

Hello

We'll here is my hello. Hello :)

Actually i've been lurking around now for a couple weeks and decided to resubscribed to the list from my new Pentium100, running win95 and The Microsoft Network with Microsoft Exchange handling the e-mail messages. To see if it would make organizing and reading internet messages any easier than with WINCIM. Man, what a difference. No more internet headers, just To, From, Subject and Body Text. Also can now organize messages like I would with files in folders/drawers and such. It's really nice. Much more than I was expecting. Anyways enough rambling about my need of organizing my messages to make them easier/lazier to read.

I've been using imagine since 2.0 on an amiga3000 with alot of ups and downs, with the program, as well as with the hardware. But hopefully soon I'll just about have the hardware thing nailed. I now have an A3000, A3000T, A4000, 486/50 and now this P100. So getting the hardware out of the way, imagine (now as 4.0) has also matured into it seems like a whole new program. (after running it on the P100. :)

The new attribute requester with the near realtime preview is a dream come true, as well as 800x600/1024x768x256c editors. Working on a landscape is so

much more enjoyable in the new extended screen resolutions. And the attribute preview is going to help me immensely. We'll I could probably go on on, so i'll get off this as I know we all have the program and now all of this right! :)

See ya'll on the list.

RobertAWaters@msn.com
A4000,P100,Imagine4.0
Intermediate+

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1.251 Message number 0246

Date:
Wed, 7 Feb 1996 11:17:01 +0000
From:
Phil Stopford
<pstopfor@JESUS.OX.AC.UK>

Subject:

Re: Flare Filter Map

Or, with some tweaking, you can use the filter texture Twinkle. With a bit of tweaking you can get a passable Lightwave-like lensflare effect.

Phil.

On Tue, 6 Feb 1996, Jeff Patelidas wrote:

> If anyone is looking for some Lens Flare effects, Ali Helmy has made some
> really nice filter maps. There only \$5+\$2 S/H. You get three map sizes and a
> sample
> object.
>
> For more info, e-mail Helmy at helmy@voyager.com.
>
> l8r, Jeff
>
> IM4.0, P90, 8 MB
>

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1.252 Message number 0247

Date:
Wed, 7 Feb 1996 11:19:07 +0000
From:
Phil Stopford
<pstopfor@JESUS.OX.AC.UK>

Subject:

Re: Rolling Text

Never tried it, but I suppose, at least by the name, conform object to path or conform group to path might work.

Phil.

On Tue, 6 Feb 1996, Damon LaCaille wrote:

> I'm stuck here. Trying to get a line of text (just two words)
> to run at an angle in an animation, but make it look like it
> hits a roller coaster type of path. I've created the path in
> the detail editor, and tried to align it in stage editor, but
> that doesn't work. Do I have to use states for something like
> this?
>
> Yes, I do have a manual, by the way :-). I just choose to read
> it after nothing else works. I find out interesting things
> along the way ;]
>
> Damon
>

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1.253 Message number 0248

Date:
Wed, 7 Feb 1996 11:23:09 +0000
From:
Phil Stopford
<pstopfor@JESUS.OX.AC.UK>

Subject:

In a galaxy far, far away...

Since no-one seems to know of the location of an Excelsior class Startrek model, anyone know where I can find an ATAT?

I found one on a 3DS site, but can convert it to DXF because the convertor crashes under windows (it's wcv2pov from ftp.povray.com)
Any ideas?

Phil.

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1.254 Message number 0249

Date:
Wed, 7 Feb 1996 13:54:40 +0100
From:
R.A. Borst
<borst@WORLDACCESS.NL>

Subject:

Re: Space explosion
Straub" at Feb 6, 96 03:36:36 pm

>

> I have just one comment here. Aren't we talking about blowing up a_ manned_
> spacecraft? If the ship is manned, then we can assume that it is
> pressurized with air, which contains O2, and has considerable reserves of
> air in tanks. So the explosion has fuel and oxygen. We'd get a big
> fireball that would last about half a second, not a short burst of light
> and then nothing. Right? Fire doesn't use oxygen up that fast, does it?
>

Rite! The first thing I ever learned during Cehemistry lessons is that the more oxygen is added to a source of fire, the less visible the fire becomes. So if there would be a lot of oxygen in space (which there isn't) you'd hardly SEE the explosion. The whole thing is, that even on earth (where there is plenty of oxygen) the oxygen can't reach the source of fire fast enough. That's why on earth you still see the explosion. The question is, how long would the explosion last with the amount of oxygen in the spaceship? Depends on how much energy is available and how much material will be exploding... Only when we know that, we're able to decide how much oxygen will be used per time-unit..

For the spherical stuff, there's no way the explosion would be spherical.. Well, if tyhe spaceship itself would be a sphere perhaps, and even then, the tank containing the fuel would have to be a sphere too.. Because that's where the power is coming from, the power that will push the parts of the spaceship outwards: the Explosion.. If the tank is square, the explosion isn't gonna be "spherical"...

At least, that's my opinion (for as far as one can have opinions about facts...)

Roggel

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1.255 Message number 0250

Date:
Wed, 7 Feb 1996 14:03:48 +0100
From:
R.A. Borst
<borst@WORLDACCESS.NL>

Subject:

BrushWrapping

Sorry, perhaps this question has been posed many many times before, however, since I'm rather new to this mailing list I'll just try..

My problem is one concerning brushwrapping. Here's what I wanted to do: I'm trying to create a city. By night.. Something like new york... That's really cool yeah, I know. However, when I create a skyscraper by night I figure all I have to do is create a beam and apply a 'light' brush to it... For the front of the skyscraper that would be fine. 100's of lights cover the front. The side however contains only stripes. If I use any combination of BrushWrapping (Z- or X-Axes wrapping) I don't get any lights at all!! How do I get this rite without applying 4 brushes to the beam?

Roggel

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1.256 Message number 0251

Date:
Wed, 7 Feb 1996 14:12:32 +0100
From:
Soeren Birk Jacobsen
<kurgan@IMADA.OU.DK>

Subject:

Re: In a galaxy far, far away...

On Wed, 7 Feb 1996, Phil Stopford wrote:

> Since no-one seems to know of the location of an Excelsior class Startrek
> model, anyone know where I can find an ATAT?
> I found one on a 3DS site, but can convert it to DXF because the
> convertor crashes under windows (it's wcv2pov from ftp.povray.com)
> Any ideas?
>
> Phil.

>
I mailed a note to the list a while ago, that there is a bunch of SW objects on <http://www.exclamation.com/starwars/> and theres a ATAT too theres even textures for the dang things, but unfortunately its in

3DMF format so I think you need some translation program,
some of the models are in dxf but there you would have to fit the texture
yourself.

If you do not have www access I'd gladly uuencode it to you (they got
practically any vehicle from SW both Light and Dark-side), but mail me
direct please, cause when I havent checked IML for a few days theres too
much to go through.

kurgan

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1.257 Message number 0252

Date:
Wed, 7 Feb 1996 14:22:31 +0100
From:
Soeren Birk Jacobsen
<kurgan@IMADA.OU.DK>

Subject:
ignore this, just a test sorry

Testing testing....

=====
It's better to burn up than to fade away.....
=====

Soeren Birk Jacobsen
Reventlowsvej 59
DK-5000 Odense C
Denmark

Tel. (+45) 66 14 79 67, (+45) 40 911 646
fax. (+45) 66 12 10 45

www.imada.ou.dk/~kurgan

kurgan@imada.ou.dk

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1.258 Message number 0253

Date:
Wed, 7 Feb 1996 14:27:23 +0100
From:
Soeren Birk Jacobsen
<kurgan@IMADA.OU.DK>

Subject:

ignore this also, yet another test, sorry

Testing, testin , ho hum

=====
It's better to burn up than to fade away.....
=====

Soeren Birk Jacobsen
Reventlowsvej 59
DK-5000 Odense C
Denmark

Tel. (+45) 66 14 79 67, (+45) 40 911 646
fax. (+45) 66 12 10 45

www.imada.ou.dk/~kurgan

kurgan@imada.ou.dk

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1.259 Message number 0254

Date:
Wed, 7 Feb 1996 09:48:55 -0500
From:
Bob Sampson
<RobSampson@AOL.COM>

Subject:

Re: New Show

Hi Bob!

I thought TV2 was using Imagine in their regular graphics fare. You are of course right. It would be waay cool to see some commercial uses of Imagine. Perhaps some of the other members of the list could mention when Imagine is used in a commercial animation setting.<<

I suppose this might be true, but I was refering more to a well know use of

the product in a show that might be seen by many such as B5 ect. I suspect very very few Imagine user's see TV2!

Bob.....

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1.260 Message number 0255

Date:
Wed, 7 Feb 1996 09:54:43 -0500
From:
Nancy Jacobs
<NancyJcbs@AOL.COM>

Subject:

Re: more bad bricks(texture scaling)

>I hope this tutorial has helped you make sense of textures and axes, and
>exposed you to one of Imagine's most insidious "features".

>
>

Thanks, Charles. I will have to dig into this. I fear my imported cubes have been gumming up the works. You and others seem to have less probs with the texture when using it on an extruded object. I will have to check this out. But it looks like it will continue to be a prob with imported objects. No one has worked that out yet.

Nancy

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1.261 Message number 0256

Date:
Wed, 7 Feb 1996 10:16:45 -0500
From:
Mike van der Sommen
<MikeVDS@AOL.COM>

Subject:

Textures for Imagine

If you want some really cool...and FREE textures to try out go to:

<http://www.shareware.com/code/engine/SearchOption>

and do a search for Textures. Download WildT10.zip. They are even in .TIF format. Yeeehah!

..of course, they are also available at GraFX Haus. :)

Mike van der Sommen
Santa Barbara, Ca
GraFX Haus BBS (805)683-1388
Email: MikeVDS@aol.com or
mike.vandersommen@caddy.uu.silcom.com

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1.262 Message number 0257

Date:
Wed, 7 Feb 1996 07:30:36 -0800
From:
Marc Reinig
<moose@ICO.COM>

Subject:

Re: more bad bricks(texture scaling)

Charles,

>Theoretically, you should get a wall that's 5 times as large, but with
>the same pattern of bricks: 2 layers of about 3 bricks each. That's
>because __when you edit an object's axis, textures and brushes are
>affected in the same manner__. This is logical: if you spend 2 hours
>getting the textures on a goose just right, you should be allowed to
>scale it down to make goslings, without having to readjust the textures
>for the smaller object. So, when you scale, move, or rotate the axis of
>an object, all the textures/brushmaps applied to that object scale, move,
>or rotate right along with it. (Whether you're also scaling the points,
>or just the axis, is irrelevant to textures/brushes.)

>
>However, in this case, IT DOESN'T WORK. Why?
>

Well, one way to divide textures into groups is by whether scaling the object should scale the texture itself. In your gosling example it makes great sense not to scale the gosling textures (Essence? <G>).

However, with the bricks, if I build a wall and I want to make it a larger or smaller wall, I just want the wall to get larger, not the bricks. So, at least, in that sense, for bricks texture, there is some logic for not scaling the texture with the object. I don't know if that's what they had in mind but ...

As they say, "Who knows the mind of God." or in this case, Imagine.

-Marco

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1.263 Message number 0258

Date:
Thu, 8 Feb 1996 03:35:18 +1100
From:
Jodi Nelson
<jodi@C031.FOCALTECH.COM.AU>

Subject:

Re: Rolling Text

At 06:10 PM 2/6/96 -1000, you wrote:

>I'm stuck here. Trying to get a line of text (just two words)
>to run at an angle in an animation, but make it look like it
>hits a roller coaster type of path. I've created the path in
>the detail editor, and tried to align it in stage editor, but
>that doesn't work. Do I have to use states for something like
>this?

>

>Yes, I do have a manual, by the way :-) I just choose to read
>it after nothing else works. I find out interesting things
>along the way ;]

>

>Damon

I have done this before. All you have to do is delete the position and alignment bars for the text object (in the action editor). Add them again selecting follow path for the position bar and align to path then conform group to path for the alignment bar. The text should then follow the path while conforming to it's shape.

Last time I used this effect I tracked the camera to the text object then made it follow a larger version of the same path. The result was a writhing string of text which stayed in the centre of the screen.

Oh by the way, you may have to rotate the axis for the text object in the detail editor to make sure it is facing the right way when it is aligned to the path.

Sorry for my vague instructions. I hope you can make sense of them.

Jodi

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1.264 Message number 0259

Date:
Wed, 7 Feb 1996 16:34:58 +0100
From:
Anders Lundholm
<lund@HOA.PING.DK>

Subject:
1 Month off the list!

Hi everybody. I just burned off my 68060 and therefore don't have possibility to check my mailbox and answer questions. I'll be off the IML for about 1 month untill Phase 5 finishes the repair of my dear CyberStorm.

concerning the Attributes:

- I have made a deal with a fellow mate who has a real email address. He will mail the archive to u. Cya soon!

--

Anders Lundholm . Alien Workshop (Tm) Computer Graphics
Modeling & Animation . Lund@Hoa.Ping.Dk . Scoopex.Com

-- Via Xenolink 1.981, XenolinkUUCP 1.1

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1.265 Message number 0260

Date:
Wed, 7 Feb 1996 12:32:54 -0500
From:
Greg Denby
<gregory.g.denby.1@ND.EDU>

Subject:
Grassroots Editors

Hi all,
What you get if you have mail stored on three hard drives and a handfull of floppies is...lost messages.

I can't find the list of editors/proofreaders for the Grassroots Manual. I've finished the first part on Lights, and would like to get it into the works. If any of the volunteers read this, just mail me so I know who to send the file to.

Part two is the interesting part, and I should have it done fairly soon. This was the stuff I was working on for my home page when all this came up. I recall some mention of keeping mum on what's written, but unless I get any feedback, I'm just going to place the illustrations and at least some of the text on my homepage when finished.

Greg Denby
gdenby@darwin.cc.nd.edu
<http://www.nd.edu/~gdenby>

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1.266 Message number 0261

Date:
Wed, 7 Feb 1996 10:39:11 -0700
From:
Dave Wilson
<darius@CONNECT.AB.CA>

Subject:

Re: Essence II/PC (Atts Error)

At 07:44 PM 2/6/96 -0500, you wrote:

>When I load the following attributes in the essatts/space/ dir I get a
>Error: Bad chuck size (alienc, coolplat, disky, & wonka).

>

>Has anyone else got this error? Also there seems to be something wrong with
both

>space dirs...

>

>

I can't even figure out how to get these textures. How did you get them? I have the Essence II collection for the Amiga and every bit of info in there is wrong for contacting them. I've also tried replying to these so called Steve Worley posts which I've come to think of as hoaxes because I never get a reply. Any help would be great, thanks.

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1.267 Message number 0262

Date:
Wed, 7 Feb 1996 11:13:24 -0700

From:
 Dave Wilson
 <darius@CONNECT.AB.CA>

Subject:
 HELP! Transparency probs.

Hello. I have two seperate yet related problems with transparent stuff. First, I'm trying to use a brush map to apply a texture to an object. I need certain parts of this texture to be absent so I've colored them black (and white) to be able to set the genlock feature to make that section of the image transparent. This isn't working with either color. The closet I got was by setting filter settings but that just makes it look as though theres been holes cut in my object. What am I doing wrong here?

Also, heres the unrelated part, I've created what I think to be a great buton panel for my web page using Imagine. The problem I have is that the panel is kinda round. What happens is that when loading the image in the web page I wind up a bunch of useless space which is due to the fact that I can't make my background in my image transparent. To see what I mean here please travel to my page at <http://www.connet.ab.ca/~darius>. I've tried using Paint Shop Pro but no matter how I save my image I can't get the background to go away. Any help would be great thank you.

```

^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
| Dave Wilson (aka - Darius R. Kane, The Highlander) |
| BrainWave Productions Inc. - For Art's Sake |
| What an existance..... |
VVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVV
  ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
  | Lovingly Running Imagine 3 + 4 Demo |
  | 'Tis not mine fault, the things I have |
  | done. Please, leave me to me. |
  VVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVV

```

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1.268 Message number 0263

Date:
 Wed, 7 Feb 1996 11:20:56 -0700
 From:
 Dave Wilson
 <darius@CONNECT.AB.CA>

Subject:
 Re: Frame Rates

At 12:17 PM 2/6/96 -0500, you wrote:

>On Mon, 5 Feb 1996, Dave Wilson wrote:

>

>> Hey all. I'm using Imagine 3.0 and am wondering, when

Have fun.
Chris Hall.

Imagine 4.0, PC Pentium 90, 16Mb ram, beginner+ user.

```
|-----|\
| E- mail me at : chris.hall@dial.pipex.com ||
| Visit the Virtual Gallery at Web Shack:  ||
|      http://www.nether.net/~shortie      ||
|                                           ||
| Today's lucky lottery numbers are :-    ||
|           03 18 30 49 47 19            ||
|-----|\
\-----\
```

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1.270 Message number 0265

Date:
Wed, 7 Feb 1996 21:09:16 +0100
From:
Michael Mortensen
<940166@UDD.AALBOLAERSEM.DK>

Subject:

Re: converting animations Amiga->PC

Hi!!!!

I have been away for a mounth and havnt followed this debate...
Is there a way to convert amiga anims into FLI or some other PC
format.

I really need it 'cause one of my friends just got acces to one of
those things too make cd-roms with...

And if i could transfi my anims I could get them on cd-rom...
NOT BAD

Michael "Lightstorm" Mortensen
Artificial Light
940166@udd.aalbolaersem.dk

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1.271 Message number 0266

Date:
Wed, 7 Feb 1996 21:11:53 +0100
From:
Michael Mortensen
<940166@UDD.AALBOLAERSEM.DK>

Subject:
Attributes Yummy!!

Hi

I have been away for a while (a Month), and i have been told that Helmy offered his attributes collection to the IML

Can I have one.....please.....double please.....trible please!!

Michael"Lightstorm"Mortensen
Artificial Light
940166@udd.aalbolaersem.dk

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1.272 Message number 0267

Date:
Wed, 7 Feb 1996 15:29:07 -0500
From:
C and/or A Sullivan
<ctromanh@UOGUELPH.CA>

Subject:
Re: HELP! Transparency probs.

On Wed, 7 Feb 1996, Dave Wilson wrote:

> Hello. I have two seperate yet related problems
> with transparent stuff. First, I'm trying to use a brush map to apply a
> texture to an object. I need certain parts of this texture to be absent so
> I've colored them black (and white) to be able to set the genlock feature to
> make that section of the image transparent. This isn't working with either
> color. The closet I got was by setting filter settings but that just makes
> it look as though theres been holes cut in my object. What am I doing wrong
> here?

The genlock doesn't work on a specific colour per say what it does is make the background colour of your image the transparent area. If you would like black to be the transparent part, make sure black is the background colour of the image when you cut or save it.

--

```
*****
*   Has anybody seen my PEZ!?! -Sully                               *
*   Amiga4000/030/882@40MHz/18Megs, SGI Indy R4400SC/32Megs       *
*   Imagine 4.0 - Intermediate User                                *
*   Only now...at the end...do you understand. -Emperor Palpatine *
*****
```

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1.273 Message number 0268

Date:
Wed, 7 Feb 1996 20:38:52 +0000
From:
Chris Hall
<Chris.Hall@DIAL.PIPEX.COM>

Subject:

Re: In a galaxy far, far away...

At 11:23 AM 2/07/96 +0000, you wrote:

>Since no-one seems to know of the location of an Excelsior class Startrek
>model, anyone know where I can find an ATAT?

>I found one on a 3DS site, but can convert it to DXF because the
>converter crashes under windows (it's wcv2pov from ftp.povray.com)

>Any ideas?

>

>Phil.

>

Why not use 3ds2im available from Sharky's Joint?

Chris Hall.

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1.274 Message number 0269

Date:
Wed, 7 Feb 1996 20:38:55 +0000
From:
Chris Hall
<Chris.Hall@DIAL.PIPEX.COM>

Subject:

Re: HELP! Transparency probs.

IMAGINE 2.0 and Imagine LT (on my way to 3.0/4.0)
web@cvsd.cv.com IML expr= Beginner
San Diego, CA USA

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1.276 Message number 0271

Date:
Wed, 7 Feb 1996 13:16:16 -0800
From:
Marc Reinig
<moose@ICO.COM>

Subject:

Re: HELP! Transparency probs.

Dave,

>the fact that I can't make my background in my image transparent. To see
>what I mean here please travel to my page at
><http://www.connet.ab.ca/~darius>. I've tried using Paint Shop Pro but no
>matter how I save my image I can't get the background to go away.

My nameserver couldn't find your URL, so I just have to guess at the problem. First, make sure that the background color on the GIF is the background color currently selected in the color selector. ie. there are two squares of color, one overlapping the other. The one that is being overlapped is the background. That color is what PSP will make transparent. Use the smart color selector, the "eye dropper" and touch your image on the background. This will make that color the selected foreground color, then click on the color selector to toggle it to become the background color.

Now SAVE AS and go to the options menu and select "make current background transparent".

Now save. Should work. If not try GIFCON which is much more direct. ;=)

-Marco

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1.277 Message number 0272

Date:
Wed, 7 Feb 1996 13:16:20 -0800
From:
Marc Reinig
<moose@ICO.COM>

Subject:

Re: HELP! Transparency probs.

Dave,

>I'm trying to use a brush map to apply a
>texture to an object. I need certain parts of this texture to be absent so
>I've colored them black (and white) to be able to set the genlock feature to
>make that section of the image transparent. This isn't working with either
>color. The closest I got was by setting filter settings but that just makes
>it look as though theres been holes cut in my object. What am I doing wrong
>here?

There is another texture set that came as shareware on 3.3 (I believe).
These textures allow you to fade one texture into another etc. I am
suffering a mental block and can't think of their name, DE textures? They
are really a wonderful set and that reminds me I need to register them. ;=)

Check them out, there are several examples with them.

-Marco

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1.278 Message number 0273

Date:
Wed, 7 Feb 1996 16:52:47 EST
From:
William Leimberger
<leimberger@MARBLS.ENET.DEC.COM>

Subject:

Re: New Show

>Hi Bob!

> I thought TV2 was using Imagine in their regular graphics fare. You
>are of course right. It would be waay cool to see some commercial uses of
>Imagine. Perhaps some of the other members of the list could mention when
>Imagine is used in a commercial animation setting.<<

>>I suppose this might be true, but I was refering more to a well know use of
>>the product in a show that might be seen by many such as B5 ect. I suspect
>>very very few Imagine user's see TV2!

>>Bob.....

Well I guess if there is a sighting someone will make it known. Right now Lightwave seems to be getting it's 15 min. of fame. LW was also used to do the radar dish scene in Golden Eye.

-bill

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1.279 Message number 0274

Date:
Wed, 7 Feb 1996 14:25:54 -0800
From:
Warrick Holfeld
<wholfeld@MAIL.NWLINK.COM>

Subject:

Re: HELP! Transparency probs.

What you need to do to make you background transparent for your web (using paint shop pro) is save the file as a gif, select version 89a-interlaced and then click the options button. This will open a transpacy dialog box, then you can choose the background or a specific pal number for the transparency. (Yes it's that easy)

Warrick Holfeld

Imagine 4.0, PC P90 , 32Mb ram, beginner+ user.

At 08:38 PM 2/7/96 +0000, you wrote:

>> Also, heres the unrelated part, I've created what I think to be a great buton panel for my web page using Imagine. The problem I have is that the panel is kinda round. What happens is that when loading the image in the web page I wind up a bunch of useless space which is due to the fact that I can't make my background in my image transparent. To see what I mean here please travel to my page at <http://www.connet.ab.ca/~darius>. I've tried using Paint Shop Pro but no matter how I save my image I can't get the background to go away. Any help would be great thank you.

>

>I use a program called GIF Construction Kit by the same people who do Image Alchemy (Or is that the company?).

>I can't remember the address but if you want I will privately mail it to you as it is shareware. It works a treat for me! See for yourself....

>

>Chris Hall.

>

>Imagine 4.0, PC Pentium 90, 16Mb ram, beginner+ user.

```
>|-----|\
>| E- mail me at : chris.hall@dial.pipex.com ||
>| Visit the Virtual Gallery at Web Shack:  ||
>|      http://www.nether.net/~shortie      ||
>|                                           ||
>| Today's lucky lottery numbers are :-    ||
>|      03 18 30 49 47 19                 ||
>|-----|\
> \-----\
>
>
```

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1.280 Message number 0275

Date:
Wed, 7 Feb 1996 17:19:34 -0600
From:
Rick Beilfuss
<vview@CSWNET.COM>

Subject:

Texture Magic

I don't remember if I already posted this here, if so here it is again.

There's a nifty looking texture (brush map) maker called Texture Magic. It will procedurally make all sorts of textures (samples included) and will allow you to save to POV script or .bmp files. A fully functional demo can be found at www.eskimo.com/~scott/povtext.html

Also, keep working on those contest pics for March. Our goal is 5 or more.

Rick

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1.281 Message number 0276

Date:
Wed, 7 Feb 1996 17:10:56 -0600
From:

Rick Beilfuss
<vview@CSWNET.COM>

Subject:

Re: HELP! Transparency probs.

Dave

Check your preferences and make sure the genlock color is true black. I found mine to look like black but wasn't true black. Likewise make sure the black in your brush is true black. Also make sure your genlock toggle is on in the brush requester.

Only PSP 3.1 or newer supports trans gifs. Make sure transparency color is black and again your background is true black. You must make sure background transparency is toggled on and must save to gif 89a.

Rick

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1.282 Message number 0277

Date:
Thu, 8 Feb 1996 11:21:43 +1300
From:
Bill Boyce
<bilboyce@IHUG.CO.NZ>

Subject:

I'm back!

Just a note to say hello again, I'm back, and note my new address
(bilboyce@ihug.co.nz)

If you've missed me half as much as I've missed you all, I'm deeply flattered :)

Got my Essence PC. Cool. (Haven't installed it yet. Maybe this afternoon)

Bill B

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1.283 Message number 0278

Date:
Wed, 7 Feb 1996 17:03:34 -0800
From:
Cybercore Design
<cyber2@FRUGAL.COM>

Subject:

Re: (no subject)

I hate lihe hell to leave this group but I run my own bussiness and I just cannot afforf to read all this mail all the time. Will someone please let me know how to take my name off the list I accedently erase my first set of messages.

thanks,

Ryan Pedersen
Cybercore Design
cyber2@frugal.com
(206)248-3157

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1.284 Message number 0279

Date:
Wed, 7 Feb 1996 20:02:41 -0500
From:
Jeff Patelidas
<jeffpat@GATE.IOA.COM>

Subject:

Re: Essence II/PC (Atts Error)

>>Also there seems to be something wrong with both space dirs...

>

Anita Vandenberg wrote:

>I'm not sure what you mean here, both my directories seem intact (other
>than the above errors).

>

>I was, however, missing registration cards. Also, there was no example
>project after installing Essence II and the example renderings are
>nowhere to be found.

>

The file manager (Q-DOS) that I use wouldn't let me click on those two directories, I tried two others and they worked ok.

As far as the registration card, I guess there wasn't one since it was a re-release for IML users. Not sure about the examples...

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1.285 Message number 0280

Date:
Wed, 7 Feb 1996 21:59:35 -0500
From:
Charles Blaquiere
<blaq@IO.ORG>

Subject:

Re: BrushWrapping

On Wed, 7 Feb 1996, R.A. Borst wrote:

> For the front of the skyscraper that would be fine. 100's of lights cover
> the front. The side however contains only stripes. If I use any
> combination of BrushWrapping (Z- or X-Axes wrapping) I don't get any
> lights at all!! How do I get this rite without applying 4 brushes to the
> beam?

You don't. A correct way is to apply the brushmap to only one side of the building, using either the brush Y axis to limit its depth, or my restricting the brush to a subgroup of faces (in which case, you'd create 4 subgroups, one for each side of your building) Either way, you'll need to apply the brush 4 times, but since Imagine only loads brushes once per frame, you won't need 4 times the RAM.

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1.286 Message number 0281

Date:
Wed, 7 Feb 1996 19:12:14 -0800
From:
Andrew H. Willard
<willard@ISLANDNET.COM>

Subject:

Re: In a galaxy far, far away...

Phil Stopford wrote:

> Since no-one seems to know of the location of an Excelsior class Startrek
> model, anyone know where I can find an ATAT?
> I found one on a 3DS site, but can convert it to DXF because the
> convertor crashes under windows (it's wcv2pov from ftp.povray.com)
> Any ideas?

Imagine 4,3DS, PC Pentium 66, 32 meg ram.

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1.290 Message number 0285

Date:
Wed, 7 Feb 1996 23:50:48 -0600
From:
Stephen G.
<sgiff@AIRMAIL.NET>

Subject:

Re: Free textures ahoy!

>Surfing the web the other day I came across this rather nifty site that has
>lots of tileable textures freely available. There are 120+ normal textures,
>bricks, wood, stones etc., and 160+ abnormal textures, you know, the ones
>everyone likes to use for webpage backgrounds and about 36 that are
>unclassified. The address is.

>

><http://www.meat.com>

>

Well I visited the sight and right away I recognized some of the textures.
They come off of a CD-Rom produced by a 3D company. I wonder how long it
will be before they get sued.

s.g.

Visit me at the Magick Rainbow
<http://web2.airmail.net/sgiff>
^^

Imagine 4,3DS, PC Pentium 66, 32 meg ram.

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1.291 Message number 0286

Date:
Thu, 8 Feb 1996 00:54:00 EST
From:
Michael Rivers
<mrivers@TBAG.ORG>

Subject:

Re: Mike H. drops a bombshell

CB> On Mon, 5 Feb 1996, Michael Rivers wrote:

CB> > I'm sure some of you are famalier with the associate bar in the action
 CB> > editor. It is somewhat useful now, however, it need to be expanded to
 CB> > work much like a "Group" of objects in the detail editor.
 CB> >
 CB> > If you move the "parent" of an Association, all of the child objects
 CB> > should move with it.

CB> Ummm, isn't that how it already works? If you move/rotate an object, all
 CB> objects Associated to it will be affected. You do, of course, have to
 CB> reload the frame (RightAmiga-C, Enter) to see the result, but it's
 CB> there.

Whoops, I meant in real time, just like moving the parent of
 a group in the detail ed. Although reloading the frame works,
 it is lame, esp if you work with objects that are megs each.

I think with this feature and the others I listed, Imagine
 would give us the flexibilty of LW with regard to being
 able to manipulate sub groups in the stage.

The states system is fine for repetitive movements,
 but it is difficult to use on objects that move more
 randomly.

```
7-----7
| Commodore failure. Press left mouse button to continue |
|      Error: $0100000C      Task : $416C6920      |
7-----7
Mike Rivers (aka) Vermin --  mrrivers@tbag.tscs.com
A4000/040 25mhz 18megs 1,451meg hd
```

... Windows, Keep out of reach of children.

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1.292 Message number 0287

Date:
 Thu, 8 Feb 1996 09:04:45 +0100
 From:
 Per-Erik Westerberg
 <etxwtg@EOGSS.ERICSSON.SE>

Subject:

Re: Grassroots Editors

> Hi all,

> What you get if you have mail stored on three hard drives and a handfull
 > of floppies is...lost messages.
 >
 > I can't find the list of editors/proofreaders for the Grassroots Manual.
 > I've finished the first part on Lights, and would like to get it into the
 > works. If any of the volunteers read this, just mail me so I know who to
 > send the file to.
 >

OK, I volunteer for the proofreading. Nice to see that someone actually
 has something for the "Grassroot Manual" that is near completion :-)

> Part two is the interesting part, and I should have it done fairly soon.
 > This was the stuff I was working on for my home page when all this came
 > up. I recall some mention of keeping mum on what's written, but unless I
 > get any feedback, I'm just going to place the illustrations and at least
 > some of the text on my homepage when finished.
 >

Looking forward to see that aswell.

> Greg Denby
 > gdenby@darwin.cc.nd.edu
 > http://www.nd.edu/~gdenby

```
/* Per-Erik Westerberg ! \ ~~~ E-mail: etxwtg@eogss.ericsson.se */
/* Ericsson Telecom AB ! !>-!"> Voice: +46 (0)8 7193683 Fax: ...94060 */
/* EO8/ETX/TX/HM ! / ~~~ */
/* 12625 Stockholm ! . . . "Yet to be filled in with ...?" . . . */
```

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1.293 Message number 0288

```
Date:
Thu, 8 Feb 1996 08:29:31 0000
From:
Gabriele Scibilia
<minix5@DISI.UNIGE.IT>
Subject:
Imagine PC textures
---
```

This is a multi-part message in MIME format.

```
-----284471084822002
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii
```

Here there are my first Imagine PC textures... more to come....

--

"minix5@disi.unige.it"
"Imagine Mailing List, IML FAQer"

-----284471084822002

Content-Transfer-Encoding: base64
Content-Type: application/x-zip-compressed

UESDBBQAAAAIAHJxRiBWUG0WkgIAACwEAAAIAAAAR1JBWS5JVfid029IE2EcB/DfbictUMyY
sWDVvTjBlpAtLdS2zGnNQOnaRgyFaLmbDg4X804ShAYXNJWgl9lA6J2vwl dhCXF1IkFvohex
wzQjXwWmEdGLSmN9b/0zsRflwOf5Pc/z+z1/brCe826ykouqiKhUol/tIFgowlBGgG7ogk44
BT5ohibwgBvqgQcOnOAAu5knyriAB5ya2Q92qIZPYH+EqBVnWSjTAHWwC74i/wHW4BW8hOfw
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lhgAAAA

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1.294 Message number 0289

Date:
Thu, 8 Feb 1996 08:43:41 +0000
From:
Cliff Bradshaw
<cjbradshaw@TAZ.DRA.HMG.GB>

Subject:

Re: Grassroots Editors
"IMAGINE@SJUVM.STJOHNS.EDU" at Feb 7, 96 05:37:31 pm

> From: Greg Denby <gregory.g.denby.1@ND.EDU>
> of floppies is...lost messages.
>
> I can't find the list of editors/proofreaders for the Grassroots Manual.
> I've finished the first part on Lights, and would like to get it into the
> works. If any of the volunteers read this, just mail me so I know who to
> send the file to.

It all seems to have gone *rather* quiet on the subject of the
Grassroots Manual. The last thing I recall was the guy who was
supposed to be collecting material said he was leaving the list...

It would be a shame for such an obviously *brilliant* idea
(and probably one of the few examples of PC and Amiga users
working in harmony(?) on the Internet) to fall apart due to lack
of organisation. At the very least, it should serve to lessen the
traffic on the IML from complete newcomers without manuals. (Guilty).

So who is actually running this project now...? I'm sure many people would be willing to collect material and bung it all together - I know I would (even though I know zilch about Imagine at the moment - coverdisk and all that).

Can we have a recap of the Grassroots Manual Progress...?

--

Cliff

cjbradshaw@taz.dra.hmg.gb

/dev/earth is 98% full - Please delete anyone you can.

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1.295 Message number 0290

Date:

Thu, 8 Feb 1996 04:17:15 -0500

From:

Bob Sampson

<RobSampson@AOL.COM>

Subject:

Re: New Show

In a message dated 96-02-07 18:02:26 EST, you write:

>Well I guess if there is a sighting someone will make it known. Right
> now Lightwave seems to be getting it's 15 min. of fame. LW was also used
> to do the radar dish scene in Golden Eye.
>
> -bill

Actually, I think LW has gotten a good deal more than 15 minutes:) When you consider that it came about with the Toaster which was virtually an overnight success it has been a power from the beginning. But I remember seeing brilliant stuff done with Imagine, even when it was Silver, animations that were unbelievable that they might have been accomplished on an Amiga (hehe PC's were not even in the running back then) and yet we flourish in relative obscurity even now. We have this wonderful product and yet for commercial application a TV station in Norway is offered up as a claim to fame. I've placed some really good renderings by tsadillas and Blackmon on AOL, stuff that blows away what others with have up there not only from an artistic standpoint (which of course is soft/hard ware independent) but also on a technical program capability aspect. They seem unwilling to acknowledge or discuss it. Reasons are simple, it's much cheaper and more powerfull. So why is Imagine still obscure, mentioned in reviews with lines at the end like "Oh and btw there is also another program out there called Imagine". I still maintain it's because terms like Commodore and Impulse are completely interchangeable.

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1.296 Message number 0291

Date:
Thu, 8 Feb 1996 04:50:40 -0800
From:
Robert Smith
<BSMITH5@IX.NETCOM.COM>

Subject:

Re: Imagine Book

Sorry to here of the low responce although I admit that I am not suprised. I, for one, was interested but not willing to put up money for an unknown (or even a non existant). I have been burned to many times in the past to commit to vaporware (not saying that it was true in this case) and I think there are a lot of users that feel the same way. Don't feel rejected; I would have bought the book if it was real and had good reveiws.

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1.297 Message number 0292

Date:
Thu, 8 Feb 1996 11:24:54 +0000
From:
Phil Stopford
<pstopfor@JESUS.OX.AC.UK>

Subject:

Re: In a galaxy far, far away...

On Wed, 7 Feb 1996, Chris Hall wrote:

> At 11:23 AM 2/07/96 +0000, you wrote:
> >Since no-one seems to know of the location of an Excelsior class Startrek
> >model, anyone know where I can find an ATAT?
> >I found one on a 3DS site, but can convert it to DXF because the
> >convertor crashes under windows (it's wcv2pov from ftp.povray.com)
> >Any ideas?
> >
> >Phil.
> >
> >Why not use 3ds2im available from Sharky's Joint?

>
> Chris Hall.
>
The object is too complex - at least the body part is, either for 3DS2Im
or wcv2pov (the latter runs under windows and performs an 'illegal
operation)
So I'm stil stuck.

Phil.

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1.298 Message number 0293

Date:
Thu, 8 Feb 1996 11:27:37 +0000
From:
Phil Stopford
<pstopfor@JESUS.OX.AC.UK>

Subject:
Re: In a galaxy far, far away...

On Wed, 7 Feb 1996, Andrew H. Willard wrote:

> Phil Stopford wrote:
> > Since no-one seems to know of the location of an Excelsior class Startrek
> > model, anyone know where I can find an ATAT?
> > I found one on a 3DS site, but can convert it to DXF because the
> > convertor crashes under windows (it's wcv2pov from ftp.povray.com)
> > Any ideas?

>
> Hey Phil,
> Sure do....why not try the ultimate Star Wars Models Site:

>
> <http://www.loop.com/~hhc>

>
> This place has everything...literally!!

>
> Andrew

>
I got the model from there originally, but all convertors reject it, that
is it is too complex for 3DS2Im and wcv2pov crashes on loading it. What
a life eh?

Phil.

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1.299 Message number 0294

Date:
Thu, 8 Feb 1996 12:32:30 +0000
From:
Jeremy Peter Hopkin
<jph@CS.NOTT.AC.UK>

Subject:

DXF

I am suffering from a problem of not being able to load dxf files in
imagine 3.0.
I am using load dxf in the action editor. All I get after a little while
of loading is an axis.
The dxf files were created with vista pro3.

Any suggestions?

(486dx66 PC 16MB RAM)

Jeremy

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1.300 Message number 0295

Date:
Thu, 8 Feb 1996 07:41:52 -0500
From:
Ash Wyllie
<ashw@LR.NET>

Subject:

Re: converting animations Amiga->PC

>Hi!!!!

>I have been away for a mounth and havnt followed this debate...
>Is there a way to convert amiga anims into FLI or some other PC
>format.

>I really need it 'cause one of my friends just got acces to one of
>thoose things too make cd-roms with...

>And if i could transfi my anims I could get them on cd-rom...
>NOT BAD

>Michael "Lightstorm" Mortensen
>Artificial Light
>940166@udd.aalbolaersem.dk

Imagemaster and its PC relatives will convert between anim and flc(i) formats, or send stills back and forth.

-ash

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1.301 Message number 0296

Date:
Thu, 8 Feb 1996 07:46:54 -0500
From:
Perry Lucas
<plucas@VT.EDU>

Subject:

ADMIN: Files through IML

Well, it seems that people do not know how to read at all on this list about sending files through the list or uuencodes. Therefore, I am going to shut the list down for ONE day. Maybe this will get you to consider listening to the posts that I send to the list.

I do enjoy running the IML, but I can not allow files to be passed through it. Period. I have no idea if anything is copyrighted and if it is, it opens myself and St. Johns University up to some big problems being the medium for transport of illegal materials. Especially with this new Telecommunications Act going through.

Consider this my final warning on this matter.

Annoyed.

--Perry Lucas

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1.302 Message number 0297

Date:
Thu, 8 Feb 1996 08:38:54 -0500
From:
Bob Sampson
<RobSampson@aol.com>

Subject:

Re: DXF

In a message dated 96-02-08 07:40:19 EST, you write:

>I am suffering from a problem of not being able to load dxf files in
>imagine 3.0.
>I am using load dxf in the action editor. All I get after a little while
>of loading is an axis.
>The dxf files were created with vista pro3.
>
>Any suggestions?

Upgrade to Imagine 4.0. Imagine 3.0 was pretty lame with dxf.

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1.303 Message number 0298

Date:

Thu, 8 Feb 1996 08:38:53 -0500

From:

Bob Sampson

<RobSampson@aol.com>

Subject:

Re: In a galaxy far, far away...

In a message dated 96-02-08 06:27:51 EST, you write:

>The object is too complex - at least the body part is, either for 3DS2Im
>or wcv2pov (the latter runs under windows and performs an 'illegal
>operation)
>So I'm stil stuck.
>
>Phil.

I have converted extremely complex objects with 3DS2IM, although I did register it and have the total object limit removed by Andrey. If you want I will try and convert it for you.

Bob.....

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Tel. (+45) 66 14 79 67, (+45) 40 911 646
fax. (+45) 66 12 10 45

www.imada.ou.dk/~kurgan

kurgan@imada.ou.dk

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1.305 Message number 0300

Date:
Fri, 9 Feb 1996 01:02:27 +1100
From:
Hans De Kok
<sweeper@connexus.apana.org.au>

Subject:

Texture conversion

Hi all,

Can anyone tell me if there is a texture conversion program to convert from other programs to Imagine or visa versa. Thanks in advance.

Hans

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1.306 Message number 0301

Date:
Thu, 8 Feb 1996 08:48:59 -0600
From:
Rick Beilfuss
<vview@cswnet.com>

Subject:

Re: BrushWrapping

> lights at all!! How do I get this rite without applying 4 brushes to the
> beam?

>You don't. A correct way is to apply the brushmap to only one side of

With a straight-line squarish object like your sky-scraper there are a

couple of options.

A texture (map) will go through the object and show on opposite sides. So either narrow your map axis to not include your side walls or restrict to front and rear walls. Do the same for the side walls and this took 2 maps.

With this object we can use 1 map. Narrow up your map's windows and other details in a paint program. In the map requester, edit axis in the top view by rotating it 45 degrees to your building. Make sure it still covers the whole building. This should map a widened map to all 4 sides with no lines.

Rick

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1.307 Message number 0302

Date:
Thu, 8 Feb 1996 18:56:05 +0100
From:
Vincenzo Vibio
<vvibio@mbox.vol.it>

Subject:
Re: PC Format - JANUARY

At 13.15 07/02/96 -0800, you wrote:
>Recently someone posted the phone number for the company
>publishing this zine. Would you please repost it. It
>seems my email server did just that... served my mail and
>some munchkin ate it!
>
>I'm trying to get hold of the magazine and cover disks and
>ABSOLUTELY NO ONE near San Diego has that copy.
>
>Thanks,
>Bill Bogan 386/40 8Mb RAM 1Mb Video Card
>IMAGINE 2.0 and Imagine LT (on my way to 3.0/4.0)
>web@cvsd.cv.com IML expr= Beginner
>San Diego, CA USA
>

The complete address and tel. number are:

PC Format
Future Publishing Ltd,
30 Monmouth St, Bath, Avon,
BA1 2BW
Tel# 01225 442244
Fax# 01225 822519

Bye.

** Imagine 4.0 - Pentium 120Mhz -32MB- Beginner without manual **

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1.308 Message number 0303

Date:
Thu, 8 Feb 1996 18:18:27 GMT
From:
Andrew Herbert
<herbert@netcentral.co.uk>

Subject: Re: ADMIN: Files through IML - A goodbye message

Hi there...

Just a note I'm leaving the list partly because of the following reasons:

- 1/ People replying to messages on the list when they are not suitable ("send to me" messages for the attributes collection as an example, which is now re-appearing again)
- 2/ People sending UUEncodes through the list (small but a bit irratating).
- 3/ Impulse issueing demos with no real hard documentation/support thus quite a few people have joined the mailing list with "how do I get to grips with Imagine?", which is understandable but slightly annoying.

I don't post as often as other people and dare say my leaving won't be noticed, but it might make people stop and think when sending stuff to the list. I'll probably subscribe again sometime in the near future but IMHO mailing lists are best suited to small and local subjects which doesn't suit Imagine at all. Maybe an Imagine newsgroup would be better? I put myself up for grass roots documentation for the action editor which I haven't even started writing because I was waiting for more people to join in, I think the grassroots manual is a very good idea but it'll never get off the ground until we get more writers than editors and as one IMLer put it "someone starts throwing their weight around".

Anyway, cheers Perry for saving the IML, but I feel you're just delaying the inevitable.

Bye everyone!

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1.309 Message number 0304

Date:
Thu, 8 Feb 1996 10:20:39 -0800
From:
Warrick Holfeld
<wholfeld@mail.nwlink.com>

Subject:
Re: HELP! Transparency probs.

Here's a more detailed way almost sure to work (I captured you picture from your site and it worked):

1. Open Paint Shop pro and load picture.
2. Under List File of Type select Gif
3. Under File Sub_Format choose Version 89a-Interlaced
4. Save the file close it and then reopen it.
5. Make sure the Select Tools floating tool bar is up.
6. Select the eyedropper and use it to select your background.
7. In the palette colors at the bottom of the Select Tools floating tool bar, double click on the top one which should be the color of your background.
8. This will open a palette dialog box, your background color will have a border around it. At the bottom of the dialog box there will be an index number and the r,g,b values. REMEMBER the index number. Then close the palette dialog box.
9. Now go the File, Save As. When the Save As dialog open choose the Options button. Select the Set the Transpaency Value to. Put the Index number in the box and click OK.
10. Click the OK button on the Save As dialog.
11. Your file should now work and if it doesn't let me know and I will e-mail you the one I captured.

Sorry this is so lengthy but its really an easy process.

Warrick

At 03:04 PM 2/8/96 +0100, you wrote:

>I guess you mean www.connect.ab.ca ?????

>

>On Wed, 7 Feb 1996, Dave Wilson wrote:

>> Hello. I have two seperate yet related problems
>> with transparent stuff. First, I'm trying to use a brush map to apply a
>> texture to an object. I need certain parts of this texture to be absent so
>> I've colored them black (and white) to be able to set the genlock feature to
>> make that section of the image transparent. This isn't working with either
>> color. The closet I got was by setting filter settings but that just makes
>> it look as though theres been holes cut in my object. What am I doing wrong
>> here?

>>

>> Also, heres the unrelated part, I've created what I
>> think to be a great buton panel for my web page using Imagine. The problem
>> I have is that the panel is kinda round. What happens is that when loading
>> the image in the web page I wind up a bunch of useless space which is due to
>> the fact that I can't make my background in my image transparent. To see
>> what I mean here please travel to my page at
>> <http://www.connet.ab.ca/~darius>. I've tried using Paint Shop Pro but no

```

>> matter how I save my image I can't get the background to go away. Any help
>> would be great thank you.
>> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>> | Dave Wilson (aka - Darius R. Kane, The Highlander) |
>> | BrainWave Productions Inc. - For Art's Sake |
>> | What an existence.....
> |
>> vvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvv
>> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>> | Lovingly Running Imagine 3 + 4 Demo |
>> | 'Tis not mine fault, the things I have |
>> | done. Please, leave me to me. |
>> vvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvv
>>
>
>
>=====
=====
>
> It's better to burn up than to fade away.....
>
>=====
=====
>
>Soeren Birk Jacobsen
>Reventlowsvej 59
>DK-5000 Odense C
>Denmark
>
>Tel. (+45) 66 14 79 67, (+45) 40 911 646
>fax. (+45) 66 12 10 45
>
>www.imada.ou.dk/~kurgan
>
>kurgan@imada.ou.dk
>
>

```

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1.310 Message number 0305

Date:
Thu, 8 Feb 1996 13:09:45 -0600
From:
Stephen G.
<sgiff@airmail.net>

Subject:
Off Topic, Sorry#2

Sorry, this is off topic but please visit this site to be informed about

current legislations being passed by congress. Also if you have any comments reply privately, no need to start another political debate here.

s.g.

Ooops: The site is: <http://www.cdt.org/cda.html>

Clinton is signing this legislation into law today. It's to late to act but you might want to be informed.

Visit me at the Magick Rainbow
<http://web2.airmail.net/sgiff>
^^

Imagine 4,3DS, PC Pentium 66, 32 meg ram.

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1.311 Message number 0306

Date:
Thu, 8 Feb 1996 18:43:00 LCL
From:
Rodrigo Israel Machado Guimaraes
<ISRAEL@procergs.com.br>

Subject:
rotoscope

Hi!

I'm having a hard time here. I am doing a television commercial for a rice brand. It's about a family preparing the lunch and the children playing with a little indian that comes out from the rice package. I modeled the indian as one object with subgroups for textures and bones for movement. The problem is that the face of the indian is made with a brush of the eyes, nose and mouth and I want to change his expressions using rotoscope. I tried to use a FLC replacing the brush, but for some reason the frames of the face never match the frames of the animation. It seems like the morphs between the different states for the bones animation are killing the sync of the FLC and the animation.

The other solution would be using the animbrush effect, but I never could make it work. It always shows an error message "this texture name is not used in the object/group". Anyone knows how to use it?

I would appreciate very much any help...HELP :)

Thanks

Rodrigo Israel Machado Guimaraes
israel@via-rs.com.br
Imagine 4.0 Pentium 100Mhz 40Mb
Intermediate

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1.312 Message number 0307

Date:
Fri, 9 Feb 1996 00:04:19 GMT
From:
Paul M. Bullock
<Paul@thx1138.demon.co.uk>

Subject: Lets put this Enterprise thing to bed

X-MailViewer: Mail 1.15

Hi Imagine <IMAGINE@SJUVM.STJOHNS.EDU>
In <9602060502.AA02fp7@comlink.mpx.com.au> Darryl Lewis
<Darryl_Lewis@COMLINK.MPX.COM.AU> wrote:

>
> The Original TV enterprise was NCC-1701

Good so far.:-)

> The movie version (STTMP) was NCC-1701A

Boinnnggg.. It was still 1701 for TMP, WOK, and SFS (when it was destroyed).
The 1701A appeared at the end of TVH, and TFF.

> The next generation had an enterprise with 3 naceles (engines) as NCC-1701B

Twas the good ship Enterprise, and it was still the D. (I checked the video)

> The next generation movie shows an "Excelsor" class as NCC-1701C

Boinnnggg... The Enterprise B is/was/will be a Excelsior class in "Generations".

> The next generation (STTNG) was NCC-1701D

Could hardly get that one wrong ;-)>

> *Note the show this appears in is Yesterdays Enterprise (I think). It was
> the usual story line of an alternate dimension/reality or dudes from a
> future which may or may not happen. This means that this may or may not be
> the 'real' "B"

The Enterprise C was an Abassador class ship.

All this info is in the Enterprise Tech manual, I don't see how it can be
causing so much confusion.>

> Now my question: I have the A and the D, but have not found the orginal
> from the TV show. Is this available?

I've seen it around, Aminet, I think. I'm still after a B and C.

Best Regards

Paul

--

```
=====
  Paul M. Bullock - Paul@thx1138.demon.co.uk (Crazy Diamond)
  \ / Amiga A1200 - 430Mb HD - 10Mb Ram - 50Mhz 030 CPU - 50Mhz 82 FPU - \ /
=====
```

Return to Main

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1.313 Message number 0308

Date:
Thu, 8 Feb 1996 03:02:43 GMT
From:
Duncan
<dunc@eraser.demon.co.uk>

Subject:

Re: Rolling Text

Imagine <IMAGINE@SJUV.M.STJOHNS.EDU> (on Wed, 07 Feb ←
96 11:19:07)

Hello Phil

PS.>Never tried it, but I suppose, at least by the name, conform object to
PS.>path or conform group to path might work.

And the position bar has to be set

PS.>

PS.>> I'm stuck here. Trying to get a line of text (just two words)
PS.>> to run at an angle in an animation, but make it look like it
PS.>> hits a roller coaster type of path. I've created the path in
PS.>> the detail editor, and tried to align it in stage editor, but
PS.>> that doesn't work. Do I have to use states for something like
PS.>> this?

--

dunc@eraser.demon.co.uk

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1.314 Message number 0309

Date:
 Thu, 8 Feb 1996 15:53:22 GMT
 From:
 Duncan
 <dunc@eraser.demon.co.uk>

Subject:

Re: converting animations Amiga->PC
 <IMAGINE@SJUVM.STJOHNS.EDU> (on Wed, 07 Feb 96 ←
 21:09:16)

Hello Michael

MM.>I have been away for a mounth and havnt followed this debate...
 MM.>Is there a way to convert amiga anims into FLI or some other PC
 MM.>format.

MainActor (aminet & Commercial versions) ImageFX (Commercial) Other stuff on
 aminet/gfx/conv ???

--

dunc@eraser.demon.co.uk

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1.315 Message number 0310

Date:
 Thu, 8 Feb 1996 20:31:52 +119304028
 From:
 Ing. Alexander Owen Wallace
 <awallace@alpha.sal.uadec.mx>

Subject:

Re: Grassroots Editors

I did not leave the list, just don't have enough time to keep the list of
 contributors, wich is the only thing I was doing.

I share the thoughts, I would hate some think like the manuali idea
 getting lost.

I will re send the last list of contributors to the list

```

-----
| IE. Alexander Wallace           |
| awallace@alpha.sal.uadec.mx    |
| Imagine 3.0 PC DX2 @66 8 MB    |
| Beginner+                       |
-----

```

On Thu, 8 Feb 1996, Cliff Bradshaw wrote:

```
>
> It all seems to have gone *rather* quiet on the subject of the
> Grassroots Manual. The last thing I recall was the guy who was
> supposed to be collecting material said he was leaving the list...
>
> It would be a shame for such an obviously *brilliant* idea
> (and probably one of the few examples of PC and Amiga users
> working in harmony(?) on the Internet) to fall apart due to lack
> of organisation. At the very least, it should serve to lessen the
> traffic on the IML from complete newcomers without manuals. (Guilty).
>
> So who is actually running this project now...? I'm sure many people
> would be willing to collect material and bung it all together - I
> know I would (even though I know zilch about Imagine at the moment -
> coverdisk and all that).
>
> Can we have a recap of the Grassroots Manual Progress...?
>
> --
> Cliff
> cjbradshaw@taz.dra.hmg.gb
> /dev/earth is 98% full - Please delete anyone you can.
```

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1.316 Message number 0311

```
Date:
Thu, 8 Feb 1996 20:38:25 +119304028
From:
Ing. Alexander Owen Wallace
<awallace@alpha.sal.uadec.mx>
```

```
Subject:
Updated ***CONTENT*** contributors (fwd)
---
```

In response to those who wher looking for these

```
-----
| IE. Alexander Wallace          |
| awallace@alpha.sal.uadec.mx  |
| Imagine 3.0 PC DX2 @66 8 MB  |
| Beginner+                     |
-----
```

The following is the list of those who will contribute in the makeing of the grass root imagine manual in matters of the content.

All new contibutions are gratefully taken. Come join them!!!

> >> Andrew Herbert Action Editor
> >> Bill Boyce Attributes Requester
> >> Dough Smith Tutorial for the Forms Editor
> >> Chris Hall Project Editor (PC)
> >> Roger Straub Bones (Subgroups, group & hierarchy) (detail e.)
> >> Darryl Lewis Quickstart Beginners Guide
> >> Greg Denby LIGHTS (all about them)
> >> Charles Blaquiere Conformations (Detail Editor)

You see!, It's not bad at all, I think it's a great way to go!

Thanks for the suggestion on splitting the list in ADMIN & CONTENT, It's clearer that way.

I thank you all again, please don't feel discouraged by those "No Way" messages, It's hard, but what ever is done is great!

Also note that
David gallegos has an analysis of the Imagine 3.0 reference manual at:
<http://www.west.net/~orfevre/index.htm>

If some one wants the index perry proposed, I have it and can e mail it (privately if you agree)

Thanks in advence!
Thanks to all the volunteers!

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1.317 Message number 0312

Date:
Thu, 8 Feb 1996 20:39:35 +119304028
From:
Ing. Alexander Owen Wallace
<awallace@alpha.sal.uadec.mx>

Subject:
Updated ***ADMIN*** Contributors (fwd)

In response to those who where looking for these:

```
-----  
| IE. Alexander Wallace            |  
| awallace@alpha.sal.uadec.mx    |  
| Imagine 3.0 PC DX2 @66 8 MB    |  
| Beginner+                        |  
-----
```

Thanks for the suggestion, The folowing is the list of those who will

contribute with the grass root manual in an Administrative Way, Such as proff reading, conversions, archiveing, etc.

```
> >> Perry Lucas           Index, Sorting, & Compiling
> >> Sharky                Site for HTML & FTP
> >> Matthew Clemence     A LateX version (if helped)
> >> Gavin Lipscombe     Proff Reading and Clarity testing
> >> Larry Fuller         Proff Reading
> >> Tom Ross             Proff Reading.
> >> Ian E. Petersen      Will make an Acrobat version
> >> Ernesto Poveda      Convetr . TXT to .guide (for the amiga ver.)
> >> M. Cheng             Can help on the TeX version.
> >> Torgeir Holm        Graphic design and layot on an acrobat version.
```

I thank you all again, please don't feel discouraged by those "No Way" messages, It's hard, but what ever is done is great!

I think we need more experts writeing on Imagine subjects, Soon I'll post the addresses of the contributors, so people doing the same thing can agree on sharing the job.

Also note that

David gallegos has an analysis of the Imagine 3.0 reference manual at:
<http://www.west.net/~orfevre/index.htm>

If some one wants the index perry proposed, I have it and can e mail it (privately if you agree)

and

Dave Thompson knows a forms expert, who may write that part.

Thanks in advence!

Thanks to all the volunteers!

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1.318 Message number 0313

```
Date:
Thu, 8 Feb 1996 20:41:20 +119304028
From:
Ing. Alexander Owen Wallace
<awallace@alpha.sal.uadec.mx>
```

Subject:

Re: Grassroots Editors

This is great, I realy thank you Greg for doing what you said would do. I'm totaly thankfull. Keep with the good work.

I juset mailed to the list, both, the Administrative (proff reading, etc) and Content list of contributors, hope you get it, if not, let me know and I'll send it to you directly.

Thanks again.

```
-----  
| IE. Alexander Wallace      |  
| awallace@alpha.sal.uadec.mx |  
| Imagine 3.0 PC DX2 @66 8 MB |  
| Beginner+                  |  
-----
```

On Wed, 7 Feb 1996, Greg Denby wrote:

```
> Hi all,  
> What you get if you have mail stored on three hard drives and a handfull  
> of floppies is...lost messages.  
>  
> I can't find the list of editors/proofreaders for the Grassroots Manual.  
> I've finished the first part on Lights, and would like to get it into the  
> works. If any of the volunteers read this, just mail me so I know who to  
> send the file to.  
>  
> Greg Denby  
> gdenby@darwin.cc.nd.edu  
> http://www.nd.edu/~gdenby
```

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1.319 Message number 0314

```
Date:  
Thu, 8 Feb 1996 22:30:24 -0500  
From:  
Yury German  
<digitek@panix.com>  
Subject:  
subscription and FAQ
```

Will someone be so kind as to post the subscription or the unsubscription for the new mailing list! It seems we switched over but no one posted the unsubscription info (at least not that I have seen)

Thanks!

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Uuencode follows:

```

begin 644 t.arj
M8.HG`!X&`0`0``);6P%) (%L!22` ````````````````````%1%6"Y!4DH````>:
M=B4``&#J*0`>!@`$`$`$`$`6`9*2"!$`0`0`>@0` `` ,3K4(` `` `` `` ``!#2$5#2RY!
M5%(` `` `:HR,`` ``#M6G.UM3WSBP/J84$8"P]`8K`59-MMPU-M:7]`$HF@UNM5$
M3!K4&,\`G;@&O`Q%E/`3_KZW];LBB@L-1&`Q&&L#, @<;E3VLMNVP!3``\PPP
MVMN6!;C89.N.^ [<5ML@`:`*K[1PR8?;<V!V4"L`. -G:%NOCGT='5#, \.OZ/G:
MWF2[X^ [2JRS;XLZ8>N+MVG2]^A"'6;-HFQQYU6XEL[B^O3'?>VAV[/@&^3]0
M5(QYHJ:..?@=&$`Z=DN/W"O4*XA7GH;O5;C2\QC%Y6LI.@?.*\$`L5AZ+FEY
M<$5(5SY9X$EV":>DO]?Z7\ZI?H(^V?92R8OPQ0\>LKC,(A6O>OPR782EP)+O
M;EM[,84>8"*'-'4PE:VA4(F^;O?N9-M/PS6[\D'`%#XA70IM[R%/_[>Z52Y<
M_K>K>]O=``2`_LR1H\XS3" T&#J*0`>!@`$`$`$`$`6PN#2"!<`0`0`>@0` ``$>O
MG-H`` `` `` ``!+0T],4BY!5%(` `&Y`:`E` `` ``$`"6YO5LT7]IN#Q$9`$XDO`XDFD
M#=-MMT4VULOKP6:7AK:Y,;2R74A\`Q\`SX".8ZGP$]_?5ZVYH03<#C"(YG(Z
M#&'7)$Q:[+=D`I;BRRS*FXD,?`LN54?=NTG97` `TDW6"AX(NVULCZIA2`&F
M2L#`GX\OV.J&9DV_I.5BVN??CW:'449=&'3#*E6;#9^_,8S:]>P>,4XVG:1
M&5I78FQW7*P^NSW!OE/0%3F/-%R7KTN@YN<`Z=H^G[A?J%^BB.[1[&EY"$/R
M M*G*P?"3WWXX$G(.2/BB@F"NA'+@8GGY,]!]?[TOYU#_01]EHBDIU\()]9?6W
M8.56`!#%53F"MIY]Z_AK:[W#<AP157_XOX[Z@N;S`A`.2Z=CKFPQMF8TO(H
M]D1;;[MW(K,.)^_<\0K4FM_A/G_Y?H'?JKN5T<<)6GMO^6_/;P;B55)R_DM_
MO--G`%Y$;!P?C5)4$&#J*P`>!@`$`$`$`$`6[%R2"#3`@` ``>`0` `` (H%*+D` `` ``
M` ``!#2$5#2RU!+DE46` `` `<,[/AP` `` `IAJWK[ [JTI2/_O;17(I)"LT-/XCR%;K
MHS-1,9K,ZJ:N.];)QC)0YV_9WA\N3V]DT"%X,A;.L#` `` `AD1@?H?@?@J@X3O
M()]`?'W=``>$GD*(P9+XGX*2#?[V6FB.``_A!2Z#')M^?;E$W)R581%3IE\
M?<4+8LY`E`P.6`*#DA\ (9@<<*X<8,H*P<0*08P8@;X+HB7<A1"-57X0:X.``
M];DN\#GA>MB7Z(>:'@AK`H!V1A]@/K#KAU0_V'Q#)Y@<L.[S=_^LO&1J[Y;>
M6NEW;UCRZ*!^VR*/SQ>>1TW(IM9UVJ>;VFJ>([% (Q&2_E[#B<]1K9UXC5L
MH4>X,;JV2,ZN1E[3=7\,6QE[3A:SI<B7M(249Z3K`^BPP+REQIZ3NI&\>4K"
M>E*J1KO*55/21VX^E.@6,WASH%E-@N)T`TV#OI>FXO6$J#+M&A3YB.H]1;6;
M/)19][*B+BA/B([Y@J`H=4&/0:@P_?+W';'(B6L/-J"KS_R*)M?EU.=COI6N
ME% \><*Z/Z`X@WK&YCI.HP^R+1(18_JDVRTT:M/QTDM7TC=8&1INOZ=MY. ]HY
MM.G3F?NO<8]3)5<RO:R$RO:QD%AAB*E0&0HL^S6]S.DSKZS/_: ^@AFK(:#=J
MWY*,7P.$8L!@GO4<W48\!/_*Y(DE3R#JXIY!GL):$: [P^@1.36IK@SX\50\
MKXV<FY8GZJ:BQU2J3VPG?XAX<E2$JU/S!/<X5^F?#6W/M=R:\C)R#`PN\:*F
MK(6,-V,L>4M)5.U?W2IXB:T@T6.J9:,<T=5/'3PX2C5VG$/"-@1QQ5:.9_RN
MFI"AX.%'PQJ_`NN1:V]OSC=:%'JIG4.9_#3OTU$X1&N[E10SY/'C#5'VWU6(
M2S8?:8<H.>'1#IA_SY/^A]H:Y#Z6[H3]H)5H\;=U^ )2^WO_TOZSFN?@W=Y`
MO/G>C_8EGH??AI=AM4J[+;];>_P"0JA9`8.HK`!X&`0`0`0`0!;KG)(("`#` `` ``
M!0` ``Y)%A<0` `` (` `` ``$-(14-++4(N2518` `` !(-1Y?` `` ``T&J]<-&FZ7]. [DLH
M16.(X[!-G[P?(6N;B)KL-!3$DE+;X$K9%1;6TTJ]&<7E@=.B.#&T".*QXA;X
MWP0&VA?!2E\#X+X&VHV:]1N;@Q=?/AMM0S@@1$IC!JHFG_HU0V'V;P;\$`9
ME!E<FEUUS". $2<O<E<O A*E0F]SX@N")HDEO`NPN@N0I!(';0)+]H?W#[`ZX:0
M=8.J`T!HAS"$E_8%&T"8(QV7\`7@:\`<'0&)YX7J0R<7='.RX)+U`_F'2#G
MAS@]L/9#U@Y@>"+F`"["3^1+Z9]9G7TL5EM0Z'.:[UJB0FBL*/!;B9G]H=,
MVMH-T_-XVZ?A[HI%HZL2^O9OZS-=[,UO:S=/&;U-GGO3H49+X\!*C)XIX#FC
M)MS[!_Q/@F>'TQ2F%W1';Z]7-QZX\ (SST5GF0(2K8-@2$]V0GO2$ZLAWNR'>
M] (=G?L4NX/D6I@F290#)3-I%?@X]A,VDF+"F\F;2$JOG8#ZG6SL"XIN9V!D4
MT9V`9O-&?;PH_EI+"_GTZ2C=7EI="KVZCTPHP3.0NF7AF81G++!G3CQ./VT
M1G9)OF^:_LOX_G[O.Q8,HS7Z;,%*:_>LP7,U^7R/V&]4_)!<MU-PX*3<]&;K
M\::7<\]P?:4XIM*$9Q9'M3'VSK&2GSL,SEHD_TOI[7I+/:B0Y=SIC68C'O]
M_+<#8KJ" B;8C;L:_<C4EM0C=A,5TN6+)S><U[K=*TFH>79_@.K)UI7RY5FW$
M^A=ZGZ#-;_+;[SW",K@4LVI4J97BEW.W5N3K*L6[AE6+=LYK334:[GBX4C
M['JV3T#ZOJ/Z]7.0S6$,Y%N/:FC=- (T:_:)"X]I!CJ872XD#<\1[OMY'5DE!
MB_46,JO)8*+$5A3(8E+J-SX*ZF&JQ)+&D+E8CJ%D+JXBN-%6;EJX:D4N)(4D
ME8D%B?)`6BX72Q9&,,7X4'AVW&XWSEY$7HKJJ+*#B82O1565BB6_66+#5Q(X
MQ2&I)47QU,/W>:OL\N-JX7^/) #`#D[\?KAT`EW^$__DOZ/] [X&Z\J\O[S^I

```



```
M5LAC(9NU1N\**5U5,%?G$FQMQ?D,KKXY-Q=5B4N3N<G'RUV<I=2)DY+&:I;P
M?4A7!"2)M_=GGU(V0PNSBX^,N2[L3_A8_!Z%W7H?A9./XESXI>Y\<N.#O\EQ
MI.W6N(7#X?K*<C%YK,E=A=3"QI/-DL2<4F.2(PPI@R?>]]K*%<REV<L;9/]0
M.J@0F@#1![`.P#_/B/?!LA]?U`88,4'#!8!F`OD$B*#UC[XGSZ*VX?) [N1/]
F/D\WQO^75\!Y,;#C?V]'YXDV$2?_[GH5\LU"P>CYA$+P,F#J``"V
`
`
`
```

end

--

```
"minix5@disi.unige.it"
"G.Scibilia@agora.stm.it"
"Imagine Mailing List, IML FAQer"
```

Return to Main

Return to Natural Index

1.323 Message number 0318

```
Date:
Fri, 9 Feb 1996 09:32:59 +0200
From:
Granberg Tom
<tom.granberg@TV2.no>
```

Subject:

```
Re: Grassroot manual
---
```

Hi

I kinda like this project, so I volunteer for doing a complete and advanced text and pictorial for textures and bitmapping, (if it's not taken already?)

Tom Renderbrandt

Return to Main

Return to Natural Index

1.324 Message number 0319

```
Date:
Fri, 9 Feb 1996 09:38:48 0100
From:
Gabriele Scibilia
<minix5@disi.unige.it>
```

Subject:

```
Imagine PC textures
---
```

Reposting uuencoded file:

```

begin 644 im.zip
M4$!#!!0`''`(')Q1B!64&T6D@(`''P$''`('''1U)!62Y)5%B=TV]($V$<
M!_#?;B<M4,R8L6#503C!UI`M+=2VS&G-0.G:1@R%:+F;#@X7\TX2A`87-)6@
ME]E`Z)VOPE=A"7%U(D%OHA>QPS0C7PPF$=&+2F-];_TSL1?UP.?Y/<_S^SU_
M;K">\VZRDHNB*4HE_M(%@HPE!&@&[H@DXX!3YHAB;P@!OJ@0<.G.`\NYDGM
MRKB`!YR:V0]VJ(9/R'^$J!5G62C3''6P"[XB_P'6X!6\A.?P#'0XC3T"=,/O
M=X<OJ&-Y26YPJM=[-,?##)$CV;0S3<C.;>&T7C5IMD?PV?3^('W&*/P5EA=
M9R<C?.5D)[_'8`H]J%YR\I-.7MVP!G>/U*@;K%Q3M*L;C%M:M:GRQ2M4\19NJ
M^8I657,8`4>BS4"JQMY;$1<.: [S"C8#($U'.H"VZ<+.</'YTI-__&(G;SED
MN'ECTY!X-G<SSMMTRBU[<OHRE]/#H8R_'\@C>=_#^PCS\^C&:[O+;\77DE=+
MW(T@%LXAT=NG_RA7%0701!V+X?4UI3%;9RX>T82EM[@U.K'@>>&S*KL*TZ52
M*?LDXV\N;ZG,UIH;LK5F<:^NZPDAAPT%X)W*9T,S5E>,UZNSS+3,S%K-=3>?
MN,'RB:A.P71LM-'#1<2KLI(6B7I2\61BM)5<G)?S<QTI*97&^"C&(3$AB?TR
M;G-QC9B?24JRF*;RO'GS\!6Q7Y%B6'F)<4Y(*4/QV(!HYH-I41S:LA*0%/&/
M`K3ZCL/>EI;C7+'AW)^\G)22,: )V2>)"R8%!>1B7#XOI$3%.<0M^3QB#+-R&
M&9B#IY"'PE^L'S&T0\NT;5^Y,S5U$J'M7O"-G_ZI;3]KISG7_M/92#2R-8M_
M&45W?._ME9+.9RP?'=M+S%?;/\&4$!#!!0`''`('*VF1B!G;/TEA0,``@&
M``')``'2T-/3%(N2518E91?:%M5',=_36XT#YFYRJU$B'(3B%U:4TTE14[
M:]/,8>NP)IG69=/5[L8%+^MHD'\ "P)M66+.\#%00*D4%0=_Z,O`?&GOKG\X^
M.%'(8;:+VD$>2NF#PH1!_)Y[<]MUH.*!SSGG>^[O^[WGWGNXAY[UDD01NHN(
MFDW:;@^'-E(E,H(@!'!0@'Q_P'@G':MQTDW$#_&'VP'9H@'50!V\3<,&@'AX$
M#'#=N'\HP'\N'K>+C)4V,MX"2\BM'N8AXWVLOP/>'7P*Ce.DF`(),#CH!=$
MP=WP!$$*$*6>FSG'?;?SGFCUQ8SY24PB^B*/[K-]>,"/%S`K[_E.]#TKHK_
M<_0HO)AZ_G#Y^LQ>&@;]1N6P7#FFK'IJ;B(>)]66N6OM,M_DRSS-0GRQ]BO_
M?NTK?ID'&9:.,E\MR* [5Y\XHLME'^.-&I:@I[S?]I@/S]G/X)(O>ZRP!/R;
M2/@-"8M(.,HD(,,AB80[HLWR.2R)"-F)D.T([S]&>($"A)>.6"X_C241H3@1
MBA4Q&+'WZI_@$Z]"2'NC_/7+1UL;<,_?VEJWK7UM:;=W#/WUI6RO6]0^@
M2T6QT2_SW:6B8DTZ2L6'\-ODZ;U+&F'PP'E?&+*H-!7@F7"JJCHTYMM!NFRK*
M(SS.Q!BK#85X9E^I&'9L$<<6VVT+B_('^H^(\8G:4(QG$N6-8R)E3)I;C<R9
MJ^J<F4H:^Z_@%'#^WD^9"X>D$UVY'2<))P-GBJ+5['LJQL8S*#J2,50EA6_,
MY(6.'S!]?;WPR&R'6-Q;' ;GZ.^]CHQ>6(C_VN0MW-N:;S>;LHK%?@B+;[9=
M&&;;1? $1TS2S(W,P-/CFVE^\RNMK_#I]P36?=RVXQ7J89<]++#MJPCM\X(6N
MPOE]8I*H,JR=5:VYFM1.4"6]HP].:MHIVM%QO:#1UMZ'NM3TA*Y-CIT:U]10
MI.OAGIY.JAQ*EE=&@];* <[<3EBYXF@KX4UL(%M1GLSI><V^Z<W6W"Y_[,!*
M2UOEJ=/:>$ $LRNQEUVUM5^]HJ_JL&AKLC;/V/JH>[$Z-YU[.Z;DQT@9T74WF
M7CF9GT+*E#9Y!E&RU4[W_X0O5'=';@/'A91'',9''':3`*3H"\6_QFB"Z"="\ $"
M6')M+DD@'S'(M*MM#8B#M'OM5GW[M=N;T?_?6AUP>"H]FK[U*OZ@Q*1_O\/_
M:A^ZK.$CE\UK]Y#K),:_`5!+'P04`''''''TID8@4:4@+78#`''`(!@`''0`''
M`$M&3%12+DE46)647VA;51S'3V]N7!XR<QVW$B'*?3B%U*5=HJFTT%F;5J>=
M8I>T6UTZ78TW-GA91WLS,'R\ :84UV\M'!*%25!#TK2^#_6/+>KMIZAY4%'*8
MS:)VD(=2^J'P08C?<V]N;08J'O(YY_?[W=_W>T_N/<DKASQ$)&'R,"&D7B?;
MXP600A21&'@!S*0@!=X@'@@-?YT$>^^\UL@0U0'^N@"CXBQ#@@ (PN!)0''<
MC<>'#S@#G')Q+C=0HP/P0I\BX"ZB?$9ZA^#T`6O'.@S@8`H/@6=#(N`1
M:'+'#PA)' )X[3;W'=7>D^'K2O!05";FF8[K2C2]X<0E18???.ZS>?'KV)&
MX_G$D=' "O;F-T-SZ_7.CTKEC\IJ[["*$Q;SE$A,JJVR3E=@(#;+E\L_LF\H-
MMLH"%*5QZBT'Z-WJXBEBWI%3P4E8KHx1\QO/5(/7B>_:QF/C3;LML$/I-. /P"
MAV4XC%,12%"(W.&A2+UP&B5N(3D6DFWA^4<+*Y"A-\@6I<+*+'$+V;&0+8N!
ML+U1W^SO>!0\M3?J.W//RJ.-;?AF?)S.)>OZ32OO;MS#-WMA.Y>MZY\CS^?X
M1J_KG?F<;'5M^9S?'@+.DY3P)).4Q62^!LM#?I8,Y7.*(Z..+-@L4WB[G\4H
M7P/EH2!+*OE<R)&%!5FT61;B[;TL%N;K<^6A*$L.%C:.09$TR<):>,%<4Q;;,
M1-S8_QT.'-$?04P%') )V3(56G"2<#)PI$BFF/U6PUEY%T]&DV6C/WC+C9]N^
M1?C^>O;I^39>W%L<OO,KZZ5C9U?"W>ZLKMJB_5Z?7[9V"^\ZN<0[W\H%\ZV\
M^:AIFNGA!0AJ;+/R!RNR:H7=K2X)B[JPY.+U$ $V?$6EzS(3VX/.O=;R0T71U
M&K'ZKF+'2EQ]JRD_,*VJ)_AO>4<MIF55LG=?AS(RI:G3$R=2JA(,=SS5U=6.
MOKB:UM24;ADYL6/BY)9!8PQ,:5.-VS9BN]N.[<[$2365U2;L-NQC.[=;_X;

```

MQL&!]DA/SS/*@<Y\$*O-F1LM,\$*5?TY1XYNU)?08N,^KT*5A)UCC9]P/>4!5L
M`1\$O6@8AT`U>!&-@`\$P"W<7_9@Y#SX!2V`M`@B1P'X2!)I&EO]_"`UUW;F
M#UY[<!A]_YTK_0XOC8R-[+R*?U!"Q7^_P_\:7PC6\J5@\)X>(DQB_0M02P,\$
M%`''''@`PJ9&(-I(!MMU`P`''''8`''D`'''+4D5&3"Y)5%B5E&]H&V4<QW^]
M7#0O,G/*52)\$N1=/ (77IO&@K*W36IM5IJSB33.NRZ6IW<<%C'>UE8!AX:84U
MVYN!"\$*EJ"#HN[X1_(?&7OW3N1<J"GF8[:)VD!>E](7"! "%^G[M<;08J/N3S
M/, _O]_R^WWON[LD]_F2(9-+I%B)J-FFGW04Z2)/)CH\$H4(\$"PB`\$9`"I_6>`
M[.O@-['--D\$#;('Z>)W('@,ZN!LP`'?[#J"'''+@`'A+9ESO(?@VLP+<*6)#L
MMY%_`[P*BN!%<!RDP2@8`0^`?I`\$MT(3`U%`E'EJ[BP+'[>"R>JS.>?#7IGH
M4PO=Q_MQ@Q\L85;9\ [7H^RZ+_LY/T*/P8N;IPY5K<YN)N8WK%PKX%XZI:\%:
M@ (BGPK55+JU?XEM\E6=9G"_7?N;?K'_.+_ \$80^HH")=B[&I]\4PPN5H),]ZH
M(85X)O35"OC/@=Y2OYICVLV`OT6''Z!PS(<CC(9*%#(PN&F9+-R%BEAH?@6
MBF<1^D>+\$%A"D6JY7'D!(6JF^ANA;#S-MH9/9W/'H1>AN-G+OFQO'6-B*S
M/^[\$BKO^A1LG6M>(S+Z_\$ZON^CN(RR6QT<^L?>62ZDZJRJ6H.XGY3U+!D\Q%
M>4H58ZPV&N4YK5S2?!GS9?%VF2;*=9YB8NRM<9Y;G^YE/!ENB_K;9<E1/D`
M3^EB?+`VVLM(SY7-8`E'`I8TQ><-6W!R:3M`'_A`)!U^T=,PB'I1E?IQ\$G"
MR<"9HF0U_Y:&L?`\$BH[DG%9Y\4LG?;[K6TQ?V2C>-]`EDGNKAZ[\R@?8^/D5
M_?N!0/'FQF*SV9Q?M@_(02\$)SW<*P7RG*#[B..\$[^T`(\$#;ZU_@>O\OHZOU?
MDA8M:2D@F6/R>S_+@#[=A#S_2DC;QI3%HT9KRDM>883[3%!Z<-XY2HWY5+
MF45#+_WWM.C9:=,8WKB*2AQ?6>>_OZNI\$?GC*GIETG?^ZY>' -?3?1PP;2,
M5F%K[E_.C]WBS&ECLFA.>)78QT[L5?=\MZSCP]W)_O[[M8/[,I.%YPMF88)H
MR#2U=. &%D]8,7&;Z3.P4MQV>O`O*\$ZV`8R7G04Z&`'/`*R8!R<`9`?&:(
M+H(WP1)8`1V2+-`?HI";6U[2!RD]MSN^,:U&YL]^-^Q-N3S:'8\NWL57U!B
M\K]?X7^U=R5W>\$_R/>DVDDYB_'M02P,\$%`''''@`S:9&('3\0+QW`P`'#`8`
M`D`'''+4U!%0RY)5%B5E&]H&V4<QY]>+BXO;N:0JU2(<B^>0NK2+M%66NBL
M3:/#5G\$FZ=8MFZYF%QL\UI%>AH:!EW:P9GLS\$\$`H*"`@(\)U>3-@?V+)>MS5S
M+T0VR,/6KFH'>5`*7BA4\$.+WN<N5M:+B0S[/_O]GM_W>Y>[]WGW?8F()\$R>
M)834ZV1CO`2:!"6)J8(`:'\$*D(\$\$?`\$`\$D)M_>HBY#GX#3\`JJ(\$5\!4AYA`(
M@Y<!!`7W7P`*`(\,'P',0\ VX3,;\`\$`_`<!T\$O,;)]!_1SX`N3!)^`PB(-!\$`.O
M@QX0`<W0J"``"\$GLG3I!I<.&-U+^(&5=[A8)N?8IIO=^(*7+B(J;+_YZX?
M^?QB&3,:SR;V#9>>3ZV&IE;6SPS+9PXIB]Z''D)85*I6F+!TAZVQ"DO2()NK
M_LQ^6+K![K`'1>D@E:H!`FAY]K@W4BE)E-6J*`&?`-V.40G?LX]`Q8?; ; ; ,8
M]&MP^`4.<W`X2\$4@0R%RAV<B)=()E+B%[%K(CH7O'RU\0('"YUA42N^@Q" T4
MUT*Q+09ZG1OU3_Z.1\%3YT;]IQ[;^1N-V_!/WM_(97O_IIW'&M?P3WZ_D2OV
M_K?(BP5^H]>-CF)!L8/68J'`%#@+NDY3Q)% .4116^!JN#+2P5*A945T9=67"S
M3.7M81:E?.VL#@99JKM8"+FRL"OKW"P+\`?86%@WS-5`=[&0IM;1ZZ,.41686
MPS/6HCIC)>+FKOLX`,1X_@H5<\$C:,)6:<9)P,G" F2*2<^9IBK;V'I@,IJ]&>
MOV7%3[?>0WAR)?_J="LO[BCO>?`KZZ4CI^?#/_5Z\MMJL_5Z?7K.W.7S<HDT
MW<P%T\`V^8!E69D],Q#4V-K2'ZS,EI?8H^4+PJPA7/#P>HAF3HDT,V)!._3F
M_O;\$,2V=UT=S_+<ZI'VFNKD:UX[\K;8[IVE'M]2B>EY#WXZ=[6IR7--RHT?3
MFAH,M[_2U=6>ES+Z%K:L.W<N&&SD3<L[/%65C>TQM4;L=ONYG;[P+@^[K1I
M:2=VVIS8;LD%!]HB/3VOJ;L[\$NGL1UD].TIR_;JNQK,?CQD3\$\$]HN>-PD.UQ
MK.\>WM(*6`<27K8*ND\$,), \$1,`8,<!*<!>?'>7`1+(`F0>2H`!])9)IO&DWY^
MF#;7GLZW[FT=9M]_YVJ_R]O)D>33N_@7)4'QWZ_PO\9YP5Z^\$QP^?XX(8UC_
M'E!+`P04`''''`!:>D8@%.B3BV8#`''D!0`''''''''%-705`N2518C=1O:!ME
M`?PW^5N+\$+*,FDENJG/BV>0I; &D)DI74K9DF=N@XK6)XV@W6=I<7.!(2G+I
M+`A+N<&2G0'QE1`9]9VOI*]D<V##;@P&OMJK/<S.BKX(=LA>^&>.AOB]Q']O
MQ!Y\GC]WO]_S_)/<N#=#GN"33*`T14:]?'U\O@433,M5.00J.01PF(`81"\$,0
M.#`X`"\$8!C_XW#BB6@X8-7:\S',^R`J4>TQ8AZ!JF",^8_P'3AP`SZ'-?@8
M/H(/X`I<@BGDG(4#.I.G[>Y[[SYI]Q]COSSHWS,M%7:VAN3N#A]6\p:@S]
M[+:O/7';%SMH\$?AA^LS;UJ.`/ <V#=#HJ'A=39*Q\$] .,N'[0P?MI[*Y6>6]UM/
M%7/_-F:>ZKZFRK>'FFIDV]M4X]MR4PV(A-*Y1_TDOVUPO]7U)].Z<C^I*R%)
M"R!)XTC2(DC2XL)C1\6!1HR+I&)7%#&O-\$RNB*37KGC%O-<^R!ME;^,%^RQ7
M&G.*2+!.;"%#UOX\$.O^H-M!K5U49O51FU6&[59;=1FM0.K*^[I;YBOK*X\$
M^P.^NA+N#PYL[I%Q!"+![]\5^`U!)=]IR_W18:%[K=N`<SH;4EHCS5B_&[Z2X
M]+(((<[\$C#*ZTF CGN=:BU&6DYFZSEI&=K4UVL1>9S7Y9Q>C<OHFF,X-W@G/&6
M:+R=_W0:??>M!,W-.W^&5^XLU</[6!X^8=JM'[(O3G:5A)\CUVUJ[<C^)^R

```

M=6_G6J_7J]^J3444-\57'W$3ZB-N\)SC.'FUA82.^GA[Z(MMAZ*:[?6/==,
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M&,_J>4-?-G$3HA%,7^C8)AZF1HGGH18#/TDKY8-;)ELH+'#X\?.?(Z.SF6
M7BPL%(Q"EGY)&'':+;Q[P:Q@H8I>7M9SI$W290W3'&V1QDZ6=;V(/FE4=<*>
MP<C8V&BAF"\4"Z9^V/TOAYA;;84E6+:88\DPH=80J^A84V-FB9D7=,1D%TK+
M.EMT*W?0%&DFNE#T^Y>.$0,012`&$Y""#.3`A#I\`FOP&:S#=?@:MN"QYY_0
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M!BX]2YXOT/\!4$L#!!0`''`('`-2S1R!:QUUFIO,``(0%`'',````4U=!4$-/
M4%DN2518I910:!ME',=_N;OI#5J:N50R_S[(4TC34!,[Q96&INE<-]@P:;J9
MM)W8IA<,A"ODE]K!P"L7,-E9*.@+(7,H),5>[$5?^$(=N'09$T$01+#';)U_
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M@4#]S:G&%W61Z"N2B*Z_BL7/AY!5.R>L_N6XU3] [$CT*EV/GSNI_N(WCW.<
MYCZ3FF\XB.Y,<Y<QP5WZ?;%P</Z0?E]2#VUA))2ZEJ)\JW,IZM^2EZ)#6^)^2
MU&V&I.8+;9'3R'"GOB/8HAW1%NTX($JX(4IPB!)^B!)#BPM.V#!<.FP,5(]R
MHRA552X911E!-H7UDV[S:3,L67%*,L.RG<B+"RY;U-.N:&[^LE=EY7N5]D#>
MO\4SO/J4,<VEZJ2$($<GL6:=RHVN\BS<65SP6`,UL;C@LY.(&6+-U\E^I`Y#
MY1WZ;MN'W;8/N_!!7X,/^AI\T-?@@[FWCB0A.EFB*]_8QXQ0QZ$!/;F,Q.R
M?LM]'F9':N80K[6.\MO'N>-YT\?-/3/#I=K2')<;5-OPUQH;K-:(C60!\S@>
M4I_B:;0?XUNFKWBGUN.'4*U%.?7D.T]S@YU7A07KK=&+_4,XVT_'MIH-)C
M3?;5(W=^PUWCEV[YOQ\22X\WK[1:K<I-+;AL2SHJW9:@TFT53S8:C52D!D'3
M_' /S+[-NWMTT?[Z[*EQ1A571FO?QU'L23\4;%MG)L]R!3:RU@XX/ED4$R
MPH-4\K)`<#27P<I+P7$EE5&2*GG90/!$.J,6V-%@+*\D2YF9`AEG[ ]G7\A?
M#/1"RTYEEY5"46$C^7SFPH-IL2O,SN3FTBEKHK\?,Y[1WL"Q8Z^PL?Y8,CV;
MSJ1GR!4?I!_B;%R9H]>VXVRLH"A9BK-PIJ30MUY;V)?.IM+9M*KT6M^*EUEW
M+K(1-I.=8V$?8>)>5E34(HLS-<?4MQ74S,SFYA66M)\%,UF*#LQFG<[\,.4%
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M`````````(`````&0&``!+1DQ44BY)5%A02P$"%`4`''''`#"ID8@VD@&VW4#
M`''(!@`''0`''````````````````````!@"`2U)%1DPN25184$L!'A0`%````@`
MS:9&('3\0+QW`P`'#`8`''`D`````````````````````@`''`GOT`'$M34$5#+DE46%!+
M`0(4`!0`''``(`%IZ1B`4Z).+9@,````0%````(`````````````````````(`````#L1`!`!3
M5T%0+DE46%!+`0(4`!0`''``(`-2S1R!:QUUFIO,``(0%````````````````````
J(`````<4`!`!35T%00T]062Y)5%A02P4&````````<`!P`''`0`EA@`''''
`

```

end

```

--
"minix5@disi.unige.it"
"G.Scibilia@agora.stm.it"
"Imagine Mailing List,IML FAQer"

```

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1.325 Message number 0320

Date:
Fri, 9 Feb 1996 08:57:23 +0000
From:
Phil Stopford
<pstopfor@jesus.ox.ac.uk>

Subject:

Re: Bye for now (fwd)

This was posted by Perry as you can see, it tells you everything.

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

Date: Tue, 23 Jan 1996 19:04:53 -0500
From: Perry Lucas <plucas@VT.EDU>
To: Multiple recipients of list IMAGINE <IMAGINE@SJVVM.STJOHNS.EDU>
Subject: Re: Bye for now

There are several options instead of unsubscribing from the list:

One is to set yourself to digest so you'll only receive one mail message a day.
To do this,

Send Mail message to: Listserv@sjvvm.stjohns.edu
Body of Message : Set Imagine Digest

Or, you can turn off mail delivery until you return by setting yourself to nomail
and reactivating it when you return, to do this

Send mail message to: Listserv@sjvvm.stjohns.edu
Body of message : Set Imagine nomail

Reactivate:

Body of Message : Set Imagine mail

--Perry

At 12:55 AM 1/24/96 +0100, you wrote:

>On 16-Jan-96 14:21:57, Granberg Tom wrote:

>

>>Hi all my friends

>

>>I'm going off this list for a week, going on a vacation, and I don't want
>>thousands of mails to go through when I get back, so I get off here.

>

>>See ya' later dudes

>

>Maybe a clever thing to do... I just got back home on leave from the Air
>Force, and had 1200 mails on the IML to go through :)

>

>--

>Torge!r

>

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1.326 Message number 0321

Date:
Fri, 9 Feb 1996 09:51:34 +0100
From:
L/UDG Kenneth Jagenheim
<emwkjh@kiemw.ericsson.se>

Subject:

Re: Imagine PC textures

Gabriele Scibilia wrote:

>
> >how do you decompress something that has been x compressed. what is the
> >decompression program's name. Thanks in advance,
>
> Uuencode follows:
>
> begin 644 t.arj

Please people, read Perry Lucas rules for the list, I don't want to loose the list just because people can't follow some simple rules. DONT MAIL FILES! Advertise them to the list and then mail them privately.

And thank you Perry, for keeping the list alive. I hope you will continue doing so.

/Kernie

A1200@28Mhz, 6Mb/270Mb, Imagine 3.0 coverdisk, beginner+

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1.327 Message number 0322

Date:
Fri, 9 Feb 1996 09:00:32 +0000
From:
Cliff Bradshaw
<cjbradshaw@taz.dra.hmg.gb>

Subject:

Re: Grassroot manual

"IMAGINE@SJUVVM.STJOHNS.EDU" at Feb 9, 96 08:38:27 am

IMAGINE@SJVVM.STJOHNS.EDU wrote:

> Hi
> I kinda like this project, so I volunteer for doing a complete and advanced
text
> and pictorial for textures and bitmapping, (if it's not taken already?)
>
> Tom Renderbrandt

Yes. But WHO is organising the project now.... !?

--

Cliff
cjbradshaw@taz.dra.hmg.gb
/dev/earth is 98% full - Please delete anyone you can.

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1.328 Message number 0323

Date:
Fri, 9 Feb 1996 05:11:13 -0500
From:
Anita Vandenbeld
<yku02978@YorkU.CA>

Subject:
Re: Imagine PC textures

Gabriele Scibilia wrote:

>
> Reposting uuencoded file:
>
> "minix5@disi.unige.it"
> "G.Scibilia@agora.stm.it"

Do you get the distinct impression someone is TRYING to shut this list
down?!?!?!?!?

Gabriele, could you please start respecting the wishes of the admin!

--

Imagine 3.0 - 486/66, 12 MB RAM, Beginner+ - Games Programmer

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1.329 Message number 0324

Date:
 Fri, 9 Feb 1996 10:40:57 +0000
 From:
 Gareth Llewellyn
 <ggl4@aber.ac.uk>

Subject:
 UK Companies using Imagine

Hi all,

This is my first time on the IML. ;-)

Does anyone know of any companies based in the UK which use Imagine much?

The reason I ask is that I'm trying to find a placement for my industrial year for my Comp Sci degree, and don't want to get stuck coding! :o

```
*****
*Gareth Llewellyn                                     *
*ggl4@aber.ac.uk                                     *
*                                                     *
*Amiga 1200, 68060 50MHz, 18 MB RAM, ZIP DRIVE, AIWA CD_ROM, etc. etc. *
*****
```

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1.330 Message number 0325

Date:
 Fri, 9 Feb 1996 06:01:59 -0600
 From:
 Travis L. Smith
 <tsmith@mail.orion.org>

Subject:
 Re: Imagine PC textures

Hi, (delurking mode)

I'm too new to comp. 3D (via a cover disk) to even know what to ask, untill now. Can't a list server be set to 86 an offender? I would hate to see this list die.

later

A3000 16meg Imagine3.0 beginner -

Travis Smith

tsmith@mail.orion.org

Springfield, MO 65801

It's tourist season, why can't we shoot 'em?

> Gabriele Scibilia wrote:

> >

> > Reposting uuencoded file:
 > >
 > > "minix5@disi.unige.it"
 > > "G.Scibilia@agora.stm.it"

> Do you get the distinct impression someone is TRYING to shut this list
 > down?!?!?!?!?
 >
 > Gabriele, could you please start respecting the wishes of the admin!

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1.331 Message number 0326

Date:
 Fri, 9 Feb 1996 13:53:26 +0100
 From:
 Frank.VanDerAuwera
 <fvdauwer@uia.ua.ac.be>

Subject:
 Upgrade im 3.0 -> 4.0 (coverdisk)

Hi all

I ordered the upgrade from the Computer Arts magazine coverdisk 3.0
 version to the 4.0 version.

Can anybody who allready got his 4.0 in this way tell me if:

-a manual (3.x? ...) is included? A PRINTED one?
 -will i become a registered user?
 -how long it takes to get it? (In europe)

```

:-----:
:
:  /\_/\          Frank "Ferenc Ulfson" Van der Auwera
:  ( \ / )
:  \  /   Run swiftly, run silent, for
:  \O/    Thou art the Brotherhood
:         of Hunters in the Night,
:         and Mankind thine Enemy
:
:  (fvdauwer@uia.ua.ac.be)
:
:  (UIA-library, Antwerp, Belgium)
:-----:

```

Amiga 2500 25 MHz 68030 9M, Im3 (cover)

Pentium 60 Mhz 8M , Im 3 (cover)

Experienced (at making flying logos and stuff)
Beginner (at creating more artistic things, which unfortunately don't
bring in the money the logos do)

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1.332 Message number 0327

Date:
Fri, 9 Feb 1996 13:31:00 GMT
From:
Lee Bryars
<lbryars@cix.compulink.co.uk>

Subject:

Re: DXF

In-Reply-To: <960208083852_417546174@emout05.mail.aol.com>

I've been doing the same thing (via Vistapro), the problem might lie with
VP, the files it outputs (DXF) can be HUGE at anything above Low quality,
it might be that Imagine just doesn't like their size, try the Low
quality DXF imported to the Detail Editor.

Lee Bryars

lbryars@cix.compulink.co.uk
100260.2407@compuserve.com
Lee.Bryars@umist.ac.uk

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1.333 Message number 0328

Date:
Fri, 9 Feb 1996 13:31:00 GMT
From:
Lee Bryars
<lbryars@cix.compulink.co.uk>

Subject:

Re: Grassroot manual

In-Reply-To: <9602090932.aa59@bergen5.tv2.no>

Yeah I have to concur, I think it's very important to inform people about
the potential that Imagine actually has. With all the people out there

that have received copies from Magazines etc., I think there is a potentially huge market and that in turn could only be beneficial for users (ie 3rd party products, Impulse products etc) in the long run if we manage to encourage ALL users at All levels.

If there isn't anyone collating or contributing to this manual at present I'd be more than willing to help on any stage of the work.

Cheers.

Lee Bryars

lbryars@cix.compulink.co.uk
100260.2407@compuserve.com
Lee.Bryars@umist.ac.uk

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1.334 Message number 0329

Date:
Fri, 9 Feb 1996 09:48:15 -0500
From:
Mike van der Sommen
<MikeVDS@aol.com>

Subject:

Re: DXF

In a message dated 96-02-08 07:40:19 EST, you write:

>I am using load dxf in the action editor. All I get after a little while
>of loading is an axis.
>The dxf files were created with vista pro3.

The DXF loader in 3.0 was not very robust, however, in many cases the object is there, it's just really small. Try SCALE and make it larger. It might actually be there.

Mike van der Sommen
Santa Barbara, Ca
GraFX Haus BBS (805)683-1388
Email: MikeVDS@aol.com or
mike.vandersommen@caddy.uu.silcom.com

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1.335 Message number 0330

Date:
Fri, 9 Feb 1996 10:02:11 -0500
From:
Bob Sampson
<RobSampson@aol.com>

Subject:

A request to Perry

Perry I would certainly understand if this last bonehead manuever sets you off again, especially since it was posted not once but twice. But I would ask you to consider that most of us did get it when you made your last post and that your actions be confined to deleting the offender and not punishing those who remain. Some of us can learn new tricks:)

Bob.....

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1.336 Message number 0331

Date:
Fri, 9 Feb 1996 10:02:14 -0500
From:
Bob Sampson
<RobSampson@aol.com>

Subject:

Re: Imagine PC textures

Why after Perry says don't send stuff through the list are you doing this? What the hell is the matter with you? Are you brain dead? Not to mention that what ever it is I don't want it and I don't want it in my mail box. I suppose everyone breaks a rule now and again, but this comes on the heels of a stern warning from the list Administrator who threatens to cut the list off. "Can we say Stooooooooopid boys and girls?" "Sure we can."

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1.337 Message number 0332

Date:
Fri, 9 Feb 1996 08:19:13 -0800
From:

Chuck Needham
<twobit@globaldialog.com>

Subject:

Imagine reviews

I just recieved my March Digital Video Mag. It has a comparison of 4 Mac and 10 PC 3D-rendering packages. Although I was glad to see Imagine (version 4.0) among the list, I was rather dismayed by the terse review and low rating. Now matter how glowing a review may be the negatives are what stick in peoples minds, and in this case, because of the absence of informative descriptions of the "strong points" and features "at which Imagine excels.", the negative connotations are overwhelming to the cassual reader and "Imagine unaware".; like: "from the 'old school' of 3D", "so you spend time", and "a program technical people would love... Power users will love it".

IMHO the reviewer (who has been around the block a few times) assumed the general readership were somewhat familiar with Imagine already and didn't give them enough information even to be curious about the capability of the software. Certainly not as much as other of the packages reviewed. The only real clue as to the strengths of Imagine were in the single comparison chart, tallying more "dots" than any other program listed. But who would see that, after reading the text review.

Maybe the "least said the least damaging" to a program that didn't look and feel like his "obvious" favorites.

Irritated.

I also checked the DV website for the additional charts covering modeling and rendering elements for the reviewed programs as directed by the article...not there yet. I think these charts should have been part of the printed magazine (another diservice to the readership.)

--

Chuck Needham
2Bit Graphics
e-mail: twobit@globaldialog.com
<http://www.globaldialog.com/~twobit/>

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1.338 Message number 0333

Date:
Fri, 9 Feb 1996 10:57:34 -0500
From:
Perry Lucas
<plucas@vt.edu>

Subject:

Imagine Mailing List Warning

You have been removed from the Imagine Mailing as a warning for for sending uuencodes or files through the list. The charter clearly states that users are not to send files through the list as they may contain Copyrighted material.

You may resubscribe to the list by sending a message to listserv@sjvm.stjohns.edu with the body of the message Subscribe Imagine. If you continue to send files to the list after this point, you will be locked out of the list permanently.

--Perry Lucas
Imagine Mailing List Owner

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1.339 Message number 0334

Date:
Fri, 9 Feb 1996 08:44:16 -0800
From:
Chuck Needham
<twobit@globaldialog.com>

Subject:
Re: In a galaxy far, far away...

Phil Stopford wrote:

>
> Since no-one seems to know of the location of an Excelsior class Startrek
> model,
>
> Phil.

the original Enterprise and an Excelsior Class (though not Hi-Fi) can be found on disk 2 (Imagine format directory) of "Light ROM 3" from Graphic Detail. Some usefull stuff on the disks but some of the objects and textures have been seen on other CD collections as well. Good price though.

<michael@iglou.com>

--

Chuck Needham
2Bit Graphics
e-mail: twobit@globaldialog.com
<http://www.globaldialog.com/~twobit/>

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1.340 Message number 0335

Date:
Fri, 9 Feb 1996 08:22:20 -0800
From:
William Bogan
<web@CVSD.CV.COM>

Subject:

Re: list

My \$.02,

Thanks Perry for maintaining the list.
Please don't kill the list for the 5% that mess up.
Just remove the undisciplined and proceed to "imagine
the possibilities."

Thanks for doing a great job.

Bill Bogan 386/40 8Mb RAM 1Mb Video Card
IMAGINE 2.0 and Imagine LT (on my way to 3.0/4.0)
web@cvsd.cv.com IML expr= Beginner
San Diego, CA USA

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1.341 Message number 0336

Date:
Fri, 9 Feb 1996 14:39:41 +0100
From:
Milan Polle
<milan@IRISKMT.HKU.NL>

Subject:

Grasroots?

Hey, this grassroots manual is the same as my idea, strange that everybody suddenly agrees. Sorry for the late reaction, I've been deleting some mail as I had a bit of a pileup. Well, very neat, my idea was also to take a very small portion, for example conform to path and see what kind of things you can do with it and where the bugs and quirks are. I still have to make my particle tutorial though. Well, keep up the good work everybody!

Milan

` / \ \ `

- Radiosity killed the cat -

AMIGA:

```
- / \ \ \ -  
, / / / / \  
|   |   |
```

Reply to -> milan@bmt.hku.nl

back for

- My opinions are not my own, they're my mom's - the future

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1.342 Message number 0337

Date:
Fri, 9 Feb 1996 12:14:47 -0500
From:
Perry Lucas
<plucas@VT.EDU>

Subject:

Re: Imagine Mailing List Warning

This was a copy of the message I sent to Gabriele Scibilia @
<minix5@disi.unige.it> with a cc to to the Imagine List. Sorry
for the confusion. Imagine subscribers do not have to resubscribe.

--Perry lucas

>You have been removed from the Imagine Mailing as a warning for for sending
>uuencodes or files through the list. The charter clearly states that users
>are not to send files through the list as they may contain Copyrighted
>material.

>

>You may resubscribe to the list by sending a message to
listserv@sjuvm.stjohns.edu

>with the body of the message Subscribe Imagine. If you continue to send files
>to the list after this point, you will be locked out of the list permanently.

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1.343 Message number 0338

Date:
Fri, 9 Feb 1996 14:17:51 -0500
From:
Bob Sampson
<RobSampson@AOL.COM>

Subject: "Humanoid

Tim I just recieved the "Humanoid" package in the mail today. I wanted to take the time to publicly thank you for the fine software, professional documentation and many fancy extras you thoughtfully provided. I can only wish that Impulse was as professional in their approach to their product as you are to yours. Without a doubt "Humanoids" represents the best software investment I have ever made.

Of course the 3D Artist issue that you sent along with it made my jaw drop. Your Allosaurus rendered in Imagine on the front cover is probably one of the finest images I've seen done on a PC. Beside the artistic layout of the image, the technical detail is extremely impressive. I've come to expect Imagine to be capable of doing most anything in the hands of people like Blackmon and tsadillas but I did not think the product could create what you have created in this image.

In addition your article in the magazine is well written and I suspect you will do more for sales of Imagine 4.0 than Impulse has done for themselves. Once again thank you for a fine product and the refreshing approach to true value. I highly recommend the package "Humanoids" to anyone using Imagine and look forward to seeing and using future products you produce.

Bob Sampson.....

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1.344 Message number 0339

Date:
Fri, 9 Feb 1996 11:39:10 -0800
From:
William Bogan
<web@CVSD.CV.COM>

Subject:

any Sailing vessel models

Anyone know where I can find some sailing vessels done in dxf or imagine? Currently checking aminet sources.

Thanks,

Bill Bogan 386/40 8Mb RAM 1Mb Video Card
IMAGINE 2.0 and Imagine LT (on my way to 3.0/4.0)
web@cvsd.cv.com IML expr= Beginner
San Diego, CA USA

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1.345 Message number 0340

Date:
Fri, 9 Feb 1996 14:05:00 -0600
From:
Christopher D. Sturdevant
<chrisstu@SAGE.NET>

Subject:

Re: Startrek [was Searching..]

>The Original TV enterprise was NCC-1701
>The movie version (STTMP) was NCC-1701A
>The next generation had an enterprise with 3 nacelles (engines) as NCC-1701B
>*
>The next generation movie shows an "Excelsor" class as NCC-1701C
>The next generation (STTNG) was NCC-1701D
>
>*Note the show this appears in is Yesterdays Enterprise (I think). It was
>the usual story line of an alternate dimension/reality or dudes from a
>future which may or may not happen. This means that this may or may not be
>the 'real' "B"

The original series was NCC-1701. It was refitted and that is what we saw
in STTMP. In ST-III it was destroyed.

At the end of ST-IV, We meet the NCC-1701 A, and this is used in ST-V and VI.

The NCC-1701 B was shown in ST-Generations.

The NCC-1701 C was in "Yesterday's Enterprise" under the command of Captain
Rachael Garrett. It was destroyed during the battle for Nirendra III.

The NCC-1701 D was in STTNG.

The Three engine version was in "All good things" the final episode.
Because Picard saved humanity, that future, the war with the klingons didn't
happen the same way. Instead it started at DS-9.

Chris Sturdevant

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1.346 Message number 0341

Date:
Fri, 9 Feb 1996 11:56:43 -0800
From:
Kevin Alvarado
<kra@ROCKY.AESTHETIC.COM>

Subject:

Re: any Sailing vessel models
9, 11:39am)

> Anyone know where I can find some sailing vessels done
> in dxf or imagine? Currently checking aminet sources.

I've got a model of a Spanish Galeon. I'm not sure were I got it from but I might have got it from the disk that came with Steve Worley's book "Understanding Imagine 2.0" or I might have got it from Aminet. The object is called Galeon.iob.

-KV-

--

Life is hard and nothing is easily given...
If you want anything out of life you have to fight for it...
Prepare for Kombat!

kra@aesthetic.com

- - - - -

Kevin Alvarado
(714) 597-4995
Aesthetic Solutions
92 Argonaut, Suite #220
Aliso Viejo, CA 92656

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1.347 Message number 0342

Date:
Fri, 9 Feb 1996 13:57:27 GMT0BST
From:
129275 J PADFIELD
<CS9H4PJQ@SWANSEA.AC.UK>

Subject:

Re: BrushWrapping

> My problem is one concerning brushwrapping. Here's what I wanted to do:
> I'm trying to create a city. By night.. Something like new york... That's
> really cool yeah, I know. However, when I create a skyscraper by night I
> figure all I have to do is create a beam and apply a 'light' brush to it...
> For the front of the skyscraper that would be fine. 100's of lights cover
> the front. The side however contains only stripes. If I use any
> combination of BrushWrapping (Z- or X-Axes wrapping) I don't get any
> lights at all!! How do I get this rite without applying 4 brushes to the
> beam?

Further to earlier answers, you could try using a procedural texture rather than a brush-map. I created a skyscraper by creating 2 large

towers. One was black, and the other yellow with the BRIGHT attribute turned on. The yellow one was scaled down very slightly and placed inside the black one. Then I applied the RectWin texture to the black block, and the yellow block kind of shows through the "holes" that RectWind cuts in the outermost block, giving the impression of windows with lights on inside. Play with the size and settings of the texture until you get something you like.

Hope this makes some sense to you. By the way, this was not an original idea. I saw it a long time ago, probably on this list. Thanks to whoever came up with it originally.

Cheers, Jimmy.

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1.348 Message number 0343

Date:
Fri, 9 Feb 1996 14:00:45 GMT0BST
From:
129275 J PADFIELD
<CS9H4PJQ@SWANSEA.AC.UK>

Subject:

Re: DXF

> I am suffering from a problem of not being able to load dxf files in
> imagine 3.0.
> I am using load dxf in the action editor. All I get after a little while
> of loading is an axis.
> The dxf files were created with vista pro3.
>
> Any suggestions?
>
> (486dx66 PC 16MB RAM)

I don't know about the PC version of VistaPro3, but the Amiga version has an option to save the landscape in TurboSilver format, which Imagine loads no problem as a normal object.

Cheers, Jimmy.

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1.349 Message number 0344

Date:
Fri, 9 Feb 1996 12:13:10 -0800
From:
Kevin Alvarado
<kra@ROCKY.AESTHETIC.COM>

Subject:

Re: Startrek [was Searching..]
[was Searching..]" (Feb 9, 2:05pm)

> The Three engine version was in "All good things" the final episode.
> Because Picard saved humanity, that future, the war with the klingons didn't
> happen the same way. Instead it started at DS-9.

Sorry, but the future we saw in "All Good Things" is still possible because the space anomaly was an "anti-time" distortion. It would only effect past events and leave the time-line alone in the future.

Regarding the war with the Klingons and DS-9. The Federation is not at war with the Empire. The Klingons went to conquest Cardasian and Romulan space. Bajor is not a member of the Federation and so can be attacked by the Klingons without any retaliation from the Federation other than useless diplomatic talks. Geez, the Federation spends too much time talking and not enough shooting!

--

Life is hard and nothing is easily given...
If you want anything out of life you have to fight for it...
Prepare for Kombat!

kra@aesthetic.com

- - - - -

Kevin Alvarado
(714) 597-4995
Aesthetic Solutions
92 Argonaut, Suite #220
Aliso Viejo, CA 92656

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1.350 Message number 0345

Date:
Fri, 9 Feb 1996 18:48:51 GMT
From:
Wayne Waite
<Wayne@WAITEY.DEMON.CO.UK>

Subject:

Is there a 3DS to Imagine convertor for Amiga?

Hi,

Does anybody know if there's an object convertor, to convert from 3DS to Imagine format on the Amiga? And if so, where can I get it? I've done a search of Aminet but drawn a blank :(

I've got PixelPro, but that can't do it either.

Hope somebody can help!

Later,
Wayne

--

~=====
Wayne Waite - Wayne@waitey.demon.co.uk
Bradford, West Yorkshire, England

Visit my best friends web | <http://member.gnn.com/JediBlaze/Blaze.htm>
pages for anything Star Wars | <http://users.aol.com/Ghislaine/index.htm>
~=====

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1.351 Message number 0346

Date:
Fri, 9 Feb 1996 16:17:28 -0500
From:
Perry Lucas
<plucas@VT.EDU>

Subject:
ADMIN: Clarification

IMLers,

If you are receiving this message, YOU HAVE NOT BEEN REMOVED from the Imagine Mailing List. I had sent the original message out to minix5@disi.unige.it with a cc: to the Imagine Mailing List so that you could all see that action was taken against the offender. I should have modified the message to state that it was only for minix5@disi.unige.it. I apologize for any inconvenience this caused.

--Perry Lucas
Imagine List Owner

WideSpread Panic!

On Fri, 9 Feb 1996, Perry Lucas wrote:

> This was a copy of the message I sent to Gabriele Scibilia @
> <minix5@disi.unige.it> with a cc to to the Imagine List. Sorry
> for the confusion. Imagine subscribers do not have to resubscribe.
>
> --Perry lucas
>
> >You have been removed from the Imagine Mailing as a warning for for sending
> >uuencodes or files through the list.

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1.354 Message number 0349

Date:
Fri, 9 Feb 1996 15:53:32 -0600
From:
Rodney McNeel
<rodman@INFINITY.CCSI.COM>

Subject:

Re: Is there a 3DS to Imagine convertor for Amiga?

Try 3ds2im or if possible Interchange Plus which worked for me.

On Fri, 9 Feb 1996, Wayne Waite wrote:

> Hi,
>
> Does anybody know if there's an object convertor, to convert from 3DS to
> Imagine format on the Amiga? And if so, where can I get it?
> I've done a search of Aminet but drawn a blank :(
>
> I've got PixelPro, but that can't do it either.
>
> Hope somebody can help!
>
> Later,
> Wayne
>
>
> --
> ~~~~~
> Wayne Waite - Wayne@waitey.demon.co.uk
> Bradford, West Yorkshire, England
> ~~~~~
> Visit my best friends web | <http://member.gnn.com/JediBlaze/Blaze.htm>
> pages for anything Star Wars | <http://users.aol.com/Ghislaine/index.htm>

> ~=====~
>

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1.355 Message number 0350

Date:
Fri, 9 Feb 1996 23:34:44 +0100
From:
Conny Joensson
<cjo@KIRUNA.SE>

Subject:

Re: BrushWrapping

>However, when I create a skyscraper by night I
>figure all I have to do is create a beam and apply a 'light' brush to it...
>For the front of the skyscraper that would be fine. 100's of lights cover
>the front. The side however contains only stripes. If I use any
>combination of BrushWrapping (Z- or X-Axes wrapping) I don't get any
>lights at all!! How do I get this rite without applying 4 brushes to the
>beam?

Rick B's trick with rotating the brush 45 degrees around Z ought to work.
But there is actually a texture that makes windows, "rectwind".

Create a tall box.
Make it yellowish and bright.
Copy and paste it.
Scale the copy a bit larger than the original.
Make it black and not bright.
Apply "rectwind" (you'll have to figure out the setting yourself though).
When rendered you should get some sort of skyscraper with a pattern of lit
windows (the yellowish box showing through the windows generated by the
texture).

```
+-----+  
| Conny Joensson | Email: cjo@kiruna.se |  
| Kiruna, Sweden | http://www.is.kiruna.se/~cjo/ |  
+-----+
```

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1.356 Message number 0351

Date:
Fri, 9 Feb 1996 17:11:10 -0600
From:
Rick Beilfuss
<vview@CSWNET.COM>

Subject:

Re: Imagine reviews

Sorry about the length of this post, this is the first time I've vented. The following are just my personal opinions:

Suprisingly enough it was a DV comparison article that got me started on Imagine. It was the feature "dots" that sold me. (I haven't received the March issue yet) I can't fault the publishers of DV though for not supporting Imagine or presenting it as one of the leaders in 3D. After all Impulse doesn't support or present it at all. Their own opinion of their product is that the only way to promote it is to give it away.

I just started using Real 3D, but before I purchased, I looked closely at other products including Lightwave and 3D Studio. In my opinion Imagine is getting left in the dust. If WinImagine is just a port of Imagine 4 without a whole lot more, they shouldn't sell any. They estimate a street price of \$700 to \$800. This puts them in the price range of LW and Real3D. (3DS 4 can be had educational price of \$800) Besides being the last 3d product (don't count 3DS, there price takes them out of reasonable talk) to port to Windows, (and whether you like windows or not, it is the biggest software market out there) after using some of these other products and talking to people that use them and seeing their results, Imagine doesn't have near the features to demand that kind of price. And don't forget that all these other companies support their products, most have other companies supporting their products.

Now don't get me wrong, I like and enjoy Imagine and continue to use it. It is not as strong a piece of software in the market as it used to be, and if I had \$800 to spend, there's no way I would buy Imagine before LW or Real3D. With the way other products such as Truespace and Visual Reality are improving, it won't be long before they catch Imagine and it will become beginner software.

I just hope WinImagine is a real suprise.

Rick

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1.357 Message number 0352

Date:
Fri, 9 Feb 1996 18:15:16 -0500

From:
Bob Sampson
<RobSampson@AOL.COM>

Subject:

Re: Imagine reviews

In a message dated 96-02-09 11:03:46 EST, you write:

>IMHO the reviewer (who has been around the block a few times) assumed the
>general readership were somewhat familiar with Imagine already and didn't
>give them enough information even to be curious about the capability of
>the software.

I think in one fell swoop, Tim Wilson's 3D Artist cover will do more for
Imagine then any add we can hope for. It is really something special.

Bob.....

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1.358 Message number 0353

Date:
Fri, 9 Feb 1996 19:00:33 -0500
From:
Bob Sampson
<RobSampson@AOL.COM>

Subject:

New image

I have a new image on my page called "Questions?". It was done in 1024x768
originally and took my P90 60 hours to complete the raytrace. Although I can
usually find methods to quicken the process, it was not possible in this
case. The smoke and mirrors (literally) in the image required that
everything be present at one time. Let me know what you think.

Bob.....

Imagine renderings.
<http://home.aol.com/robsampson>
Imagine 4.0 P90 40 meg ram average+

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1.359 Message number 0354

Date:
Fri, 9 Feb 1996 17:18:57 -0600
From:
Rick Beilfuss
<vview@CSWNET.COM>

Subject:

Re: BrushWrapping

>But there is actually a texture that makes windows, "rectwind".

Well sure, if you want to do it the EASY way :)

Rick

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1.360 Message number 0355

Date:
Fri, 9 Feb 1996 18:01:41 -0600
From:
Rick Beilfuss
<vview@CSWNET.COM>

Subject:

Suggestions

Perry

May I offer a couple of suggestions for your consideration:

1) This list has seen recently, in my opinion, a large increase in off-topic threads or threads that have gone off-topic, and a smaller and smaller percentage of Imagine useful topics. A new subscriber would think they subscribed to a star wars list. We've had way too many post about the names of spaceships and if noone's listening does an explosion in space really make noise:) We have seen posts from regular users that due to the large amount of mail are either unsubscribing or becoming inactive. I do not mind some friendly chit-chat but it's starting to become a burden and I'd rather not leave the list. I would suggest that you find 2 or 3 active people that have shown some intelligence in the past, that would be willing to help you out as co-moderators. They would have the ability to stop threads when they have overstayed their welcome, admonish strong warning to people that post platform-war or political statements, to do what they can to prevent a repeat of illegal posts (although you can't prevent people from being stupid), and to make recommendations to you concerning actions and dicipline of wrongdoers.

2) As some people seem to have the brains and memory of a paving brick, I would recommend coming up with a short list of basic rules and posting

it to the list once a week. This is one repeated post I would be happy to see.

3) We also see questions about univbe or other newbie questions on a daily basis. With the recent release of free Imagine software, this problem has only become greater. I'm always willing to help with a problem, but I notice after the upteenth time that question has been asked that week that that poster gets far fewer responses. I believe that most of these questions are covered in the FAQs and perhaps a direction in you "new subscriber rules" to the FAQs and a direction to read them first before posting will be fairer to all involved. Could also be included in the weekly post above.

Rick

ps - You can probably tell from my last couple of post what kind of a day I've had. Sorry.

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1.361 Message number 0356

Date:
Tue, 9 Jan 1996 16:16:31 -0800
From:
Drift Dennis
<drift@NIGHTHAWK.COM>

Subject:

Re: Suggestions

At 18:01 2/9/96 -0600, you wrote:

>Perry

>

>1) This list has seen recently, in my opinion, a large increase in
>off-topic threads or threads that have gone off-topic, and a smaller
>and smaller percentage of Imagine useful topics. . I do not mind some friendly
>chit-chat but it's starting to become a burden and I'd rather not leave
>the list. I believe
>that most of these questions are covered in the FAQs and perhaps a
>direction in you "new subscriber rules" to the FAQs and a direction to
>read them first before posting will be fairer to all involved. Could
>also be included in the weekly post above.

>

>Rick

Since I first got onto the list back in ?July95? my Imagine output has become reduced NOT increased as I had expected because I can't keep up with all of the postings. Not knowing which post may contain just what I need or just more interesting banter means that I must read ALL of it. No time left for anything else.

When I finally just start discarding without reading, and sorting by

thread and not content <which have very little to do with each other>, then I catch up, if you can call it that.

I enjoy a lot of the off track stuff, BUT, I can get that anywhere. No where else can I get good stuff about IMAGINE.

Drift Dennis

{kc7ot}

drift@nighthawk.com

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***^
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^
^
^
^

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1.362 Message number 0357

Date:

Fri, 9 Feb 1996 19:17:10 -0600

From:

Stephen G.

<sgiff@AIRMAIL.NET>

Subject:

Re: Imagine reviews

>Sorry about the length of this post, this is the first time I've vented.

>The following are just my personal opinions:

>

>Surprisingly enough it was a DV comparison article that got me started on

>Imagine. It was the feature "dots" that sold me. (I haven't received the

>March issue yet) I can't fault the publishers of DV though for not

>supporting Imagine or presenting it as one of the leaders in 3D. After

>all Impulse doesn't support or present it at all. There own opinion of

>their product is that the only way to promote it is to give it away.

I disagree, Impulse has done quite a bit promoting Imagine. Over the last several years I have seen quite a few ads in DV., CGW, and AVvideo, selling Imagine and other impulse products. Giving away imagine as a coverdisk is a great way to market a product, even though I didn't like the idea at first. All of those people getting Imagine on their coverdisks are going to be

upgrading to the real thing eventually.

>I just started using Real 3D, but before I purchased, I looked closely
>at other products including Lightwave and 3D Studio. In my opinion
>Imagine is getting left in the dust.

Real 3D has only recently started advertising their product in CGW and other mags. Real 3D has a much smaller user base than Imagine. Real 3D also has a reputation of being a very difficult interface to master and that has turned off a lot of people.

If WinImagine is just a port of
>Imagine 4 without a whole lot more, they shouldn't sell any. They
>estimate a street price of \$700 to \$800. This puts them in the price
>range of LW and Real3D. (3DS 4 can be had educational price of
>\$800)

True but you are not allowed to legally do anything comercial with the educational version.

Besides being the last 3d product (don't count 3DS, there price
>takes them out of reasonable talk) to port to Windows, (and whether you
>like windows or not, it is the biggest software market out there) after
>using some of these other products and talking to people that use them
>and seeing their results, Imagine doesn't have near the features to
>demand that kind of price.

Imagine has as many features or more than 3DS or Lightwave. The only reason that LW gets the kind of press it does is because NewTEK's toaster, and shows like B5 and Seaquest. As far as 3DS, the modeler sucks, the interface is difficult to use ,too many nested menus, no metaballs, no algorithmic textures. How can you say it's better? The only reason it has more popularity is because it has been around for 5 years on the PC, and a lot of gaming companies bought into it when there was nothing else available. Sure it has a lot of plugins but most of the great plugins are features built into imagine. Most of 3DS's plugins cost more than Imagine. The rendering quality is nowhere near as good as Imagine unless you are comparing scanline. The only thing that makes it a good choice for gaming companies is the fact that it has network rendering support, better scanline features and plugin availability. It's main advantage is that it has been out longer and there is no amount of advertising that any company can do to lessen that advantage. Fact is Autodesk has a great advantage by having cornered the maket early enough to get the high-end developers to support it. If it were just a matter of features, Real 3D probably has more high end features than Imagine, LW, AM, 3DS, and all the rest. Realsoft is the perfect example of the point I am trying to illustrate. They have had a Windows version for 2 years, collision, nurbs, everything you could ask for but it will never sell unless 3 things happen: Public opinion changes about it's difficult interface, they start giving it away, or Autodesk goes bankrupt. Hell, the Real 3D fan club could meet in a phone booth. Ok, that is an exaggeration :)

Caligari has great marketing, but anyone who has worked with their program knows it's just a toy compared to programs like Imagine or LW. Look at their ads. The only decent looking graphics they have ever had is the picture of the Robot with the flaming head, and that picture wasn't even created in TrueSpace. It was created in Caligari's Amiga Software several years ago. I have yet to see anyone do any character modeling with it.

Hash has pushed their product as the tool for character animation. All of the ads I have seen for AM look the same. Poorly modeled gumbyesque looking characters. NewTek has no special pricing or educational pricing. Most of the amateurs who are using it are probably using bootleg copies. Byte by Byte's Soft FX, has very little following. It has no high end features like metaballs and it's only claim to fame is fast rendering in scanline. Visual software has only in their current version allowed full animation of objects. Before you could only animate the camera. Not only that I just read a review in some mag that voted their interface goofy and annoying to use.

I frequent the 3D newsgroups all the time and I rarely ever see anyone asking about AM, TrueSpace, or Real 3D. I see inquiries all the time for people looking for Imagine textures, and Imagine related questions. Obviously 3D Studio gets a lot of attention. Once in a while you see a LW question. Also if you have visited the LW newsgroup over the last year, you would have seen more bitching and moaning than you ever did here on the IML.

My point is, Impulse has done as good or better than most of these companies marketing their product. I do think they could improve their market share by working on 3 main areas. Better scanline support, i.e. shadow mapping, selective raytracing of shadows. Network Rendering. Opening up Stage Editor to moving and keyframing bones subgroups so that you don't have to create all of your bone movements prior to setting up the stage. If Imagine had those 3 features added I would be as happy as a pig in

s.g.

Visit me at the Magick Rainbow
<http://web2.airmail.net/sgiff>
^^

Imagine 4,3DS, PC Pentium 66, 32 meg ram.

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1.363 Message number 0358

Date:
Fri, 9 Feb 1996 19:29:14 -0600
From:
Stephen G.
<sgiff@AIRMAIL.NET>

Subject:

Re: Suggestions

I will admit that I am getting tired of seeing posts about B5 and all of the Space shows. Not only that I have lost interest in reading about half of the posts that come through the IML, simply because they don't relate to PC questions or because they are not interesting.

Let's face it though it only takes 2 seconds to read your headers and delete

any mail that you don't want so I really can't understand when people complain about getting mail that they don't want or don't read. Not to mention the fact that Perry has already made everyone aware that they could have had the option of having subtopics of messages and only receive the topics they were interested in. Sure there maybe a person or two on this list that has to pay per piece of mail they receive, but there is not enough of those people on this list to make that a valid argument.

If you are not interested don't read it. Simple!

s.g.

Visit me at the Magick Rainbow
<http://web2.airmail.net/sgiff>
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Imagine 4,3DS, PC Pentium 66, 32 meg ram.

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1.364 Message number 0359

Date:
Fri, 9 Feb 1996 19:14:15 -0800
From:
John Prusinski
<jprusins@CYBERGRAFIX.COM>

Subject:

Re: Suggestions

>
>If you are not interested don't read it. Simple!
>
>s.g.

Amen!

John.

John Prusinski/CyberGrafix
jprusins@cybergrafix.com
<http://www.cybergrafix.com/>

"Whoever undertakes to set himself up as judge in the field of Truth and Knowledge is shipwrecked by the laughter of the gods." A. Einstein

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1.365 Message number 0360

Date:
Fri, 9 Feb 1996 19:12:57 -0800
From:
John Prusinski
<jprusins@CYBERGRAFIX.COM>

Subject:

Re: Imagine reviews

>

>I disagree, Impulse has done quite a bit promoting Imagine. Over the last
>several years I have seen quite a few ads in DV., CGW, and AVvideo, selling
>Imagine and other impulse products.

>

Unfortunately, most of these ads were apparently written by (and possibly
designed by) someone with the same professional skills as the person who
wrote the 3.0 docs: bad grammar, misspellings, and poor, cluttered page
layout won't impress anyone looking for a new piece of 3D software.

>

The only reason

>that LW gets the kind of press it does is because NewTEK's toaster, and
>shows like B5 and Seaquest.

Actually, B5 and SeaQuest were (surprisingly enough) NOT created as
promotional vehicles for NewTek products. The creators of those shows chose
LW because it's economical, efficient, and capable of stunning results. A
certain company in Minnesota might learn a lesson from this about the value
of making your software easy to learn and use. They spend a lot of time
talking about how they keep their software cheap for its power by adding
features instead of spending time and money on interface and
documentation.... when Imagine costs as much (or more) than the competition,
this excuse won't hold water anymore!

Just my NSHO... :^)

John.

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1.366 Message number 0361

Date:
Fri, 9 Feb 1996 22:29:44 -0500
From:
Greg Stritmater
<senip@J51.COM>

Subject:

Re: Suggestions
9, 96 07:29:14 pm

> Let's face it though it only takes 2 seconds to read your headers and delete
> any mail that you don't want so I really can't understand when people
> complain about getting mail that they don't want or don't read. Not to
> mention the fact that Perry has already made everyone aware that they could
> have had the option of having subtopics of messages and only receive the
> topics they were interested in. Sure there maybe a person or two on this
> list that has to pay per piece of mail they receive, but their is not enough
> of those people on this list to make that a valid argument.
>
> If you are not interested don't read it. Simple!
>

That's all and good, but things are getting ridiculous (i didn't even TRY to spell that right) I mean, because of the slightly off-topic discussions about what explosions in space REALLY look like, it's gone to in depth discussions about various sci-fi shows and the model names and numbers of space ships! Come on, isn't the whole idea of this type of list is to stick somewhat to the main topic, and try to avoid extended off topic posts? If I wanted to read tons of that stuff, I'd stick with the comp.graphics.misc group for Imagine info. I don't even d/l my mail so that's not an issue, but I know alot of people do, and it's still a pain just to get 30+ msgs a day and find out that a big majority is about the names of various Enterprise name or other totally off topic stuff.

I for one, wouldn't mind the topic separation that Perry has talked about, but, we really shouldn't need them. ANY info about Imagine and CLOSELY related should be a great help to anyone on the list, but if you start straying from the main focus of the group, it can easily get out of hand.

I'm sorry if I come off too strong, but I just don't want to see this maillist have the same problems most newsgroups have. Otherwise we might as well just have comp.graphics.packages.imagine or whatever. Anyway, thanks to Perry and everyone else who brings me my daily dose of good info (for the most part ;)) I'd like to say that the GrassRoots manual is a great idea, even if it's just a basic outline at first, it'll help ALOT of people. Keep up the good work, and if I can help in any way, drop me a line (I'm afraid I can't write any tutorials, but I'll try to help any other way I can)

> s.g.
> _____
> Visit me at the Magick Rainbow
> <http://web2.airmail.net/sgiff>
> ^^^
>
> Imagine 4,3DS, PC Pentium 66, 32 meg ram.

>

Greg Stritmater
senip@j51.com

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1.367 Message number 0362

Date:
Fri, 9 Feb 1996 20:19:28 PST
From:
MikeEgan@CUP.PORTAL.COM
<

Subject:

Imagine Cover Disks

For anybody in the northern N.J area, as of 2-9-96 the Barnes & Noble book store has about a dozen of each "PC Format January issue 52" and "PC Answers February issue 24". Both of these magazines have a CD rom cover disk with the full commercial version of Imagine3.0 for the PC.

The Barnes & Noble book store is located on route 17 south bound in Paramus, N.J.

--

Get them quickly, for \$12.45 what a deal or is that a steal?

// Mike Egan Portal: MikeEgan@cup.portal.com
\X/ Via PortalX Compuserve: 71261,3013

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1.368 Message number 0363

Date:
Sat, 10 Feb 1996 01:06:53 -0700
From:
Dave Wilson

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1.370 Message number 0365

Date:
Sat, 10 Feb 1996 03:34:18 EST
From:
David Nix
<WRNIX@UGA.CC.UGA.EDU>
Subject: Re:
<RobSampson@AOL.COM>

Well Everybody-

I was about ready to fire off a letter when Bob beat me to it. Kudos to Tim Wilson for the Humanoid upgrade on CDROM. I'd have gladly payed extra for this and Tim sent it out anyhow. This is superb. No better than that, this is amazing...

If you dont already own Tims Humanoid, you really ought to do your self a favor and pick it up... This caliber of work is amazing for the high end of the market, and un heard of for the price...

Dave

David Nix
Computer Graphics & Video Production
Alias Certified Level 3 Animator, 5 yrs exp.
Amiga 4000/Imagine 4.0/V-Lab Motion/OpalVision
web site at:<http://www.visart.uga.edu/Alias/DaveN/daven.html>

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1.371 Message number 0366

Date:
Sat, 10 Feb 1996 06:01:59 EST
From:
Tim Wilson [Crestline]
<76432.1122@COMPUSERVE.COM>
Subject: Imagine Mailing List Warning

Perry,

Let me add my thanks to others for the tremendous job you're doing. I'm still new to the Imagine list, but already I've found lots of useful info on it, and I'm sure its a valuable resource to many others as well. The Listserv setup really has made a difference for me. I was overwhelmed before commands like the

DIGEST mode and SHORT HEADER were implemented. So I really hope you can keep things up. I know acting as the admin may not be particularly fun, but it is greatly appreciated!

If you are serious about cancelling the list if other UUE files are posted, then perhaps some decisive steps should be taken to prevent this from happening again. In the anarchic world of the Info Hwy, occasional warnings probably just aren't going to be enough. Better to cover your butt as much as possible, (within reason) rather than rely on others' self-restraint.

A clear statement of the policy against offenders might be the first step. I noticed on the last UUE post, you removed the offender from the list, and forced them to resubscribe as a warning for their first offense. And you said you would remove them permanently if they violate the rules again. This sounds like a very good policy to me, and perhaps it's all that's necessary. It may not prevent all future UUE posts, but maybe it would keep the list free enough from illegal posts to prevent any major problems from developing.

If not, then perhaps there are some additional things that could be done. Is there a way for Listserv to check for tell-tale UUE headers in the text of the messages, or are there certain symbols unique to encoded files that could be used to intercept them before they are posted? Perhaps these posts could be stopped automatically, and screened before distribution.

Or another way we could handle the problem is to have ALL the mail sent to a separate `''censor''` at a different e-mail address, who would simply screen all the posts for UUE files and then pass them along to listserv for distribution. I would hope that this sort of drastic action would not be necessary, but if it's the only way to keep the list open then perhaps we should consider it. For this to work, we'd need a reliable volunteer to act as the screener, someone who picks up their mail fairly regularly (which cuts me out). It might slow down the interactivity of the list a little, but it could insure that no more UUE files are posted, and it wouldn't add to your already considerable workload.

Knowledge is power. And keeping the IML open really is a worthwhile endeavor. I certainly hope you can work with us just a little more to make any necessary adjustments to keep it running smoothly.

-Tim Wilson
Imagine 4.0 on Pentium
Advanced- freeform modeling & animation

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1.372 Message number 0367

Date:
Sat, 10 Feb 1996 12:25:15 +0200
From:
Granberg Tom
<tom.granberg@TV2.NO>

Subject: aspect and res..

HI

Here is a question for you

What is the correct resolution & aspect ratio for: pc-lores when doing a FLC

Want to know so I can make some Anims to put up on my web page of special effects and such.

Tom G

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1.373 Message number 0368

Date: Sat, 10 Feb 1996 08:59:37 -0800
From: Marcel Lettier
<mars@ADINET.COM.UY>

Subject: First time

Hi everybody,

I'm Mars-L, new in this mailing list and just wanted to say that I'm really happy that I'm here. I'm just starting to learn Imagine and thinks this list is wonderfull. Most of the things I don't understand, but hope I will in a short lapsus.

My most sincere best wishes to everyone!!!

<pre> _...---/-----\---..._ _===== ,-----./' \---...-----' (_____ _) . . ,--' / / .---' \/ '-----_ - - - _/ \-----' </pre>	<p>Mars-L at UniField logging off.</p> <p>A1200/68020/68882/2CHIP+4FAST/270+420HD More than a machine / It's a feeling!!! tO bOLDLY gO wHERE nO oNE hAS gONE bEFORE</p>
---	---

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1.374 Message number 0369

Date:
Sat, 10 Feb 1996 07:07:29 -0500
From:
Tom Ross
<rosst@UNVAX.UNION.EDU>

Subject:

Re: DXF

On Fri, 9 Feb 1996, 129275 J PADFIELD wrote:

> > I am suffering from a problem of not being able to load dxf files in
> > imagine 3.0.
> > I am using load dxf in the action editor. All I get after a little while
> > of loading is an axis.
> > The dxf files were created with vista pro3.
> >
> > Any suggestions?
>
> I don't know about the PC version of VistaPro3, but the Amiga version
> has an option to save the landscape in TurboSilver format, which
> Imagine loads no problem as a normal object.
>
> Cheers, Jimmy.
>
Oh, so? I can't load TurboSilver objects under 4.0! How to fix?

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1.375 Message number 0370

Date:
Fri, 9 Feb 1996 20:16:47 -0600
From:
Rick Beilfuss
<vview@CSWNET.COM>

Subject:

Contest Rules

For all of you that might have lost the topic or rules for the March
Imagine Mailing List Image Contest, I have posted them to the Contest
Webpage. Go to

<http://www.cswnet.com/~vview/>

Rick

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1.376 Message number 0371

Date:
Sat, 10 Feb 1996 15:24:38 PST
From:
Andrew Nunn
<apn@MOBY.DEMON.CO.UK>

Subject:

CGI Magazine

Just thought I let fellow Imagine people know about a new magazine that I just found in my local newsagents. It's called Computer Generated Imaging and sells for GBP3.95 and is bimonthly.

The first issue has general news articles, test reports on QuickTime VR, Sculpt 3D, SoftFX, 3D Studio, Truespace 2.0, lots of pictures and a feature on the graphics effects in the file Babe. There's other stuff too. There are ads for Viewpoint, Raydream, Softimage etc. Anyone that's interested the address is:

Computer Generated Imaging Magazine
144 Upper Street, London N1 1RA
Tel 44 (0) 171 2268585
Fax 44 (0) 171 2268586

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1.377 Message number 0372

Date:
Sat, 10 Feb 1996 11:40:19 -0500
From:
Bob Sampson
<RobSampson@AOL.COM>

Subject:

Re: nice pic

In a message dated 96-02-09 19:41:19 EST, you write:

>Bob,
>That has very interesting transitions in it.
>I especially like the background stuff thats going
>on there. Whew... 60 hrs of rendering time...
>woulda taken my 386 a couple months or more....

The creation of the background stuff was all rather simple, utilization of a

caustic light, an angled plane set to filter 255 all sliders and reflect 190 all sliders and the filnoiz2 smoke plane (which I finally got straight after a couple of messages to GreG tsadillas). As the image began getting closer to completion I'd become more and more sure that there would be a power outage and I'd have to start over.:) Since there are not that many objects in the image I am considering setting up my 486 again and just for fun seeing how many days it would take it to render that scene.

That kinda brings up another point. Would there be a way to program a rendering package to update a file after each line so that as the file is created should something happen like a power outage the renderer could come back to where it left off and pick up the image again? Seems like it should not be that hard.

Bob.....
Imagine renderings.
<http://home.aol.com/robsampson>
Imagine 4.0 P90 40 meg ram average+

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1.378 Message number 0373

Date:
Sat, 10 Feb 1996 11:40:19 -0500
From:
Bob Sampson
<RobSampson@AOL.COM>

Subject:
Re: Imagine reviews

In a message dated 96-02-09 20:19:31 EST, you write:

>Imagine has as many features or more than 3DS or Lightwave. The only reason
>that LW gets the kind of press it does is because NewTEK's toaster, and
>shows like B5 and Seaquest. As far as 3DS, the modeler sucks, the interface
>is difficult to use ,too many nested menus, no metaballs, no algorithmic
>textures. How can you say it's better? The only reason it has more
>popularity is because it has been around for 5 years on the PC, and a lot of
>gaming companies bought into it when there was nothing else available.

This is exactly the point though Stephen. Superior products don't win marketing wars. Superior marketing strategies win marketing wars. Witness Amiga and Macintosh to name a couple of OS's that are clearly superior to windoze. But what does the world use? Look at Lightwave, 3DS and even Truespace (which I think overall is pretty lame in capabilities) and they get much more attention than we do. Why are we not using a windoze version of Imagine already? Impulse has a great product and no idea of how to maximize that advantage. They are a small group of people hoping that Imagine will become big on it's own and they will share the profits among themselves when that happens. I don't think it will happen. That I can see, there is one

decent developer of anything for Imagine and that is Tim Wilson. He of course is supporting other packages because he has to eat. He asked Impulse for one feature (which he had to export his dinosaurs into Lightwave to accomplish) and was rebuked by them. So although you are correct and Imagine is the superior product, it will languish in "Margarittaville" while many feel frustrated about that. I suppose that is because as many people get better with Imagine and wish to make their livings with the product they wish their experience with Imagine would count for something rather than being readily dismissed.

Bob.....
Imagine renderings.
<http://home.aol.com/robsampson>
Imagine 4.0 P90 40 meg ram average+

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1.379 Message number 0374

Date:
Sat, 10 Feb 1996 12:14:30 -0500
From:
Bob Sampson
<RobSampson@AOL.COM>
Subject: Re:

In a message dated 96-02-10 03:42:40 EST, you write:

>I'd have gladly payed extra
>for this and Tim sent it out anyhow. This is superb. No better than that,
>this is amazing...

Boy no kidding David. I keep waiting for Tim to send a bill for the package he just sent. I can't believe he sending it as a free update. If all software companies treated their customer's like this there would be no piracy.

Bob.....
Imagine renderings.
<http://home.aol.com/robsampson>
Imagine 4.0 P90 40 meg ram average+

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1.380 Message number 0375

Date:
Sat, 10 Feb 1996 12:14:47 -0500
From:
Bob Sampson
<RobSampson@AOL.COM>

Subject:

Re: Rob's Questions pic

In a message dated 96-02-10 03:10:35 EST, you write:

> Beautiful pic my friend. How did you do that curtain-like
> surface? That looks so amazing. Mind if I use it for next weeks Render Of
> The Week?

Thanks Dave. The curtain like surface is a primitive plane fractured to enable deformation. I then applied fillnoiz2 and set the first two settings to 255 all sliders and the 3rd was set to about 45, 50, 55 or in that area.

The texture was then scaled up on the plane and moved slightly off center and velocity and noise settings were brought very low (or I may have even set them to zero). I then tacked the texture to the default state and deformed the plane going to drag points magnetic. Once I had the surface rippled approximately like I wanted I went to smoothing and did 55 iterations with locked to perimeter disabled. I then created a new state called bent and used the plane in the image. There were a couple of problems I had initially in getting the right appearance for this but I remembered that GreG tsadillas had done a smoking cigarette in an ashtray so I asked him for a couple of hints since I was sure he used fillnoiz2 to create it. He got me on the right track with decreasing noise and velocity and moving the textures axis and scaling it to get the effect I wanted. Feel free to use the render Dave and once again thanks for the words.

Bob.....

Imagine renderings.

<http://home.aol.com/robsampson>

Imagine 4.0 P90 40 meg ram average+

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1.381 Message number 0376

Date:
Sat, 10 Feb 1996 12:16:19 -0500
From:
Peter Schaner
<LuneEtun@AOL.COM>

Subject: " getting annoyed

on 2/9/96 Rob Sampson wrote "I can only wish that Impulse was as professional

in their approach to their product as you are to yours. "

Bob, your constant sniping at Impulse is starting to get really old and annoying. I think they get the point. As a subscriber to Impulses constant update program I have been very pleased with the level of service provided by Impulse. I first bought imagine because of a very professionally done ad I read in DV. Anytime I have ever called for Tech support they have been polite and helpful. I have had the opportunity to use 3DS, Animation Master , and Truespace. I prefer Imagine to any of the above it just blows them away. BTW Animation Master ships with no printed manual and is one hell of a program. So why not just save any more cheap shots for your review of " Winimagine when it comes out. Your web page and renderings look great, your tips on the IML have been eggscellent. But your attitude ? Well snooze.....

Peter Schaner
luneetun@aol.com

BTW did anyone notice that according to the animation features chart in the DV review Imagine has collision detection ? Maybe they should try to be more professional too.

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1.382 Message number 0377

Date:
Sat, 10 Feb 1996 11:42:29 -0600
From:
Louis Sinclair
<rundio@WINTERNET.COM>

Subject: Renderus Interruptus (was Re: nice pic)

Bob wrote:

>
>That kinda brings up another point. Would there be a way to program a
>rendering package to update a file after each line so that as the file is
>created should something happen like a power outage the renderer could come
>back to where it left off and pick up the image again? Seems like it should
>not be that hard.

>
Actually, this is how Imagine does work. There is just no convenient way to take advantage of it. I have successfully used two methods to continue an interrupted rendering. The first method was one I learned

from this list 2 or 3 years ago:

1. Copy the partially rendered picture to another name (you don't want to write over it!)
2. Go to the stage editor, select the camera, and rotate it 180 degrees around the Y axis (LOCAL mode). This puts your camera upside down, but perfectly aligned with the previous partial rendering.
3. Render the picture until it has reached or slightly exceeded the point where the first render was interrupted.
4. Load the second image in an image processing program and rotate it 180 degrees to put it right-side-up.
5. Merge the first and second pictures with your image processing program. The method will depend on your software, but I have cut out the top part from the first image and simply pasted it over the second image.
6. Save the combined picture. If you did everything correctly you will have a perfect image with no sign of a seam where the two halves were joined.

Method 2: May not work if you have shadow casting light sources behind the camera.

1. Copy the partially rendered picture to another name (you don't want to write over it!)
2. Make a primitive plane, color it full black with no filter, specular, hardness, reflection, shininess, etc. Make sure 'bright' is set so that it renders perfectly black.
3. In the stage editor, place the sphere very close to the camera, directly in front of the camera so that the section that rendered in the first take is obscured.
4. Render normally. The part of the picture that is obscured by the plane should render very quickly, then the rest will render normally.
5. Follow steps 4 through 6 in the previous method.

Both of these approaches have saved me from having to restart lengthy renders.

Louis Sinclair

rundio@winternet.com

<http://www.winternet.com/~rundio/>

----- Hesitation comes to those who wait -----

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1.383 Message number 0378

Date:

Sat, 10 Feb 1996 11:31:48 -0800

From:

Chuck Needham

<twobit@GLOBALDIALOG.COM>

Subject: Re:

Peter Schaner wrote:

>
> BTW did anyone notice that according to the animation features chart in the
> DV
> review Imagine has collision detection ? Maybe they should try to be more
> professional
> too.

Actually the colision detection is "simulated" in the Shredder Effect. So it is, sort of.

(hey...maybe some one can code an effect to add collision detection selectively to objects in the action editor, by testing the proximity of the faces to another objects' faces on a frame by frame basis, then distort, push, bounce, change attributes, or states as needed...good idea! [and it will take longer to render, tho]

--
Chuck Needham
2Bit Graphics
e-mail: twobit@globaldialog.com
<http://www.globaldialog.com/~twobit/>

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1.384 Message number 0379

Date:
Sat, 10 Feb 1996 19:20:59 +0200
From:
Granberg Tom
<tom.granberg@TV2.NO>

Subject: Cool pic, and about the contest

Ho Bob

I enjoyed your rendering, but 60 HR, that's an awfull lot, I think you may could have shorten that time considerably, by doing the picture in two steps. If you want to know how, give me a beep.

I also looked at the contest pictures for January, and I was pleased to see the quality of the winner, very tastefull and moody.

I may participate in the march contest with a couple of pictures.

Tom G

In a message dated 96-02-10 12:45:20 EST, you write:

>Both of these approaches have saved me from having to restart lengthy
>renders.

>-----
>Louis Sinclair

I'd never thought of that approach. Cool, something to definitely remember.
Still it would be nice if the software were able to just come back to where
it was, possibly by writing to a second file after each line to keep
particular information. On short renders or scanline you could turn this off
as it would slow things down but on long long raytraces it would make no
appreciable difference. Still the blending two images idea has some merit.
Thanks for the tip.

Bob.....
Imagine renderings.
<http://home.aol.com/robsampson>
Imagine 4.0 P90 40 meg ram average+

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1.389 Message number 0384

Date:
Sat, 10 Feb 1996 14:06:54 -0500
From:
Bob Sampson
<RobSampson@AOL.COM>

Subject: Re: Cool pic, and about the contest

In a message dated 96-02-10 13:22:49 EST, you write:

>I enjoyed your rendering, but 60 HR, that's an awfull lot, I think you may
>could
>have shorten that time considerably, by doing the picture in two steps.

I'd given that allot of thought Tom since I usually look to backdrop where
possible and save some time. You may have something in mind that I had not
considered though and I'd like to hear about it. I agree 60 hours is quite
long. Especially now that I don't have my Amiga's anymore and can't
multitask Imagine:)

Bob.....
Imagine renderings.
<http://home.aol.com/robsampson>
Imagine 4.0 P90 40 meg ram average+

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1.390 Message number 0385

Date:
Sat, 10 Feb 1996 14:06:57 -0500
From:
Bob Sampson
<RobSampson@AOL.COM>

Subject: Re:

In a message dated 96-02-10 12:19:23 EST, you write:

>why not just save any more cheap shots for your review of " Winimagine when
>it comes
>out. But your attitude ? Well snooze.....
>
>Peter Schaner
>luneetun@aol.com

Well Peter, you are welcome to your opinion. I spent more than twenty years and on a couple of occasions had my life placed in imminent peril supporting that and all other portions of the constitution. By the same token I figure I have earned the right of free speech, having dedicated those years and having placed my life on the line. My attitude is derived from a broken commitment from Amiga/Commodore (a product I loved, a company that let it fizzle) and the feeling that it is happening again here.

I respect your right to want to read only the good and flowery things about Imagine. I am also very familiar with you mail reader and so I know that you have the ability to delete any message from me without so much as looking at them. I suggest that you do, it is your right. But you don't have the right to tell me what I may or may not discuss on this list, so don't.

Bob Sampson.....

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1.391 Message number 0386

Date:
Sat, 10 Feb 1996 11:56:30 -0700
From:
Roger Straub
<straub@CSN.NET>

Subject:

Re: nice pic

On Sat, 10 Feb 1996, Bob Sampson wrote:

>

> That kinda brings up another point. Would there be a way to program a
> rendering package to update a file after each line so that as the file is
> created should something happen like a power outage the renderer could come
> back to where it left off and pick up the image again? Seems like it should
> not be that hard.

Actually, Imagine already does this. On my Amiga 3000, after the status
bar updates (29.27% changes to 29.28% and such), the hard drive is
accessed, and I assume that Imagine is updating the image file. The one
thing Imagine doesn't have is the ability to remember where it was in a
render and continue from there.

>

> Bob.....

> Imagine renderings.

> <http://home.aol.com/robsampson>

> Imagine 4.0 P90 40 meg ram average+

>

--

"There is no love sincerer than the love of food." -- George Bernard Shaw

See ya,

Ben

** Imagine 4.0 - Amiga 3000/030/16MHz - 10MB - Skilled **

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1.392 Message number 0387

Date:

Sat, 10 Feb 1996 14:14:34 -0500

From:

Bob Sampson

<RobSampson@AOL.COM>

Subject:

Re: New image

In a message dated 96-02-10 13:57:48 EST, you write:

<< Bob, I like your new image " questions" . Very cool. (Where'd you get the
skull ?)

But I have a question about the Deathstar pic (the first one).

How did you make the translucent blue light rays? I need to do something very close to these, and would appreciate a boost from you as to how to accomplish it.

Might be good to reply to IML, others might be interested.

Thanks,
Nancy >>

Thanks Nancy. The skull object came from Imagine 4.0 in the digimax directory. I'm not entirely sure (infact I could be totaly wrong) but I think it was done by Stephen G.

On the Deathstar explosion the blue light rays were objects I pulled from Tom Grandberg's page. They are fairly simple groups which I believe he utilized to make rocket flames or something like that. I knew if I placed many of them in the center of the object and gave them trajectories out and then rendered with motion blur that they should provide the effect that they did.

Motion blur is such a usefull feature even for still work. If you can't find the objects on Tom's page, let me know and I'll send them along to you.

Bob.....
Imagine renderings.
<http://home.aol.com/robsampson>
Imagine 4.0 P90 40 meg ram average+

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1.393 Message number 0388

Date:
Sat, 10 Feb 1996 14:58:39 -0500
From:
Mike van der Sommen
<MikeVDS@AOL.COM>

Subject:
Killer Video Card

Those folks who still are using a VESA VLB motherboard and want a killer video card ought to hunt down the STB Pegasus. I found one at a local computer shop (STB is liquidating them for PCI stuff). I got mine for \$245 and it comes with 4 megs VRAM. I works great with UniVesa and Imagine (True 32bit color at 1024x768). The Pegasus is also supported by Windows '95!
This is one killer board! It even has those 3 separate RGB hi end cable connectors (though I'll never use 'em)

Mike van der Sommen
Santa Barbara, Ca
GraFX Haus BBS (805)683-1388
Email: MikeVDS@aol.com or

mike.vandersommen@caddy.uu.silcom.com

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1.394 Message number 0389

Date:
Sat, 10 Feb 1996 12:46:56 PST
From:
David Alan Steiger
<das%omicron.csustan.edu@ALTAIR.CSUSTAN.EDU>

Subject:

Re: DXF

sorry guy, 3.0 has a bug in DXF.
You'll need 3.1 to load from what i hear.
You can thank impulse for paying \$100 for that bug fix.

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1.395 Message number 0390

Date:
Sat, 10 Feb 1996 22:26:00 +0100
From:
Conny Joensson
<cjo@KIRUNA.SE>

Subject:

Re: Renderus Interruptus (was Re: nice pic)

Louis Sinclair wrote a VERY NICE (!!) tutorial on how to continue (sort of) an interrupted rendering (by flipping the camera or by blocking the view and then merging the new picture with the old disrupted one).

There is however a very simple way of accomplishing the same result:
Set Zone.

```
+-----+
| Conny Joensson | Email: cjo@kiruna.se |
| Kiruna, Sweden | http://www.is.kiruna.se/~cjo/ |
+-----+
```

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1.396 Message number 0391

Date:
Sat, 10 Feb 1996 22:26:02 +0100
From:
Conny Joensson
<cjo@KIRUNA.SE>

Subject:

Re: Cool pic, and about the contest

>I may participate in the march contest with a couple of pictures.
>Tom G

SHIT!!!!

<sigh> I thought I should participate, but if you are going to be one of the
contenders I suppose I don't stand much chance...

; -)

```
+-----+  
| Conny Joensson | Email: cjo@kiruna.se |  
| Kiruna, Sweden | http://www.is.kiruna.se/~cjo/ |  
+-----+
```

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1.397 Message number 0392

Date:
Sat, 10 Feb 1996 23:34:13 +0200
From:
Granberg Tom
<tom.granberg@TV2.NO>

Subject:

Re: Cool pic, and about the contest

Conny Joensson:

>SHIT!!!!

>

><sigh> I thought I should participate, but if you are going to be one of the
>contenders I suppose I don't stand much chance...

Well you never know, do you?

Anyway, I just want to let you all know that even if you think I'm good at this (making cool shit) I often have a hard time getting where I want, and here lays the secret of good imagery, dont give up before getting where you want.

And dont belive for a second that I'm jack ass who see myself as the best there is(it havent been said) but just incase. I admire a lot of the things you all are doing, and I lurk around web pages to see and getting inspired by your work.

So the reason for wanting to participate, is simple I just want to let people see what I can do, how I see things, and my style, and maybe it can give you inspired.

Happy rendering.

Ps. I'm puting up some new pictures tonight on my web pages, under "sci-fi"

Tom G

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1.398 Message number 0393

Date:
Sun, 11 Feb 1996 11:45:04 +1300
From:
Bill Boyce
<bilboyce@IHUG.CO.NZ>

Subject:
Re: Grassroot manual

At 09:32 AM 9/2/96 +0200, you wrote:

>Hi
>I kinda like this project, so I volunteer for doing a complete and advanced text
>and pictorial for textures and bitmapping, (if it's not taken already?)
>
>Tom Renderbrandt
>
Cool - that will make my attributes requester section easy. Lets see, someone else has done lights, Tom will do Brushes and Textures (and I can think of no-one better). Maybe if I sit tight for a bit longer, I won't have to do anything :)

This is the way it should be - everyone does there little bit, and pretty soon we've got it all covered.

Bill B

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1.399 Message number 0394

Date:
Sun, 11 Feb 1996 13:02:17 +1300
From:
Bill Boyce
<bilboyce@IHUG.CO.NZ>

Subject:

Re: PC Essence

At 10:17 AM 10/2/96 PST, you wrote:

> Has anybody received Steve Worley's PC Essence I/II? I sent Steve e-mail
>to both "sales@worley.com" and "steve@worley.com" last week and didn't
>get any reply yet. Also I called his office phone at the stated times of

Yes, I've got mine, had it for about a week. Steve even e-mailed me straight
back to let me know it had shipped and to answer a couple of questions.

Works great.

Bill B

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1.400 Message number 0395

Date:
Sun, 11 Feb 1996 13:02:20 +1300
From:
Bill Boyce
<bilboyce@IHUG.CO.NZ>

Subject:

Re: Startrek [was Searching..]

At 12:13 PM 9/2/96 -0800, you wrote:

>> The Three engine version was in "All good things" the final episode.
>> Because Picard saved humanity, that future, the war with the klingons didn't
>> happen the same way. Instead it started at DS-9.
>

>Sorry, but the future we saw in "All Good Things" is still possible because the
>space anomaly was an "anti-time" distortion. It would only effect past events
>and leave the time-line alone in the future.

What is this, the Star Trek mailing list??? This thread hasn't been on topic for quite a while now, guys. Take it elsewhere, please

Bill B

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1.401 Message number 0396

Date:
Sun, 11 Feb 1996 13:02:23 +1300
From:
Bill Boyce
<bilboyce@IHUG.CO.NZ>

Subject:

Re: Suggestions

>Let's face it though it only takes 2 seconds to read your headers and delete
>any mail that you don't want so I really can't understand when people
>complain about getting mail that they don't want or don't read. Not to
>mention the fact that Perry has already made everyone aware that they could
>have had the option of having subtopics of messages and only receive the
>topics they were interested in. Sure there maybe a person or two on this
>list that has to pay per piece of mail they receive, but there is not enough
>of those people on this list to make that a valid argument.

>

>If you are not interested don't read it. Simple!

I disagree completely. Headers often become unreliable indicators of content after a couple of replies, and interesting stuff can come up under an unrelated header. I have my mail program set to show the next message when I've read the last one, which works well, and yes, I sort by subject. It's a waste of time skimming messages that shouldn't be on the list.

Last but not least, this is the IMAGINE MAILING LIST. If people want private discussions, fine, but keep it private, or they can join a relevant mailing list if they have other interests, but I'm here for Imagine stuff, and that is what the list is here for. Simple!

Bill B

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1.402 Message number 0397

Date:
Sat, 10 Feb 1996 20:55:33 -0500
From:
Ash Wyllie
<ashw@LR.NET>
Subject:
Re: Is there a 3DS to Imagine convertor for Amiga?

>Hi,

>Does anybody know if there's an object convertor, to convert from 3DS to
>Imagine format on the Amiga? And if so, where can I get it?
>I've done a search of Aminet but drawn a blank :(

>I've got PixelPro, but that can't do it either.

>Hope somebody can help!

>Later,
>Wayne

>--

>~=====~
> Wayne Waite - Wayne@waitey.demon.co.uk
> Bradford, West Yorkshire, England
> -----
> Visit my best friends web | <http://member.gnn.com/JediBlaze/Blaze.htm>
> pages for anything Star Wars | <http://users.aol.com/Ghislaine/index.htm>
>~=====~

Interchange Plus has a 3DStudio module.

-ash

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1.403 Message number 0398

Date:
Sat, 10 Feb 1996 22:37:11 -0500
From:
Charles Blaquiere
<blaq@IO.ORG>
Subject:
Re: Imagine reviews

On Fri, 9 Feb 1996, Stephen G. wrote:

> >Sorry about the length of this post, this is the first time I've vented.
> >The following are just my personal opinions:

<long, insightful assessment of various 3D programs deleted>

Stephen, whatta post! I have to agree with most everything you wrote. Just as people who go around with blinders on can be deluded into thinking that their software is the greatest thing on Earth, people who don't have a chance to examine other programs may not see through the ads and the hype. If there truly was one package that stood heads and shoulders above the rest, we'd all know by now. Some programs have a large market share, but we all know that can be attributed to many factors: early market entry, price, features, advertising, media connections, the list goes on. The fact that even now, there are several thriving 3D programs on the market, should indicate that none of them has it all. Several of my friends say things like "I use Imagine for modelling and Lightwave for rendering", or "I use 3DS and Imagine; I find a need for both."

P.S. I sure would like soft shadows in scanline.

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1.404 Message number 0399

Date:
Sat, 10 Feb 1996 22:43:50 -0500
From:
Charles Blaquiere
<blaq@IO.ORG>

Subject:

Re: nice pic

On Sat, 10 Feb 1996, Roger Straub wrote:

> Actually, Imagine already does this. On my Amiga 3000, after the status
> bar updates (29.27% changes to 29.28% and such), the hard drive is
> accessed, and I assume that Imagine is updating the image file. The one
> thing Imagine doesn't have is the ability to remember where it was in a
> render and continue from there.

If you can manage to read the incomplete image into a graphic program and write it out, you could always use Imagine's "Set Zone" to render the bottom part, and overlay the two in your image processor.

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1.405 Message number 0400

Date:
 Sat, 10 Feb 1996 22:04:45 -0600
 From:
 Kendal Orrison
 <katana@STLNET.COM>

Subject:

Hello

----- =_NextPart_000_01BAF803.DC529560
 Content-Type: text/plain; charset="us-ascii"
 Content-Transfer-Encoding: quoted-printable

Hello all! I am a new subscriber to the list. Been reading the monthly =
 archives at AMINET up until now. Been using Imagine for about 1 1/2 =
 years and gotten lots of good info from this list. =20

Happy rendering.

Kendal Orrison
 Dell XPS-133c, 16 meg, Imagine 4=20
 (fast machine, great program, no skill!)

----- =_NextPart_000_01BAF803.DC529560
 Content-Type: application/ms-tnef
 Content-Transfer-Encoding: base64

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AQAAAAEAAAAAAAAAAz8I=
```

----- =_NextPart_000_01BAF803.DC529560--

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1.406 Message number 0401

Date:
Sat, 10 Feb 1996 22:11:32 -0600
From:
Jeff Fox
<jfox@IADFW.NET>

Subject:

Cool modellers?

I found this website (<http://www.cis.ufl.edu/~lussier/>) while reading comp.graphics.algorithms. The modellers shown look interesting and might be useful to us Imagine users. I have not downloaded them yet, but when I do I'll give a report.

486/66 16meg, Imagine 3.0 coverdisk. Clueless due to no manual.
jfox@iadfw.net
<http://lmg.com/upstage/bios/jeff.htm>

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1.407 Message number 0402

Date:
Sat, 10 Feb 1996 23:16:32 -0800
From:
Chuck Needham
<twobit@GLOBALDIALOG.COM>

Subject:

Re: Hello (Read your IML Rules)

Kendal Orrison wrote:

>
> Hello all! I am a new subscriber to the list. Been reading the monthly
> archives at AMINET up until now. Been using Imagine for about 1
> 1/2 years and gotten
>
> Happy rendering.
>
> Kendal Orrison
> Dell XPS-133c, 16 meg, Imagine 4

> (fast machine, great program, no skill!)
>

Kendal,...

Welcome aboard....but read your IML Usage Guidelines thoroughly.....NO ATTACHMENTS. PERIOD!!!

There is a severe penalty.

If you have questions contact Perry Lucas at <plucas@vt.edu>

--

Chuck Needham
2Bit Graphics
e-mail: twobit@globaldialog.com
<http://www.globaldialog.com/~twobit/>

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1.408 Message number 0403

Date:
Sat, 10 Feb 1996 22:05:18 -0800
From:
Dave Thomas
<dthomas@BEST.COM>

Subject:

Re: Imagine reviews

(stuff deleted)

>>I just started using Real 3D, but before I purchased, I looked closely
>>at other products including Lightwave and 3D Studio. In my opinion
>>Imagine is getting left in the dust.

>

>Real 3D has only recently started advertising their product in CGW and other
>mags. Real 3D has a much smaller user base than Imagine. Real 3D also has
>a reputation of being a very difficult interface to master and that has
>turned off a lot of people.

>

Real 3D has been advertising for quite awhile. Not as long as Impulse, but at least since the PC version has been available.

(another snip)

>Imagine has as many features or more than 3DS or Lightwave. The only reason
>that LW gets the kind of press it does is because NewTEK's toaster, and
>shows like B5 and Seaquest. As far as 3DS, the modeler sucks, the interface
>is difficult to use ,too many nested menus, no metaballs, no algorithmic

>

Yes, those are good suggestions. A better way to perform field rendering would also be nice, as would real documentation and a professional attitude when dealing with customers. I'm really curious to see the Windows version. It's going to have one hell of a time (as are all current 3D programs) competing with the upcoming 3D Studio Max.

Dave Thomas - Moving Pixels
South San Francisco, CA

"You didn't actually expect to be paid for your work, did you?" - Actual ex-employer quote
dthomas@best.com

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1.409 Message number 0404

Date:
Sat, 10 Feb 1996 22:39:17 -0800
From:
Ted Stethem
<tstethem@LINKNET.KITSAP.LIB.WA.US>

Subject:

Re: Imagine reviews

On Sat, 10 Feb 1996, Charles Blaquiere wrote:

> <clip>

>

> P.S. I sure would like soft shadows in scanline.

>

This is one of many reasons why Imagine will never rise above what it is: a terribly complicated raytrace tool primarily for hobbyists. Imagine produces beautiful raytraces, if you have the skill, knowledge, and that extra little bit of perserverence, patience, and insight. But it totally SUX as an animation rendering system. The reason Lightwave is where it is, is because it is such a good animation rendering system. By that, it doesn't have much of a raytracing mode, and even the programmers will admit to that, but the real strength is to simulate ray-trace effects without the time penalty. It is possible to get good relections, projected shadows, refraction, depth-of-field, particles, and numerous other effects in what would be known as scan-line mode in Imagine far more quickly than Imagine could ray-trace the equivalent scene. Plus it is much quicker to set up an animation scene in Lightwave compared to Imagine.

That is the main reason Imagine will never go beyond the hobbieist stage. And even Lightwave hasn't really made the jump to the big screen. There are a few movies here and there that have used Lightwave extensively but not many and none of them have been major motion pictures. But, for television, at least US TV, Lightwave is everywhere. It is being used on Unsolved Mysteries, almost every FOX network show

requiring special effects, Hercules, Star Trek:Voyager, the Blue M&M commercials, and the Outer Limits on Showtime to name just a few.

The primary reason is that Lightwave produces stunning animations much quicker than Imagine. Most of the Lightwave animators started with Imagine and they just found they could be more productive with Lightwave. When you have to make a living from something, you tend to go with whatever produces more product in less time. Just a simple fact of life (at least, if you are not a starving artist who practices *Ars Gratia Artis*).

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1.410 Message number 0405

Date:
Sun, 11 Feb 1996 04:03:08 -0600
From:
Stephen G.
<sgiff@AIRMAIL.NET>

Subject:

Re: Imagine reviews

>Stephen, whatta post! I have to agree with most everything you wrote.
>Just as people who go around with blinders on can be deluded into
>thinking that their software is the greatest thing on Earth, people who
>don't have a chance to examine other programs may not see through the
>ads and the hype. If there truly was one package that stood heads and
>shoulders above the rest, we'd all know by now. Some programs have a
>large market share, but we all know that can be attributed to many
>factors: early market entry, price, features, advertising, media
>connections, the list goes on. The fact that even now, there are several
>thriving 3D programs on the market, should indicate that none of them
>has it all. Several of my friends say things like "I use Imagine for
>modelling and Lightwave for rendering", or "I use 3DS and Imagine;
>I find a need for both."

>

>P.S. I sure would like soft shadows in scanline.

Yeah, I agree. Except I would be happy if they just put in shadows period.
Soft shadows would be extra!

s.g.

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1.411 Message number 0406

Date:
Sun, 11 Feb 1996 04:23:27 -0600
From:
Stephen G.
<sgiff@AIRMAIL.NET>

Subject:

Re: Imagine reviews

..... Fact is Autodesk has a great advantage by having
>>cornered the maket early enough to get the high-end developers to support
>>it.

>

>Well, 3DS does have some more advantages: proper, excellent documentation
>and a supportive company. The manuals for 3DS are among the best I've ever
>seen (and I've written some manuals), with a great set of tutorials. You
>will know how to use the program after you work through the tutorial book.
>And, I doubt anyone would ever be called a "sh*thead" if they called
>Autodesk technical support, as has happened during calls to Impulse. And
>while it's only IMHO, I think 3DS has an easier to use interface than
>Imagine. But program interfaces are something that can be argued over
>endlessly without solution.

Sure Autodesk has great manuals. Autodesk also made millions off of Autocad before they ever started Selling 3D Studio. Anyone with that kind of money could easily afford to hire a team of top technical writers to produce a great manual. I'd like to see Yost group come out with a manual as good as Autodesk's. As far as tech support goes, I doubt you could call Autodesk and get to talk to any of the programmers especially since Yost group is the one doing the programming, and also I doubt you could talk to the president of Autodesk and voice your opinions. I don't believe in censorship of any form, but I don't think it's fair to say that someone at Impulse called you a shithea* unless you mention their name so that person if he is listening can defend themselves. Any person can claim that someone called someone a name. As far as easier to use interface, 3DS has tons of nested menus that take forever to get anything done, the interface evolved from Autocad and an engineering platform. It is full of terminology that would take an engineer to understand. How can this possibly be easier to use. Mind you I do not find it that difficult, but Imagine is much more user friendly in my opinion.

Look, as far as criticism of Imagine goes. I think it's a healthy thing, and I think it is all very interesting. I am not taking the other side to defend Impulse. Mike reads the list and is quite capable of defending himself and his company. I just think that there should be some balance on the other side, and I don't hear people giving kudos to Impulse or Imagine all that often. Alot of the time it's negative complaining with out offering solutions. I personally have had a great experience with Impulse and yes there are several areas some of which I have mentioned in which Imagine could be improved.

s.g.

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1.412 Message number 0407

Date:
Sun, 11 Feb 1996 07:06:24 EST
From:
Tim Wilson [Crestline]
<76432.1122@COMPUSERVE.COM>

Subject:
Humanoid Update

Torgeir Holm wrote:

>>> [The] thing I want to know is why you used the object smoothing tool in Lightwave? What differentiates this from the one in Imagine4.0?<<<

Please see my Dino Modeling message to Greg Iceberg.

-Tim Wilson
Imagine 4 on P5
Advanced- freeform modeling & animation

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1.413 Message number 0408

Date:
Sun, 11 Feb 1996 07:06:32 EST
From:
Tim Wilson [Crestline]
<76432.1122@COMPUSERVE.COM>

Subject:
More Bad bricks

Nancy Jacobs wrote:

>>>I fear my imported cubes have been gumming up the works. You and others seem to have less probs with the texture when using it on an extruded object. I will have to check this out. But it looks like it will continue to be a prob with imported objects. No one has worked that out yet.<<<

You may already know this, but Imagine has a feature that will correct problems in the geometry of imported objects called MERGE. I use MERGE periodically when I'm modeling as well, because problems can also arise when using the JOIN command in certain ways. MERGE is an indispensable tool for fixing these problems. CHECK OBJ is also useful for diagnosing them.

-Tim Wilson
Imagine 4 on P5
Advanced- freeform modeling & animation

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1.414 Message number 0409

Date:
Sun, 11 Feb 1996 07:06:11 EST
From:
Tim Wilson [Crestline]
<76432.1122@COMPUSERVE.COM>

Subject:
Dino Modeling

Replies to various questions from Greg (Iceburg):

>>>Would you be able to give a little more insight into how you went about modeling that [Allosaur on 3D Artist]? Where did you start?<<<

To start with, I only modeled one half of the figure and then mirrored the object to get the other half. I began by drawing out all the basic geometry on grid paper in front, side, and top views. Then I matched this up to the grid in Imagine to construct the object.

>>>Did you start with a forms object, a sphere?<<<

The object was constructed on a point-by-point, edge-by-edge, face-by-face basis in the Detail editor. The only thing I used primitives for were the eyes. (I'm just not quite up to modeling spheres on a point-by-point basis <g>)

Don't be deceived by the seeming complexity of the wireframe image shown in 3D Artist. I only had to contend with 1/4 of the detail that's actually shown there. Once I get my basic modeling done, to get the model to render smoothly I quadruple the complexity of the mesh using Smooth Subdivide in LW to get it to render better.

LW's Smooth Subdivide does what Fracture does in Imagine, with one important difference: it interpolates all of the new points into the curvature of the surface. If you've ever used Fracture in Imagine, you've probably noticed that when it splits edges the new points are simply added to the existing plane of the face being fractured. This means the new points actually reinforce the FACETING of the model rather than enhancing the curves. By itself, Imagine's Fracture is utterly worthless, because you have to edit all the new points it creates to get them in the right place to enhance your modeling.

LW's Smooth Subdivide leaves your principal points alone, but when it divides the edges, the positions of the newly created points are automatically adjusted to follow the natural curves of the surface. If I had a tool like this when I built Humanoid it would have saved me months of work.

Bob Sampson eluded to the fact that I've lobbied Impulse to add this feature to Imagine for more than two years without success. It's a pain in the butt to translate the model back and forth to LW, just for this one operation. And it should be an extraordinarily easy feature to add. Alfonso Hermida (of

BlobSculptor fame) and I recently come up with the exact procedure, but still no dice with Impulse. We may end up resorting to writing it ourselves as an IFX. (BTW, if anyone has experience with IFX, we might be able to use some help on this.)

Alfonso was instrumental in developing two of the neatest new features in 4.0, Blobbys and the new Smoothing Tool. You can get some fairly nice results by fracturing your model and then applying his Smoothing Tool. This works very much the way Metaform in LW does. But the Smoothing effect will be applied to all points in the surface, not just the ones newly created by fracturing. So the Smoothing Tool will gradually degrade the accuracy your original modeling. This may be exactly what you're after, if you're trying to smooth out a sloppy looking model, but the effect is a little too pronounced for the precision work I'm doing. One important advantage to Hermida's Smoothing Tool is that you can use it WITHOUT Fracturing to smooth out a rough surface without adding any more polygons. This can get rid of some of the chunkiness in lower res models, clean up boolean junctions, or smooth over problem areas that don't Phong well. It's definitely worth trying

>>>Did you make the head first? Did you make all separate objects and then join them together to get the seamless model?<<<

I did break the modeling down into separate parts, mainly because it's just too difficult to see what you're doing if there are too many overlapping layers. So the head, body, arm and leg were for the most part modeled separately. At various times during the process though I connected them to the body, to make sure there was a good fit. Once the parts are all connected I can still access them separately for touch up by using subgroups. The new HIDE UNPICKED comes in very handy for this. For example if I want to work just on the arm, I can Pick the Arm Subgroup, and then HIDE UNPICKED to get rid of the rest of the stuff.

>>>I'd really like to make more organic things, but I find it's hard to know where to start. Whenever I do start, it ends up that I started in the wrong place and I have to start over.<<<

It often takes me one or two tries before I find a successful approach too. If you view modeling as a process, instead of focusing just on the end result, it may remove some of the anxiety. Modeling is a complex process, its alot easier to handle if you break the job down into smaller tasks, and focus on them one at a time.

The one element in my approach that's probably most critical to the final outcome is the quality of the reference material I work from. I know very few people who can just sit down in front of a computer and whip out amazing models without any sort of visual aids. I'm much more comfortable designing things on paper.

-Tim Wilson
Imagine 4 on P5
Advanced- freeform modeling & animation

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1.415 Message number 0410

Date:
Sun, 11 Feb 1996 07:06:17 EST
From:
Tim Wilson [Crestline]
<76432.1122@COMPUSERVE.COM>

Subject:

Dino Textures

Stephen G. wrote:

>>>your work on the Dino's on the current cover of 3D Artist is absolutely incredible. One thing not mentioned in the article is how you managed to create such a realistic texture map for it.<<<

Three bump maps were used, one for the scales, one for muscle and bone, and one for skin folds. The color map was a combination of several images, alpha composited together. There were three alpha channels: one for stripes, a gradient to lighten the underbelly, and one for the scales. These were used to sandwich four colors together, brown, orange, white and yellow. The maps were designed to scale to match up to the same grid as the modeling. Much of it was scanned in from drawings. I also used the Rubber Stamp tool in Adobe Photoshop to ``paint`` with some of the textures.

-Tim Wilson
Imagine 4 on P5
Advanced- freeform modeling & animation

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1.416 Message number 0411

Date:
Sun, 11 Feb 1996 13:46:50 +0200
From:
Granberg Tom
<tom.granberg@TV2.NO>

Subject:

New pictures

Howdy

There is now a bunch of new pictures on my pages
Including some from my upcoming Pyrotechnics "tutor"

Ps. all modells are buildt by yours truly.

Here are the addresses, if you havent got them already.

Europe:
<http://www.heathcomm.no/~gfxdude/>
Or directly to the updated page:

<http://www.heathcomm.no/~gfxdude/scifi.htm>

US

<http://www.websharx.com/~gfxdude/>

Or directly to the updated page:

<http://www.websharx.com/~gfxdude/scifi.htm>

Enjoy

Tom Renderbrandt Granberg

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1.417 Message number 0412

Date:
Sun, 11 Feb 1996 07:49:45 EST
From:
Graham Parkinson
<100653.2104@COMPUSERVE.COM>

Subject:

Re: PC FormAT - JANUARY

Just a note to say hi, as I am new to the IML.

>Recently someone posted the phone number for the company
>publishing this zine. Would you please repost it. It
>seems my email server did just that... served my mail and
>some munchkin ate it!

>I'm trying to get hold of the magazine and cover disks and
>ABSOLUTELY NO ONE near San Diego has that copy.

A quick one for William's info, Imagine 3.0 was also on the February coverdisk
you can order a back-copy on the WWW at <http://www.futurenet.co.uk>
P.S. I don't work for the guys ;)

L8r
Graham.

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1.418 Message number 0413

Date:
Sun, 11 Feb 1996 15:57:08 +0200
From:
Granberg Tom
<tom.granberg@TV2.NO>

Subject:
New pictures2

Howdy

There is also 2 zipped .flc for your enjoyment on this page!

Here are the addresses, if you havent got them already.

Europe:
<http://www.heathcomm.no/~gfxdude/>
Or directly to the updated page:
<http://www.heathcomm.no/~gfxdude/scifi.htm>

US
<http://www.websharx.com/~gfxdude/>
Or directly to the updated page:
<http://www.websharx.com/~gfxdude/scifi.htm>

Enjoy

Tom Renderbrandt Granberg

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1.419 Message number 0414

Date:
Sun, 4 Feb 1996 10:15:24 MEZ
From:
wolfram schwenzer
<schwenzr@NEMETER.DINOCO.DE>

Subject:
Re: Imagine Book

On Wed, 24 Jan 1996 13:59:52 +0500, "Ali Helmy" <helmy@VOYAGER.COM> wrote:
> We will keep our offer open for another week, so
> if you are really interested and would like to purchase this book
> (\$29.95), then write us by the end of this week.

Sorry for responding too late, but due to a shocking rise in phone costs in Germany I collect my mail only once a week. I would like to order your book. Can I pay by VISA ?

All the best

W.S.

--

wolfram schwenzer
Internet : schwenzr@nemeter.dinoco.DE

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1.420 Message number 0415

Date:
Sun, 4 Feb 1996 10:10:30 MEZ
From:
wolfram schwenzer
<schwenzr@NEMETER.DINOCO.DE>

Subject:

Re: All those hellos

On Wed, 24 Jan 1996 17:07:28 -0500, "Nancy Jacobs" <NancyJcbs@AOL.COM> wrote:

> I started out as a nut for perspective and anatomy in my youthful art
> pursuits.
> NOBODY else I could find, male or female was interested in these aspects of
> art, except one or two guys who enjoyed the exaggerated anatomy of the
> "Fantasy Art" genre..In fact, most people avoided these areas whenever
> possible. It seemed a lost pursuit. (But there were still the "old masters"
> to turn to).

.....

> So, naturally my interests wander into the human-modelling area, as well as
> creating 3D environments. And many other areas, actually. (not spaceships
Did you ever try modelling anatomy with metaballs (blobs) ? Did you ever get
yourself an "anatomy for artists" book and try to model bones or muscles ?

I am thinking about building an anatomy kit with certain parts that can be
'sewn together'.

Do you have any interest in architecture ? That's were perspective projections
really shine. Same idea - build a kit of basic shapes like walls, pillars,
windows in a CAD program, transfer to a 3D modeller for lighting, texturing and
camera moves. I would be especially interested in historical models like
temples, churches, palaces ... Ever heard of any efforts to make such a kit
or sell it ?

> Which brings me to ask everyone - what are the best ways to sell 3D models?
> How does one protect against it being uploaded to a bbs or something,
> becoming freely available? I visited Viewpoint's website, and they had a
> space where you could upload a model for consideration. Has anyone done this?
> What happens to your model when you upload it to them? What protection do we

> have from it turning up somewhere else, if they don't buy it?
>
I think the best idea would be to show a stripped down 'basic' version, perhaps with some vital part missing or not giving sufficient detail.

See you

Wolfram

--

wolfram schwenzer
Internet : schwenzr@nemeter.dinoco.DE

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1.421 Message number 0416

Date:
Sun, 4 Feb 1996 13:20:22 MEZ
From:
wolfram schwenzer
<schwenzr@NEMETER.DINOCO.DE>

Subject:

Re: Humanoid Update

On Sat, 27 Jan 1996 02:35:51 EST, "Tim Wilson [Crestline]"

<76432.1122@COMPUSERVE.COM> wrote:

> If anyone has not yet seen the specs
> on Humanoid, I'd be happy to post them here too.
>

I'll be grateful. Can I pay you by VISA ?

W.S.

--

wolfram schwenzer
Internet : schwenzr@nemeter.dinoco.DE

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1.422 Message number 0417

Date:
Sun, 11 Feb 1996 10:26:56 -0500

From:
Mike van der Sommen
<MikeVDS@AOL.COM>

Subject:

Re: Suggestions

In a message dated 96-02-10 19:04:37 EST, you write:

>I disagree completely. Headers often become unreliable indicators of content
>after a couple of replies, and interesting stuff can come up under an
>unrelated
>header.

Oh, terrific. Now we're even complaining about complaining. Sheesh.
I thought the HEADER said "Suggestions". :)

...stir the pot to a fine boil.

Mike van der Sommen
Santa Barbara, Ca
GraFX Haus BBS (805)683-1388
Email: MikeVDS@aol.com or
mike.vandersommen@caddy.uu.silcom.com

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1.423 Message number 0418

Date:
Sun, 11 Feb 1996 11:42:13 -0600
From:
Stephen G.
<sgiff@AIRMAIL.NET>

Subject:

Re: PC Format - JANUARY

There is one copy of coverdisk PC version 3.0, PC Answers Feb. at Barnes &
Noble,
Beltline and Preston, Dallas, TX.

s.g.

Visit me at the Magick Rainbow
<http://web2.airmail.net/sgiff>
^^

Imagine 4,3DS, PC Pentium 66, 32 meg ram.

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1.424 Message number 0419

Date:
Sun, 11 Feb 1996 18:18:00 GMT
From:
Lee Bryars
<lbryars@CIX.COMPULINK.CO.UK>

Subject:

Re: Imagine reviews

In-Reply-To: <199602111023.EAA16009@server.iadfw.net>

I have to agree with s.g., I've phoned Impulse direct from the UK and quite frankly they were nothing but helpful and courteous. I know that Imagine is bitch to learn initially, but in many ways I put this down to the other stuff used prior to that (well, it was in my case anyway..). As for 3DS, I use both, but overall much prefer Imagine, although I would like to see Imagine with the same approach to controlling the camera as 3DS (something which has been included in POVlab shareware).

Recently my sister asked me to explain and show her about 3D modelling etc., instead of all of the array of packages in my arsenal, I just took her straight to Sculptura. It in many ways is a great modeller, although has some really irritating features.... such as having to select the option to carry out each time/ or to deselect it.

Anyway, I personally love Imagine in its present incarnation and would really recommend it to anyone who's *already* familiar with modelling and rendering.

PLEASE don't flame me for my comments, or I'll send my dad round with a great big shitty stick.

Cheers.

Lee Bryars

lbryars@cix.compulink.co.uk
100260.2407@compuserve.com
Lee.Bryars@umist.ac.uk

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1.425 Message number 0420

Date:
Sun, 11 Feb 1996 19:55:24 +0200
From:
Granberg Tom
<tom.granberg@TV2.NO>

Subject:

Ehhh..

Does anyone hear my mails??

Tom

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1.426 Message number 0421

Date:
Sun, 11 Feb 1996 21:37:40 +0100
From:
Robert Nilsson
<robert.nilsson@POP.LANDSKRONA.SE>

Subject:

Re: Imagine reviews

At 22.39 96-02-10, Ted Stethem wrote:

> That is the main reason Imagine will never go beyond the hobbiest
>stage. And even Lightwave hasn't really made the jump to the big screen.
>There are a few movies here and there that have used Lightwave
>extensively but not many and none of them have been major motion
>pictures. But, for television, at least US TV, Lightwave is everywhere.
>It is being used on Unsolved Mysteries, almost every FOX network show
>requiring special effects, Hercules, Star Trek:Voyager, the Blue M&M
>commercials, and the Outer Limits on Showtime to name just a few.

Hmm.. well no major motion picture... Well Lightwave has been used for
Special effects in Goldeneye (latest James Bond movie).. The Space scenes
in GoldenEye and the scene in russia. The aircrafts (MIG 29), was rendered
in Lightwave...

```
*****  
* Robert Nilsson *  
* Flare Productions *  
* Tel: +46-418-53007 Fax:+46-418-53013 *  
* Email: robert.nilsson@pop.landskrona.se *  
*****
```

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1.427 Message number 0422

Date:
Sun, 11 Feb 1996 14:23:37 -0800
From:
Chuck Needham
<twobit@GLOBALDIALOG.COM>

Subject:

Re: Ehhh..

Granberg Tom wrote:

>
> Does anyone hear my mails??
>
> Tom

Yes

--
Chuck Needham
2Bit Graphics
e-mail: twobit@globaldialog.com
<http://www.globaldialog.com/~twobit/>

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1.428 Message number 0423

Date:
Sun, 11 Feb 1996 15:45:27 EST
From:
Graham Parkinson
<100653.2104@COMPUSERVE.COM>

Subject:

Re: PC FormAT - JANUARY

Correction to that address on the WWW.

<http://www.futurenet.co.uk>

Sorry guys, having a bit of a typo crisis :).

18r
Graham.

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1.429 Message number 0424

Date:
Sun, 11 Feb 1996 17:37:15 GMT
From:
Duncan
<dunc@ERASER.DEMON.CO.UK>

Subject:

Re: DXF

Imagine <IMAGINE@SJUVM.STJOHNS.EDU> (on Sat, 10 Feb ↵
96 07:07:29)

Hello Tom, On Sat, 10 Feb 96, You Wrote:

TR.>> I don't know about the PC version of VistaPro3, but the Amiga version
TR.>> has an option to save the landscape in TurboSilver format, which
TR.>> Imagine loads no problem as a normal object.
TR.>>
TR.>Oh, so? I can't load TurboSilver objects under 4.0! How to fix?
TR.>

I have never been able to load a vista-made turbo silver object into
any version of Imagine -I use Pixel Pro There is probably a program on aminet
that would do this (Vertex or Vortex is an old shareware program that might do
it -I found it on the avalon (?) WWW site)

--

dunc@eraser.demon.co.uk

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1.430 Message number 0425

Date:
Sun, 11 Feb 1996 23:21:34 +0200
From:
Granberg Tom
<tom.granberg@TV2.NO>

Subject:

Re: Pyro pictures

Anita Vandenbeld:

>WOW!!!

>

--SNIP--

I'm wondering, though, if you'll share

>your secret... How did you get the firefall looking so good? I'd

>imagine you just used particle animation for the sparks flying away from

>the scene (if you modeled each of those spheres I think IML would owe

>you a round of applause). Did you use explosion.ifx for the inner parts

>of the ship? I must say that you certainly deserve a lot of credit for

>those pictures. I'm downloading the two animations now (hoping that one

>is the explosion :-)).

The pyro-tech pages are in the works, as you have read earlier on the IML, I said I would be finished by last week, but not so. I've had a tough week at my work (TV2).

None of the anims are of the explosion, I'll save those for the pyro pages.

>You should consider approaching the makers of

>B5. They could certainly use your expertise as explosions seem the one

>weak area of their team.

Do you have the adress to Ron T?

Tom G

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1.431 Message number 0426

Date:

Mon, 12 Feb 1996 00:12:17 +0100

From:

Anders Rasmussen

<ajcr@HOA.PING.DK>

Subject:

aspect and res..

In a message of 10 Feb 96 Granberg Tom wrote to me:

Hi Tom

GT> What is the correct resolution & aspect ratio for: pc-lobes when doing

GT> a FLC

You can calculate it your self!.

An aspect ratio is the relationship between the width of an item to its height, expressed in this form:

width : height

For example, a 1:1 aspect ratio means that the item is as wide as it is high. Aspect ratios are described by saying their width value to their height value. Taking the previous example, you would say that it has a one-to-one aspect ratio!.

Image aspect refers to the aspect ratio of the image itself. A 640x400 image has an image ratio of 640 : 400, or more simply, 8 : 5.

Hope that cleared things!. :))

--

. Regards ..

/o- Anders Rasmussen -z- ajcr@hoa.ping.dk -z- 3D Animation

Z V4 - 040 - 14 - CV64/4 - Medium ++

-- Via Xenolink 1.981, XenolinkUUCP 1.1

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1.432 Message number 0427

Date:

Mon, 12 Feb 1996 12:10:05 EST

From:

Robin Luiten

<luiten@TRANTOR.NMSD.OZ.AU>

Subject:

Re: aspect and res..

> In a message of 10 Feb 96 Granberg Tom wrote to me:

>

> Hi Tom

>

> GT> What is the correct resolution & aspect ratio for: pc-lores when doing

> GT> a FLC

>

> You can calculate it your self!.

>

> An aspect ratio is the relationship between the width of an item to its height, expressed in this form:

>

> width : height

>

> For example, a 1:1 aspect ratio means that the item is as wide as it is high. Aspect ratios are described by saying their width value to their height value. Taking the previous example, you would say that it has a one-to-one aspect ratio!.

>
> Image aspect refers to the aspect ratio of the image itself. A 640x400
> image has an image ratio of 640 : 400, or more simply, 8 : 5.
>
> Hope that cleared things!. :)

Nope! Sorry but I think you have forgotten one thing.

You forgot to account for the fact that the 640x400 display is actually being displayed on a monitor that is wider than it is high. Basically the width to height ration of monitors is 1.33 to 1. [Yes there are monitors out there with different aspects but they are no common]

Therefore talking your example of 640x400 you get your relative width to height ration of 8 : 5. Talking into account the 1.33 to 1 ratio of the monitor you get 8/1.33 to 5 / 1. There fore you get an aspect ration of: 6 to 5 or near enough [in fractional form its 1.20 to 1]

NOTE: PC displays of 320x240, 640x480 and 1024x768 are "square" or 1 to 1 aspect ratios.

Hope that helps.

Robin Luiten

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1.433 Message number 0428

Date:
Sun, 11 Feb 1996 18:48:53 -1000
From:
Mr. Sharky
<sharky@WEBSHARX.COM>

Subject:

Re: Ehhh..

On Sun, 11 Feb 1996, Granberg Tom wrote:

> Does anyone hear my mails??
>
> Tom
>

No.....:-)

Sharky

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1.434 Message number 0429

Date:
Mon, 12 Feb 1996 00:07:45 EST
From:
David Nix
<WRNIX@UGA.CC.UGA.EDU>

Subject:

Re: Imagine reviews
<tstethem@LINKNET.KITSAP.LIB.WA.US>

Hi Ted, everybody else-

For what its worth, I'll throw in my observations on Imagine vs the other guys.

Imagine's main problem is documentation, not capabilities. Its a bit helter-skelter with its tool names and locations, and it uses the good old axis to represent way too many things. Its not very intuitive.

As modelers go, its very good -IF- you understand where the tools are and what they do. I would even say its better than Wavefronts modeller in terms of capability. I personally prefer it over the polygon modeler in Alias (but NOT over Alias' spline modeler). The texture abilities are excellent, nearly as good as I've seen on any platform, but once again not as intuitive, tho the texture prevue and/or Forge go a long way towards fixing that.

I for one hate the modeler in Lightwave. I also love the animation layout editor in Lightwave. Imagine is slightly klutzy there... just too many hoops to jump through to get an animation rolling and I feel that this is the main reason people are more inclined to use Lightwave in a production environment.

As a final note, the highest profile use of Lightwave I'm aware of is the MIG flyover sequence in the new Bond flic... Motion matched to the scale mineature work... Not too shabby either.

David Nix
Computer Graphics & Video Production
Alias Certified Level 3 Animator, 5 yrs exp.
Amiga 4000/Imagine 4.0/V-Lab Motion/OpalVision
web site at:<http://www.visart.uga.edu/Alias/DaveN/daven.html>

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> >
>
> No.....:-)
>
> Sharky

Technically....true.

Shoot me, it's too late.

--

Chuck Needham
2Bit Graphics
e-mail: twobit@globaldialog.com
<http://www.globaldialog.com/~twobit/>

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1.437 Message number 0432

Date:
Mon, 12 Feb 1996 09:05:48 +0100
From:
Ernesto Poveda Cortes
<a00448@DTIC.UA.ES>

Subject:

Re: Upgrade im 3.0 -> 4.0 (coverdisk)
"Frank.VanDerAuwera" at Feb 9, 96 01:53:26 pm

>
> Hi all
>
> I ordered the upgrade from the Computer Arts magazine coverdisk 3.0
> version to the 4.0 version.
>
> Can anybody who allready got his 4.0 in this way tell me if:
>
> -a manual (3.x? ...) is included? A PRINTED one?

... This one i don't know as i got mine from the 2.0 -> 3.0 upgrade

> -will i become a registered user?

... My personal experience says that yes. I becomed a registered user
when i get the upgrade from the magazine (Amiga Format)

> -how long it takes to get it? (In europe)

... From Spain, it takes 2 weeks, that is counting from i send my letter.

--

A4000,040@25Mzh,6Mg,120HD Imagine 4.0 Medium User! // There can
E-mail: a00448@eps.ua.es, a00448@i3a.dtic.ua.es \// be only one
Real Name: ~Ernesto Poveda Cortes~ I am STILL not a number =^)

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1.438 Message number 0433

Date:
Mon, 12 Feb 1996 11:58:42 +0100
From:
Mikael Johannsen
<mikael@PIP.DKNET.DK>

Subject:
ADMIN: Missing Posts?

Hi all.

I seem to be missing some posts. Am I the only one?

Perry, if you receive some errors from my server, please let me know and I'll tell my service provider about it.

Mikael Johannesen
mikael@pip.dknet.dk
PC 486DX2 66Mhz, 8MB RAM, Imagine 4.0

I WILL LIVE FOREVER, or die trying.

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1.439 Message number 0434

Date:
Mon, 12 Feb 1996 13:21:29 +0000
From:
Phil Stopford
<pstopfor@JESUS.OX.AC.UK>

Subject:
Shield Effects

Whilst I'm still considering whether my finances can support Essence II for PC at the moment, does anyone know how I can make a shield flare using bog-standard Imagine 4.0 textures on PC.

I managed a reasonable imitation of the starburst from the Enterprise warp sequence where it grows and shrinks using the twinkle texture, but can't get this to work with regards to a shield burst effect.

Any ideas?

Phil.

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1.440 Message number 0435

Date:
Mon, 12 Feb 1996 08:26:38 EST
From:
Tim Wilson [Crestline]
<76432.1122@COMPUSERVE.COM>

Subject:

Shininess

On Wed, 31 Jan 1996 Charles Blaquiere wrote:

>>>It seems as if what Shininess does, is mix the reflected component with the surface color, before lighting is taken into account<<<

Your guess is as good as mine, Charles. I've never been able to completely sort it out. I only know it looks cool. I was playing around with simple Reflectivity the other day, and it did some surprising things as well. I made an object with white Color, Reflect just red. The reflections in the shaded areas were red, but in the lit areas they were Blue-green?! I've always know that Reflectivity would override the other attributes, but this I think shows that Reflectivity is actually subtracted from an object's Color. In the areas where the object is reflecting dark parts of an environment map, red appears to be subtracted from the objects white Color leaving blue-green.

-Tim Wilson
Imagine 4 on P5
Advanced- freeform modeling & animation

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1.441 Message number 0436

Date:
Mon, 12 Feb 1996 14:29:39 +0200
From:
Granberg Tom
<tom.granberg@TV2.NO>

Subject:

Re: Ehhh..

Dave Wilson:

By the way, what the heck should I use to view your
>anims? They just sparkle shades of blue and I can barely make out whats
>happening.

Just make a project in Imagine, then a subproject, and move the file you want to
see into that subproject. Open the project, load the subproject, and load the
anim. Then play!

PS.One anim at the time, you cant have two anim files in the same subproject
dir.

Tom

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1.442 Message number 0437

Date:
Mon, 12 Feb 1996 08:26:47 EST
From:
Tim Wilson [Crestline]
<76432.1122@COMPUSERVE.COM>

Subject: "Humanoid

On Sat, 10 Feb 1996 David Nix wrote:
>>> Kudos... for the Humanoid upgrade on CDROM.<<<

Many thanks, Dave. Glad you like it.

-Tim Wilson
Imagine 4 on P5
Advanced- freeform modeling & animation

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1.443 Message number 0438

Date:
Mon, 12 Feb 1996 08:26:54 EST
From:
Tim Wilson [Crestline]
<76432.1122@COMPUSERVE.COM>

Subject: "Humanoid

On Sat, 10 Feb 1996, Bob Sampson wrote:

>>>I keep waiting for Tim to send a bill for the package he just sent. I can't believe he sending it as a free update.<<<

If you want to send some more money, go right ahead. I wouldn't dream of depriving you of that pleasure. <g>

-Tim Wilson
Imagine 4 on P5
Advanced- freeform modeling & animation

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1.444 Message number 0439

Date:
Mon, 12 Feb 1996 08:27:31 EST
From:
Tim Wilson [Crestline]
<76432.1122@COMPUSERVE.COM>

Subject: "Humanoid

On Fri, 9 Feb 1996 Bob Sampson wrote:

>>>...thank you for the fine software, professional documentation and many fancy extras you thoughtfully provided... Your Allosaurus rendered in Imagine on the front cover is probably one of the finest images I've seen done on a PC.<<<

Thank you very much for the compliments, Bob. My judgement as a developer hasn't always been the best in the past. Even though it took quite some time, I hope this upgrade will make up for that.

I read about your 60 hour rendering too. I thought you should know that the 3D Artist cover image only took about 8 hours at 2K on my P90. There aren't alot of reflective surfaces, but there were some 40 shadow-casting lights, and myriad image maps. By now I imagine you know all the tricks for speeding up rendering, so I won't bore you with them. But I thought some of the newbies should know that times like that aren't really necessary, even for publishing resolution.

-Tim Wilson
Imagine 4 on P5
Advanced- freeform modeling & animation

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1.445 Message number 0440

Date:
Mon, 12 Feb 1996 08:27:55 EST
From:
Tim Wilson [Crestline]
<76432.1122@COMPUSERVE.COM>

Subject:
Humanoid Update

On Sun, 4 Feb 1996 wolfram schwenzer wrote:

> If anyone has not yet seen the specs
> on Humanoid, I'd be happy to post them here too.
>
>>>I'll be grateful. Can I pay you by VISA ?<<<

Thanks for your interest, Wolfram. I already posted the Humanoid specs on 1/28, but if you need me to, I can e-mail them to you. Unfortunately I can't accept credit cards on direct purchases. Checks, bank drafts, or money orders in US funds are all okay though. If you want to discuss the payment options further, it might be best by private e-mail. Thanks again.

-Tim Wilson
Imagine 4 on P5
Advanced- freeform modeling & animation

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1.446 Message number 0441

Date:
Mon, 12 Feb 1996 14:46:42 +0200
From:
Granberg Tom
<tom.granberg@TV2.NO>

Subject:
Re: New pictures2

Bob MillerRhees:
--snip--
>Two questions. First, since we don't have web access, are your pics

>available from another site? Something like Aminet? And two, will there
>be some way for us to get your tutorial? This sounds like something we'd
>be very much interested in and would make an excellent commercial product
>(I'd buy it!!!)
>
>Thanks, Bob Miller-Rhees
>

Well, hey ofcourse you can access it, here is the address:

Europe:
<http://www.heathcomm.no/~gfxdude/text.htm>

US:
<http://www.websharx.com:80/~gfxdude/text.htm>

Here you can access any of the pages.

Hope this helps, if not let me know, and I'll try to do something about it,ok.

Tom

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1.447 Message number 0442

Date:
Mon, 12 Feb 1996 08:53:28 EST
From:
Michael Rivers
<mrivers@TBAG.ORG>

Subject:
Amiga Bmap Util on Aminet

For anyone that cares, there should soon be a util on Aminet called
UnWrap.lha. In short, it helps designing sperical & cylindrical brushmaps
by rendering a wireframe image of the object from the brushmap pov.

read the instructions.

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1.448 Message number 0443

Date:
Mon, 12 Feb 1996 06:44:28 -0800
From:
Margaret Copeland
<busys@CDSNET.NET>

Subject: Re:

> I read about your 60 hour rendering too. I thought you should know that the
>3D Artist cover image only took about 8 hours at 2K on my P90. There aren't
>alot
>of reflective surfaces, but there were some 40 shadow-casting lights, and
>myriad
>image maps. By now I imagine you know all the tricks for speeding up rendering,
>so I won't bore you with them. But I thought some of the newbies should know
>that times like that aren't really necessary, even for publishing resolution.

I used the EDLE(75) and AARC(4) settings that Tim recommended to use with my own 2K print resolution renderings. I had one that took 37.5 hours to render on my Pentium 100 and it wasn't all that complex - not too many lights or objects etc. I was able to get that same rendering down to a half an hour. I didn't realize that you could boost the EDLE settings significantly and still end up with a decent print. I found a 'digital photo retouching' place in town that has a Fuji Pictrography 3000 that I can use for prints. It makes photo quality prints on photographic paper. I am able to take a 7 meg image Jpeg-compressed to fit on a PC floppy and get a 8X10" print. The printer does very nice interpolation. I have very little banding in large gradient areas and no jaggies. BTW, does anyone know of a PD Amiga utility that can format a Syquest cartridge as a PCDos cartridge? Does CrossDos do this now ?

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1.449 Message number 0444

Date:
Mon, 12 Feb 1996 09:44:00 EST
From:
Jean Wong
<0007271438@MCIMAIL.COM>

Subject:

Howdy

-- [From: jwong * EMC.Ver #2.3] --

I'd just like to tell everyone that I'm here on the list.

Actually, I've been on the list since about Christmas, but my email system (MCIMail) has been crashing every two weeks, so I could only catch glimpses of the messages listed. Also, I have been getting a lot of postings meant for the list that were sent to my box, so I've tried to forward as many as I could

before they disappeared from my box. MCI has great TV ads, but their consumer email service leaves something to be desired.

Anyway, I've been an avid Imagine user since the Turbo Silver days, although most of my experience has been with the modeler, and maybe some animations.

I am also a Truespace 2 user, and I've been trying to bring in some complex (>10,000 vertices) DXF objects from TS2 into Imagine. They seem to transfer okay, except that some of the faces (~5%) seem to be "flipped," that is, when I quickrender, they become black holes. Then I have to go in and point edit each face/vertex to get them to render properly. Any of you have that kind of problem?

I know that TS2 uses quads instead of triangles for faces (I don't use their triangle face option, because it creates too many vertices), and when importing to Imagine, they automatically become triangles. Maybe this might be the problem. Any suggestions?

Thanks in advance.

Dennis Wong

J.L. Denser, Inc.

***** 727-1438@MCIMail.com ***** 75245.44@compuserve.com *****

PC 486DX2/66 (32MB) with IM4.0

Amiga 2000 (12MB) with IM2.0

Average+ (trying to get skilled!)

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1.450 Message number 0445

Date:

Mon, 12 Feb 1996 08:58:23 -0600

From:

Peter Kovach

<peter.joseph.kovach@MEDTRONIC.COM>

Subject:

Imagine Mailing List Warning -Reply

Perry - you sent this to EVERYBODY. Who was it meant for?

I certainly never sent uuencoded files :)

>>> Perry Lucas <plucas@vt.edu> 02/09/96 09:57am >>>

You have been removed from the Imagine Mailing as a warning for for sending uuencodes or files through the list. The charter clearly states that users are not to send files through the list as they may contain Copyrighted material.

You may resubscribe to the list by sending a message to listserv@sjvm.stjohns.edu with the body of the message Subscribe Imagine. If you continue to send files to the list after this point, you will be locked out of the list permanently.

--Perry Lucas
Imagine Mailing List Owner

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1.451 Message number 0446

Date:
Mon, 12 Feb 1996 10:10:05 -0500
From:
Anita Vandenbeld
<yku02978@YORKU.CA>

Subject:

Re: Shield Effects

I had a simple shield-stopping-photon in one of the animations of the Amiga game that I worked on (Angst). First, make an ellipsoid shape that encompasses your ship and turn the filter up to 255 each gun. Basically (if I remember correctly), I used fireball as a combination color/filter texture with fractal noise cranked up quite high. The axis should be positioned a little outside the shield at a point directly above the point of impact normal and size should be quite small. At the maximum shield intensity frame, the axis should be moved to just inside the shield, immediately behind the normal at the point of impact and made so that the axis covers almost the whole sphere. Halfway to the diminished-to-nothing frame you should have the axis positioned in the center of the shield object and the size of the axis about 2.5 times the size of the shield. Finally, at the end-of-shield-flare, clone the last shield object but crank up the other filter value to maximum (for a nice fade). You should get some really nice results. The texture of the strike is similar to that inside B5's jumpgates if I remember correctly (but then I've got an awful memory).

Cheers

----- yku02978@yorku.ca -----

Imagine 3.0 - 486/66, 12 MB RAM, Beginner+ - Games Programmer

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Subject:

Re: Imagine Mailing List Warning -Reply

This proves I am not getting all the mail, if this was sent to everybody! (not that I'd want this particular message)

Jeremy

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1.454 Message number 0449

Date:

Mon, 12 Feb 1996 10:32:43 -0600

From:

Peter Kovach

<peter.joseph.kovach@MEDTRONIC.COM>

Subject:

Humanoid Update -Reply

Tim -

You said you had sent out the FINAL version of your new Humanoids package. I have not yet received it, while numerous people have stated on the Imagine group that they have.

Could you please check and see if you mailed mine? Not critical, since you sent me the intermediate one (and I am spending all my time fixing up my house rather than doing animation), but I just want to make sure I will get it sometime soon.

Thanks Again!

Peter

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1.455 Message number 0450

Date:

Mon, 12 Feb 1996 20:53:52 +0100

From:

Conny Joensson

<cjo@KIRUNA.SE>

Subject:

Re: Howdy

Dennis Wong wrote;

>I am also a Truespace 2 user, and I've been trying to bring in some complex
>(>10,000 vertices) DXF objects from TS2 into Imagine. They seem to transfer
>okay, except that some of the faces (~5%) seem to be "flipped," that is, when
>I quickrender, they become black holes. Then I have to go in and point edit
>each face/vertex to get them to render properly. Any of you have that kind of
>problem?

Try "merge".

- Import your object.
- Pick it.
- Select "merge" from the "objects" menu.
- Save and render.

Better?

```
+-----+
| Conny Joensson | Email: cjo@kiruna.se |
| Kiruna, Sweden | http://www.is.kiruna.se/~cjo/ |
+-----+
```

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1.456 Message number 0451

Date:

Mon, 12 Feb 1996 13:08:24 -0700

From:

Vance Schowalter
<vikings@FREENET.EDMONTON.AB.CA>

Subject:

Re: Shield Effects

Thanks for the tip! I use Imagine on an Amiga, but it's still useful for me.

Vance

```
*****
* Vance Schowalter >>Image Master<< *
* * *
* Internet: vikings@freenet.edmonton.ab.ca *
* * *
* "Affable little snow creature." *
*****
```


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1.457 Message number 0452

Date:
Mon, 12 Feb 1996 13:10:55 -0700
From:
Vance Schowalter
<vikings@FREENET.EDMONTON.AB.CA>

Subject:

Re: Ehhh..

When were you planning to post the pyrotechnics tutorials on your homepage, again? I've been dying to try them out. *8^)

Vance

```
*****  
* Vance Schowalter >>Image Master<< *  
* * * * *  
* Internet: vikings@freenet.edmonton.ab.ca *  
* * * * *  
* "Affable little snow creature." *  
*****
```

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1.458 Message number 0453

Date:
Mon, 12 Feb 1996 13:12:18 -0700
From:
Vance Schowalter
<vikings@FREENET.EDMONTON.AB.CA>

Subject:

Re: Amiga Bmap Util on Aminet

On Mon, 12 Feb 1996, Michael Rivers wrote:

> For anyone that cares, there should soon be a util on Aminet called
> UnWrap.lha. In short, it helps designing sperical & cylindrical brushmaps
> by rendering a wireframe image of the object from the brushmap pov.
>
> read the instructions.

Thanks, I'll check it out! *8^)

Vance

```
*****
* Vance Schowalter >>Image Master<< *
* *
* Internet: viking@freenet.edmonton.ab.ca *
* *
* "Affable little snow creature." *
*****
```

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1.459 Message number 0454

Date:
Mon, 12 Feb 1996 15:22:44 -0500
From:
Nancy Jacobs
<NancyJcbs@AOL.COM>

Subject:
Humans and CADs

>Did you ever try modelling anatomy with metaballs (blobs) ? Did you ever get
>yourself an "anatomy for artists" book and try to model bones or muscles ?
>

I haven't tried the blobs yet. Sounds really promising though.
Yeah I do have lots of Anatomy books, and I draw from them, and study putting
together humans with anatomical knowledge, for my painting and drawing.
Certainly any ability I have discovered in 3D modelling of Humans comes
directly from this.

>I am thinking about building an anatomy kit with certain parts that can be
>'sewn together'.
>

I've been thinking the same thing ! My specialty would be heads, I think,
that looked different from one another, like people. I have an interesting
one going right now, with eyeballs that are made to ray-trace with good
realistic highlight effects at any angle, accomplished with no texture maps
(it really works!). I also like trying to create lower-polygon human models
which still render well, and look natural, not too muscular.

>Do you have any interest in architecture ? That's were perspective
>projections really shine.

Yes, I do. But I've spent so much time experimenting with the lighting and
textures, I haven't done much about the spaces themselves. They've been kept
simple so far.

1.461 Message number 0456

Date:
Mon, 12 Feb 1996 21:29:04 +0200
From:
Granberg Tom
<tom.granberg@TV2.NO>

Subject:

Pyro was:Re: Ehhh..

Vance Schowalter:

>When were you planning to post the pyrotechnics tutorials on your
>homepage, again? I've been dying to try them out. *8^)

>

>Vance

I am rendering some of the last anims as I speak, so bear with me. It will
take some days to write down a understandable tutor, and zip the files (anims
and stated obj) for your convinience.

It's going to be a shock-wave for some, mark my words, dudes.

Have learned a few odds and ends in Imagine that is probably a result of sloppy
programing, but when noticed and "missused" BOY what a thrill this is..(Looks
like 10gb dollars software) very odd, if you ask me!!

Tom G

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1.462 Message number 0457

Date:
Mon, 12 Feb 1996 13:20:24 -0800
From:
David Gallegos
<orfevre@WEST.NET>

Subject:

Re: nice pic

At 11:40 AM 2/10/96 -0500, you wrote:

snip...snip...snip...

>That kinda brings up another point. Would there be a way to program a
>rendering package to update a file after each line so that as the file is
>created should something happen like a power outage the renderer could come
>back to where it left off and pick up the image again? Seems like it should
>not be that hard.

>

>Bob.....

>Imagine renderings.

><http://home.aol.com/robsampson>

>Imagine 4.0 P90 40 meg ram average+

>
>
Hi Bob!

As you may know already, POVray gives you the ability to start a trace again in case such a horrible thing as a power failure should happen. You can even set it up to write to the file after a certain amount of bytes have been racked up. Very handy!

bye,
--
David Gallegos
David Gallegos - Orfevre
e-mail: orfevre@west.net
<http://www.west.net/~orfevre/index.htm>

Imagine 4.0

i486DX2-50 WindowsNT 3.51 32MB beginner (parallel universe #7.076)

--

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1.463 Message number 0458

Date:
Mon, 12 Feb 1996 13:20:26 -0800
From:
David Gallegos
<orfevre@WEST.NET>

Subject:
Re: Hello (Read your IML Rules)

At 11:16 PM 2/10/96 -0800, you wrote:

>Kendal Orrison wrote:

>>

>> Hello all! I am a new subscriber to the list. Been reading the monthly snip...snip....snip

>

>Welcome aboard....but read your IML Usage Guidelines thoroughly.....NO
>ATTACHMENTS. PERIOD!!!

Hi People,

I'm very sorry to say this but no offense intended - Some e-mail programs automatically "attach" special stuff that is only intended for the mailer program. Oftentimes the sender is totally unaware of this process! This exact same thing started happening on the Lightwave list a while back. You have no idea the amount of confusion this causes.

Let's not turn this into a witch-hunt people. the honor system works, piracy is a problem and I see why we can't afford to open ourselves to legal action for postings that violate the intellectual property laws.

It would be a disaster if we lost the IML yet again. Let's not repeat the past on this one.

bye for now

>

--

David Gallegos
David Gallegos - Orfevre
e-mail: orfevre@west.net
<http://www.west.net/~orfevre/index.htm>

Imagine 4.0

i486DX2-50 WindowsNT 3.51 32MB beginner (parallel universe #7.076)

--

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1.464 Message number 0459

Date:
Mon, 12 Feb 1996 13:20:29 -0800
From:
David Gallegos
<orfevre@WEST.NET>

Subject:

Re: Ehhh..

At 07:55 PM 2/11/96 +0200, you wrote:

>Does anyone hear my mails??

>

>Tom

>

>

Unfortunately Tom,

No one can hear your screams on the IML - but we can read them!

ps.

your new web page graphics are truly awesome. I really have to pinch myself every time I see them. Do you have clones of yourself or a staff of laboratory workers to do all that work? They all have a very "rich" quality. And I love your philosophical approach to the process in general. In your er-hands, Imagine is truly a very expressive tool.

I can only imagine what a treat it is to watch TV2 on a daily basis. (if I watched that much TV that is.)

bye,

--

David Gallegos
David Gallegos - Orfevre
e-mail: orfevre@west.net
<http://www.west.net/~orfevre/index.htm>

Imagine 4.0

i486DX2-50 WindowsNT 3.51 32MB beginner (parallel universe #7.076)

--

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1.465 Message number 0460

Date:
Mon, 12 Feb 1996 17:37:38 -0500
From:
Jim Shinosky
<tracker@EN.COM>

Subject:

Re: Ehhh..

The problem with Tom's FLC's is that he created them in Imagine. Therefore you need to play them back in Imagine if you don't want the sparkles. Imagine doesn't create proper FLC's. You need to compile the individual frames with an outside program like DTA if you want them to look good on all players. By the way, his GATE FLC is very nice.

Jim Shinosky.

On Sun, 11 Feb 1996, Dave Wilson wrote:

> At 07:55 PM 2/11/96 +0200, you wrote:
> >Does anyone hear my mails??
> >
> >Tom
> >
> >
> >
> Loud and clear Tom. By the way, what the heck should I use to view your
> anims? They just sparkle shades of blue and I can barely make out whats
> happening.
> ^^^
> | Dave Wilson (aka - Darius R. Kane, The Highlander) |

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1.467 Message number 0462

Date:
Mon, 12 Feb 1996 17:45:04 EST
From:
Graham Parkinson
<100653.2104@COMPUSERVE.COM>

Subject:

Screen Res

Hi all, got a problem with Imagine V3.0 and hope someone out there can help.

My system is a bit basic, DX4 100, 12 meg and a Cirrus Logic 1 meg GD5426 vesa display card, now, when I go into Imagine and select SVGA modes from the menu bar, on the title screen, I get no VESA modes available, default 320X200 256.

Msd picks up on the vesa card, but Imagine does not seem to, hence I can't render in hi-res modes.

I have had no hassles with games, setup programs for the vesa card etc, this is the first screen mode hassle I have had.

Any and all help would be much appreciated.

Cheers,

Graham.

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1.468 Message number 0463

Date:
Mon, 12 Feb 1996 17:55:19 -0500
From:
Bob Sampson
<RobSampson@AOL.COM>

Subject: Re:

In a message dated 96-02-12 08:32:33 EST, you write:

> But I thought some of the newbies should know
> that times like that aren't really necessary, even for publishing
resolution.

>

>-Tim Wilson

I absolutely agree Tim. I never meant to imply that Imagine was slow or that raytracing should take that long. But this particular image I did had a huge transparent mirror and many filtered objects in it. There was just no way around it this time.

Bob.....

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1.469 Message number 0464

Date:
Mon, 12 Feb 1996 16:15:32 -0800
From:
Doug Darland
<ddarland@QUALCOMM.COM>

Subject:
aztec city for PC

Hi
I let my 486DX4 100Mhz PCI 32M load az-city.dxf for 20 hours.
It is 5726914 5.7M as an imagine object
Zipped 421641 421K
It is made up of 8416 objects. It takes about 2 or 3 minutes to
load, you must be patient with this one.

If Sharky will put at his page? i will send it to him.
Doug

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1.470 Message number 0465

Date:
Mon, 12 Feb 1996 19:41:40 GMT
From:
Matthew Clemence
<mclm@MEDPHYS.UCL.AC.UK>

Subject:
fvdauwer@uia.ua.ac.be

Hi, I've just upgraded from the coverdisk version in the UK.

What you get is

V4.0 Disks
V3.0 Manual (printed)

A selection of textfiles on the disk "explaining" the new features.
Having said that these files are fairly inadequate.

I recieved it in about 20 days (paid by visa).

--

```
*****  
Dr. Matthew Clemence _____ email mclem@medphys.ucl.ac.uk  
University College London  
11-20 Shropshire House,  
London, England  
+44 171 387 9300 x 8448/8264  
+44 181 442 1832 Home  
*****
```

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1.471 Message number 0466

Date:
Mon, 12 Feb 1996 23:02:00 LCL
From:
Rodrigo Israel Machado Guimaraes
<ISRAEL@PROCERGS.COM.BR>

Subject:
rotoscope2

<Hi!
<I'm having a hard time here. I am doing a television commercial for a rice
<brand. It's about a family preparing the lunch and the children playing
<with a little indian that comes out from the rice package. I modeled the
<indian as one object with subgroups for textures and bones for movement.
<The problem is that the face of the indian is made with a brush of the
<eyes, nose and mouth and I want to change his expressions using rotoscope.
<I tried to use a FLC and a sequence of TGAs replacing the brush, but for
<some reason the frames of the face never match the frames of the
<animation. It seems like the morphs between the different states for the
<bones animation are killing the sync of the FLC and the animation.
<The other solution would be using the animbrush effect, but I never could
<make it work. It always shows an error message "this texture name is not
<used in the object/group". Anyone knows how to use it?
<I would appreciate very much any help...HELP :)
<
<Thanks

anyone? anyone? I guess this is maybe an impossible thing for Imagine to do. I did send two faxes to Mike Halvorson at Impulse and still have no answer.

I think that the solution will be animate the face frame by frame (lucky that the each of the 14 scenes have only 40 frames:).

Bye

Rodrigo Israel Machado Guimaraes
israel@via-rs.com.br
Imagine 4.0 Pentium 100Mhz 40Mb
Intermediate

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1.472 Message number 0467

Date:
Mon, 12 Feb 1996 20:21:54 -0800
From:
Chuck Needham
<twobit@GLOBALDIALOG.COM>

Subject:
Re: fvdauwer@uia.ua.ac.be

Matthew Clemence wrote:

>
> Hi, I've just upgraded from the coverdisk version in the UK.
>
> What you get is
>
> V4.0 Disks
> V3.0 Manual (printed)
>
> A selection of textfiles on the disk "explaining" the new features.
> Having said that these files are fairly inadequate.
>

That's it, ...the whole Kit and Kabbootle.

--
Chuck Needham
2Bit Graphics
e-mail: twobit@globaldialog.com
<http://www.globaldialog.com/~twobit/>

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1.473 Message number 0468

Date:
Mon, 12 Feb 1996 22:15:17 -0500
From:
Peter Schaner
<LuneEtun@AOL.COM>

Subject:
getting scorched

In a message dated 2/10/96 you write

> Well Peter, you are welcome to your opinion. I spent more than twenty years and on a couple of occasions had my life placed in imminent peril supporting that and all other portions of the constitution. By the same token I figure I have earned the right of free speech, having dedicated those years and having placed my life on the line. My attitude is derived from a broken commitment from Amiga/Commodore (a product I loved, a company that let it fizzle) and the feeling that it is happening again here.

I respect your right to want to read only the good and flowery things about Imagine. I am also very familiar with you mail reader and so I know that you have the ability to delete any message from me without so much as looking at them. I suggest that you do, it is your right. But you don't have the right to tell me what I may or may not discuss on this list, so don't.

Bob Sampson.....<

Geez Bob don't get your tits in a wringer. It was not my intention to suggest what you should or should not discuss on the list. It's just that the state of Imagine's distribution & documentation is an old dog so why continue to kick it for no reason. I fail to see how the cause of growing Imagine's user base and getting more 3rd party support for the product is served by having some of the more accomplished users of the product regularly bash the producer. All I was suggesting was, since DOS Imagine has been pretty much abandoned and Impulse is putting all its time and energy into moving into the mass market with the Windows version, why not cut them some slack and defer final judgement until the next phase WinImagine arrives. I have spent enough time, sleepless nights, and aggravation with Imagine to know that it's not a good and flowery process and have no interest in reading those kinds of posts. I also wouldn't care to delete your posts since I find them generally enjoyable and informative. When the WinImagine puppy moves into the house, please by all means, feel free to beat the crap out of it.

I apologize if I have offended you in any way and would encourage you to exercise your right of free speech any time you care to. I was just expressing an opinion, not issuing orders.

Peter Schaner
Beginner Imagine LT - 4.0 Pentium 90

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1.474 Message number 0469

Date:
Mon, 12 Feb 1996 23:30:07 -0500
From:
Anita Vandenbeld
<yku02978@YORKU.CA>

Subject:
Re: Shield Effects

Whoops...

About 13 seconds contemplation would have told me I shouldn't try and go by memory. My description of doing a shield effect would get you on the right track, but won't get you anything that looks too good. I think I goofed up a step or two as well. I have put together an example project that gets fairly good results, if anyone wants it, just EMail. If someone actually feels like ftping it to Aminet, that might help too. Filesize is 150K.

----- yku02978@yorku.ca -----
Imagine 3.0 - 486/66, 12 MB RAM, Beginner+ - Games Programmer

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1.475 Message number 0470

Date:
Mon, 12 Feb 1996 23:49:23 -0500
From:
m.rubin9@GENIE.COM
<

Subject: "Humanoid

Tim,

Could you please enlighten me as to how and where you might use so many lights? I've never used more than 7 or 8, except maybe for an array to create soft shadows, or where there are very defined small pools of light - neither of which seem to be the case on your amazing dino.

Jon Rubin

but there were some 40 shadow-casting lights,
>-Tim Wilson

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1.476 Message number 0471

Date:
Tue, 13 Feb 1996 18:23:07 +1300
From:
Gary Dierking
<garyd@WAVE.CO.NZ>

Subject:

Re: Screen Res

>My system is a bit basic, DX4 100, 12 meg and a Cirrus Logic 1 meg GD5426 vesa
>display card, now, when I go into Imagine and select SVGA modes from the menu
>bar, on the title screen, I get no VESA modes available, default 320X200 256.
>
>Msd picks up on the vesa card, but Imagine does not seem to, hence I can't
>render in hi-res modes.

I have an almost identical system and had the same problem. You need to load the UNIVBE driver before running Imagine. Ftp univbe51.zip from:
oak.oakland.edu/simtel/msdos/graphics/
or look at: <http://www.scitechsoft.com>

Gary

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1.477 Message number 0472

Date:
Tue, 13 Feb 1996 00:53:38 -0500
From:
Charles Blaquiere
<blaq@IO.ORG>

Subject: Re:

On Mon, 12 Feb 1996, Margaret Copeland wrote:

> BTW, does anyone know of a PD Amiga utility
> that can format a Syquest cartridge as a PCDos cartridge? Does CrossDos do
> this now ?

Yes, CrossDOS supports removable media such as Bernoulli and Syquest drives. Version 6 is available, which offers features such as:

- faster hard disk writes, up to 10x.
- faster floppy read/writes, up to 2x.
- Quickprep utility to format IBM hard disks from the Amiga.
- more intelligent configuration program.
- easier to use, more transparent in operation.

Consultron
8959 Ridge Rd.
Plymouth, MI 48170

(313) 459-7271

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1.478 Message number 0473

Date:
Mon, 12 Feb 1996 22:19:49 -0700
From:
Roger Straub
<straub@CSN.NET>

Subject: Re: Starting

On Mon, 12 Feb 1996, Marcel Lettier wrote:

> Hi, I'd like to make a few questions to the community.
>
> I'm new in this business, and I need advice on what to do with my machine.
> First of all, I have to tell you that there's no Amiga dealer here in Uruguay,
> and if I want any piece of Hard or Software, I have to get it from another
> country, wich makes it really expensive.
>
> I have an A1200, 68EC020, with 2/4 Mb of RAM, no FPU.

[snippage]

>
 > Should I.
 >
 > 1) Wait untill escom launches the PowerAmiga.
 > 2) Get a PC version for my 486 DX266.
 > 3) Get an accelerator board.
 > 4) Get just a FPU.
 > 5) Start learning Imagine with the machine I have and decide only when I think
 > I need more machine to do more things.

I'd suggest #5, at least for now, as a universal solution. You may not be able to use a lot of the textures, and you may not have enough RAM for the truly massive projects, but all this frees you from worrying about the complicated stuff. I'd say wait and see. But, I must admit, I'm personally going for option #1. =)

Hey, wait a minute! In your .sig it says you have a 68882! You DO have an FPU!

>
 > Thanks in advance.
 >
 > _____ Mars-L
 > ===== at UniField
 > ,-----'-----'-----' logging off.
 > (_____|_|) . . ,--'
 > / / .---' \ / A1200/68020/68882/2CHIP+4FAST/270+420HD
 > '-----'-----' / More than a machine / It's a feeling!!!
 > \-----'-----' tO bOLDLY gO wHERE nO oNE hAS gONE bEFORE
 >

--

"There is no love sincerer than the love of food." -- George Bernard Shaw

See ya,

Ben

** Imagine 4.0 - Amiga 3000/030/16MHz - 10MB - Skilled **

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1.479 Message number 0474

Date:
 Mon, 12 Feb 1996 22:28:35 -0700
 From:
 Roger Straub
 <straub@CSN.NET>

Subject:

Re: Howdy

On Mon, 12 Feb 1996, Jean Wong wrote:

[ouch, I cut my finger]

>
> I know that TS2 uses quads instead of triangles for faces (I don't use their
> triangle face option, because it creates too many vertices), and when
> importing
> to Imagine, they automatically become triangles. Maybe this might be the
> problem. Any suggestions?
>
> Thanks in advance.
>

I think that DXF is automatically triangle-based. That's why Imagine can
import it. BTW, triangles shouldn't create any more vertices than
squares, just more edges. Typo? Brain fart? =) Just checking.

> Dennis Wong
> J.L. Denser, Inc.
> ***** 727-1438@MCIMail.com ***** 75245.44@compuserve.com *****
>
> PC 486DX2/66 (32MB) with IM4.0
> Amiga 2000 (12MB) with IM2.0
> Average+ (trying to get skilled!)
>

--

"There is no love sincerer than the love of food." -- George Bernard Shaw

See ya,

Ben

** Imagine 4.0 - Amiga 3000/030/16MHz - 10MB - Skilled **

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1.480 Message number 0475

Date:
Mon, 12 Feb 1996 23:28:06 -0700
From:
Dave Wilson
<darius@CONNECT.AB.CA>

Subject:

Re: Starting

At 12:37 PM 2/12/96 -0800, you wrote:

>Should I.
>

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1.486 Message number 0481

Date:
Tue, 13 Feb 1996 02:42:38 EST
From:
Tim Wilson [Crestline]
<76432.1122@COMPUSERVE.COM>

Subject:

Starting

On Mon, 12 Feb 1996, Marcel Lettier wrote:

>>>Since I'm starting with Imagine, I'd like you to help me decide what to do.<<<

Whoaah, Marcel!... Imagine should be MUCH MORE responsive on the 486/66 than on an Amiga 020! In fact, it should be about 20 times faster! And getting the PC version will cost you alot less than upgrading your hardware, for the time being. Also, if you're looking for a low cost solution to network the two machines together, you might want to get Legendary Designs Link-It (1-519-753-6120), which will do a serial or parallel network dirt cheap. This way you can share files between the two machines, do image manipulation on the Amiga, but render and model on the much faster PC.

BTW, in you tag you say you have an A1200/68020/68882. Last time I checked a 68882 was an FPU. Is it just an empty slot at the moment? How much memory do you have on the PC?

-Tim Wilson
Imagine 4 on P5
Advanced- freeform modeling & animation

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1.487 Message number 0482

Date:
Tue, 13 Feb 1996 02:42:47 EST
From:
Tim Wilson [Crestline]
<76432.1122@COMPUSERVE.COM>

Subject:

Humanoid Update

On Mon, 12 Feb 1996 Peter Kovach wrote:

>>>You said you had sent out the FINAL version of your new Humanoids package. I have not yet received it...<<<

Oops, sorry about that, Peter. It's on the way now... should be there in mere days.

-Tim

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1.488 Message number 0483

Date:
Tue, 13 Feb 1996 02:42:56 EST
From:
Tim Wilson [Crestline]
<76432.1122@COMPUSERVE.COM>

Subject:

Humanoid Update

On Mon, 12 Feb 1996, Bob Sampson wrote:

>>>this particular image I did had a huge transparent mirror and many filtered objects in it.<<<

'Nuff said.

-Tim

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1.489 Message number 0484

Date:
Tue, 13 Feb 1996 02:44:33 EST
From:
Tim Wilson [Crestline]
<76432.1122@COMPUSERVE.COM>

Subject:

imagine reviews

To: Bob Sampson,

In a message dated Sat, 10 Feb 1996 you wrote:

>>>[Tim] asked Impulse for one feature (which he had to export his dinosaurs into Lightwave to accomplish) and was rebuked by them.<<<

True, Impulse has not been able to put in exactly the type of interpolated fracturing I need. However, in fairness, I should mention that it probably has not been for lack of trying. They've got just about every other kind of Smoother, Smooth Fracturer, and Smoothing Tool that you could want in there now. So they've made some attempts. (Unfortunately, in this case, that just makes things all the more frustrating, because they still haven't gotten it the way I want. <sob>)

And as you know, there are many other features users have requested that they've put in. Delete File, Motion Blur and Metaball modeling are three recent examples that spring to mind. They also took a crack at soft shadows too. Although they didn't get it quite right, in the process they did add the ability to set the color of lights with decimals, which makes it possible for users to create their own light arrays. So I don't think anyone should get the idea that they are not receptive to users suggestions. The majority of new features in the program have probably all been suggested by users.

Sometimes I can't help ragging on Impulse a little too. In fact, just this week I'm ashamed to say that I was sort of ganging up on them in another message, I guess because its just alot easier to see the things you don't like about a program than the things you do like. But Impulse doesn't really deserve all the hard knocks. They've designed a very powerful program at a very affordable price, but very few people ever take the time to convey their appreciation for this. I can understand why Mike Halvorson may seem a bit testy at times. It must get very tiring for a developer to listen to constant criticism, even when you've designed a pretty neat product.

>>>many people... wish their experience with Imagine would count for something rather than being readily dismissed.<<<

Agreed. I've noticed some improvement in this lately though. More people seem to be taking the program seriously. And many ``professional'' Imagine modelers have started to come out of the closet.

As we've probably discussed before, I think most work done with Imagine will translate to other programs or projects. So using Imagine is not exactly a waste of time. In fact, many Imagine users seem to have greater insight into the medium than users who've been coddled by more ``friendly'' interfaces. Many people who started out on Imagine have landed major gigs at FX studios here in California, including Kevin Mack, who now does much of the principle FX design for film and TV at Digital Domain. I know of others who've landed jobs at Lucasfilm based, in part, on their Imagine work. And then there's the GreGster, (Tsadilas that is) who's now working in ``Hollyweird'' too. I'm sure he'd be the first to admit that his Imagine portfolio had alot top do with it. Mind you, I'm not suggesting that using Imagine is the best route towards such jobs (getting trained on an SGI would probably be faster in this particular case), I'm just making the point that any experience in 3D can be valuable.

True, since LW and 3DS are in wider use in the industry, it might be a little easier to slide into some positions if you have experience with these programs. That is certainly worth considering. But these days, talent seems to be the more critical issue. Recruiters are paying less attention to the programs applicants use, and more to their raw abilities. But there are lots of companies that use Imagine for production too. Sam Bowling was hired by one, Crestline is one (not

hiring at this time, sorry <g>), many game companies use Imagine for production too, including Psygnosis, Interplay, Dreamers Guild. These are just a few I know off hand. So its not as though the program wasn't in use.

Is this getting too rosy for you. <g>

-Tim Wilson
Imagine 4 on P5
Advanced- freeform modeling & animation

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1.490 Message number 0485

Date:
Tue, 13 Feb 1996 21:14:33 +1300
From:
Bill Boyce
<bilboyce@IHUG.CO.NZ>

Subject:

Re: Starting

At 12:37 PM 12/2/96 -0800, you wrote:

-SNIP-

>Should I.

>

>1) Wait untill escom launches the PowerAmiga.

Good luck - we're still waiting for 040 and 060 versions of Imagine

>2) Get a PC version for my 486 DX266.

Not a bad investment

>3) Get an accelerator board.

A 486DX266 is a similar speed to a 40MHZ '040. You work it out! On the other hand, the Amiga will multitask, unlike dos.

>4) Get just a FPU.

Minimum investment, minimum speed, depending on the accelerator. Could cost almost as much as option (2)

>5) Start learning Imagine with the machine I have and decide only when I think >I need more machine to do more things.

Depends on the level of technolust you suffer from! Waiting for renders could get painfull. If you've got thwe money (\$200 US), I'd go for option (2)

Bill B

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1.491 Message number 0486

Date:
Tue, 13 Feb 1996 03:27:18 -0500
From:
Tom Ross
<rosst@UNVAX.UNION.EDU>

Subject:

Re: Animating

> enough to buy a Penium 150 or 166 with at least 16 megs of ram (24 would be
> better if you use Win95 which is honestly very close to the Amiga's OS; it's
> the only reason I went to a PC actually). Getting one of these machines is
> MUCH faster than even the 060 and the Power Amigas won't be out for at least
> a year. I was running an Amiga 3000 030/10megs ram for a long time. Then I
> did some renders on a DX2/66 and was blown away by how fast the PC rendered
> the frames. However, the PC can't animate worth anything

Say more, please! I'm single-framine to Hi8 with the PCM sound, using an
A2000 040. Am I missing something or sitting pretty?

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1.492 Message number 0487

Date:
Tue, 13 Feb 1996 21:36:33 +1300
From:
Bill Boyce
<bilboyce@IHUG.CO.NZ>

Subject:

Re: imagine reviews

At 02:44 AM 13/2/96 EST, Tom G wrote:

Bob wrote:

>>>many people... wish their experience with Imagine would count for something
>>>rather than being readily dismissed.<<<

>

>Agreed. I've noticed some improvement in this lately though. More people
seem to

>be taking the program seriously. And many ``professional'' Imagine modelers

have
>started to come out of the closet.

I spend anything from 5 to 10 hours a day in Imagine - it's the basis of my Animation business and for professional use it kicks ass for modelling, depth of features and dozens of other things. Granted quickly throwing together flying logos (or flying anything) a la Lightwave isn't one of them, but put in the time and you will be rewarded.

Don't be fooled by the others publicity - Imagine is hard to beat for breadth of application and depth of features, you'd be spending many more thousands of dollars to get something better.

A little prise for Impulse - for all it's shortcomings (very few, really) it's one hell of a program for the money - or for any money. We all use it, don't we?

Bill B

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1.493 Message number 0488

Date:
Tue, 13 Feb 1996 08:50:11 +0000
From:
Phil Stopford
<pstopfor@JESUS.OX.AC.UK>

Subject:

Computer Arts

I know it's not really about Imagine, but does anyone have any idea when the next issue of Computer Arts is due to come out? They did say early 1996, but I was wondering if anyone had heard anything more.

Phil.

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1.494 Message number 0489

Subject:

Re: Starting

At 22:19 12/02/96 -0700, Roger Straub wrote:

>Hey, wait a minute! In your .sig it says you have a 68882! You DO have an
>FPU!

I think my FPU is dead, it crashes every FPU version of any program I start,
so I use the INT versions.

Thanks a lot, I'll take number 5.

```

                                     _...---/-----\---..._
                                     =====
,-----./' \-----...-----'
(_____|_|) . . ,--'
 / / .---' \ / A1200/68020/68882/2CHIP+4FAST/270+420HD
 '-----_ - - - - _/ More than a machine / It's a feeling!!!
 '-----' tO bOLDLY gO wHERE nO oNE hAS gONE bEFORE
    
```

Mars-L
at UniField
logging off.

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1.496 Message number 0491

Date:

Tue, 13 Feb 1996 08:57:02 -0800

From:

Marcel Lettier

<mars@ADINET.COM.UY>

Subject:

Re: Starting

At 02:42 13/02/96 EST, Tim Wilson [Crestline] wrote:

>BTW, in you tag you say you have an A1200/68020/68882. Last time I checked a
>68882 was an FPU. Is it just an empty slot at the moment? How much memory
do you
>have on the PC?

Well, I've had trouble with my FPU. I don't know if it's a problem of the
FPU or my
expansion card. I bought the expansion from a friend and really don't know if it
can handle a 68882. That could be the trouble, but I couldn't find anyone
capable
of telling me if my card does support 68882 or only 68881.

```

                                     _...---/-----\---..._
                                     =====
,-----./' \-----...-----'
(_____|_|) . . ,--'
 / / .---' \ / A1200/68020/68882/2CHIP+4FAST/270+420HD
 '-----_ - - - - _/ More than a machine / It's a feeling!!!
 '-----' tO bOLDLY gO wHERE nO oNE hAS gONE bEFORE
    
```

Mars-L
at UniField
logging off.

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1.497 Message number 0492

Date:
Tue, 13 Feb 1996 13:35:57 +0100
From:
Martin Caspersson
<SA9418@IDA.UTB.HB.SE>

Subject:

Re: Starting

> I think my FPU is dead, it crashes every FPU version of any program I start,
> so I use the INT versions.

If the FPU is dead then the computer wouldn't start up. The powerlight would flash and a yellow screen would show. The fact that the FPU versions of the programmes crash is because you probably don't have an FPU at all. Imagine.fp will crash if you have no FPU. Are you sure that you haven't misunderstood and what you really have is space for an 68882?

```
*****  
** Martin Caspersson                               Email: SA9418@IDA.UTB.HB.SE **  
*****
```

"A little nonsense now and then is cherished by the wisest men"
- Willy Wonka

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1.498 Message number 0493

Date:
Tue, 13 Feb 1996 10:39:16 -0800
From:
Marcel Lettier
<mars@ADINET.COM.UY>

Subject:

Re: Starting

At 13:35 13/02/96 +0100, Martin Caspersson wrote:

>If the FPU is dead then the computer wouldn't start up. The
 >powerlight would flash and a yellow screen would show. The fact
 >that the FPU versions of the programmes crash is because you probably
 >don't have an FPU at all. Imagine.fp will crash if you have no FPU.
 >Are you sure that you haven't misunderstood and what you really have
 >is space for an 68882?

Nop, it's a big square Motorola 68882. I paid \$250.00 for it. The problem is that there's no dealer here supporting my machine, so I had to get it, install it, and only then guess if my expansion car supported it. In the card there was an empty socket labeled FPU, with no indication of what kinda one. I believe my card does not support it, or maybe the FPU is broken, anyway, if any of those cases, I have nothing to do, I bought both the card and the FPU in another country some months ago. :(

```

      _...---/-----\---..._
    _=====
,-----./' \-----...-----'
(_____|_|) . . ,--'
 / / .---' \ / A1200/68020/68882/2CHIP+4FAST/270+420HD
 '-----_ - - - - _/ More than a machine / It's a feeling!!!
      \-----' tO BOLDLY gO WHERE nO oNE hAS gONE bEFORE
    
```

Mars-L
 at UniField
 logging off.

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1.499 Message number 0494

Date:
 Tue, 13 Feb 1996 15:14:50 +0100
 From:
 Mikael Johannsen
 <mikael@PIP.DKNET.DK>

Subject: Re:

At 08.27 12-02-1996 EST, you wrote:

>By now I imagine you know all the tricks for speeding up rendering,
 >so I won't bore you with them. But I thought some of the newbies should know
 >that times like that aren't really necessary, even for publishing resolution.

>

>-Tim Wilson

>Imagine 4 on P5

>Advanced- freeform modeling & animation

>

>

Hi Tim

You're welcome to bore me about time render reduction.

Mikael Johannesen
 mikael@pip.dknet.dk
 PC 486DX2 66Mhz, 8MB RAM, Imagine 4.0

I WILL LIVE FOREVER, or die trying.

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1.500 Message number 0495

Date:
Tue, 13 Feb 1996 15:20:14 +0100
From:
Torgeir Holm
<torgeirh@POWERTECH.NO>

Subject:

I'm back

Subject says it all..

Anything egziting happen the past few weeks?

--

Torgeir - egztrema web-pages available in multiple locations soon..

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1.501 Message number 0496

Date:
Tue, 13 Feb 1996 08:48:27 -0600
From:
Peter Kovach
<peter.joseph.kovach@MEDTRONIC.COM>

Subject:

Humanoid Update -Reply

OOOh, sure, trying not to send it to me :)

Thanks!

>>> Tim Wilson [Crestline] <76432.1122@COMPUSERVE.COM> 02/13/96 01:42am >>>

On Mon, 12 Feb 1996 Peter Kovach wrote:

>>>You said you had sent out the FINAL version of your new Humanoids package. I have not yet received it...<<<

Oops, sorry about that, Peter. It's on the way now... should be there in mere days.

-Tim

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1.502 Message number 0497

Date:
Tue, 13 Feb 1996 10:02:33 -0500
From:
Ben Alkov
<balkov@VNET.NET>

Subject:
Iml direction; newbie questions

Rick Beilfuss:

>>We also see questions about univbe or other newbie questions on a
>>daily basis. With the recent release of free Imagine software, this
>>problem has only become greater. I'm always willing to help with a
>>problem, but I notice after the upteenth time that question has been
>>asked that week that that poster gets far fewer responses. I believe
>>that most of these questions are covered in the FAQs

Listen, jerky, I think the benefits of new Imagine users should be obvious to anyone. It should be just as obvious that Imagine has given these newbie free software with NO support. I understand that the idea is to entice us to upgrade to the newest version, but if we can't even get the g-damn thing to RUN, what's the point?

The point is that the FAQ has only the most cursory info about vesa etc, and NO information about why Imagine refuses to run consistently on my 386/387-40 w/8M RAM. I've tried every memory manager and configuration setup known to man, and Imagine either refuses to run or craps out when I try to do something really strenuous, like, say, QUICKRENDER!

I honestly can't say, after having TRIED to work with Imagine (both free versions) for the last SIX MONTHS (not continuously, of course) without much appreciable progress, that I'll ever be interested in BUYING it. Why, in all that time, have I never posted to get help? PEOPLE LIKE YOU.

If someone will create a short, to-the-point *newbie* faq which covers IN DEPTH all facets of making Imagine run on a PC, then I'll be happy, and maybe just a few of my fellow newbies will have a USEFUL source of info.

Sorry for the close-to-off-topic, but this has really been buggiong me for a while.

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1.503 Message number 0498

Date:
Tue, 13 Feb 1996 15:14:23 +0100
From:
L/UDG Kenneth Jagenheim
<emwkjh@KIEMW.ERICSSON.SE>

Subject:

Re: Starting

Marcel Lettier wrote:

>

> Nop, it's a big square Motorola 68882. I paid \$250.00 for it. The problem
> is that there's no dealer here supporting my machine, so I had to get it,
> install it, and only then guess if my expansion card supported it. In the
> card there was an empty socket labeled FPU, with no indication of what
> kinda one. I believe my card does not support it, or maybe the FPU is
> broken, anyway, if any of those cases, I have nothing to do, I bought both
> the card and the FPU in another country some months ago. :(
Maybe you don't have any oscillator clock connected to the FPU. If your card
takes an FPU, then it shouldn't matter if it's a 68881 or 882, they are pin
compatible. I guess that you have a PLCC-socket, so have you inserted it
the right way (index corner to index of socket). Boy, would I love to have
a FPU (working of course). If you get it to work, then I would definitely
go for your alternative #5 (I myself has about the same configuration, and
it works for me, though you can never have too much memory or processor power).

/Kernie

A1200@28MHz, 2+4MB, 270MB, Imagine 3.0, beginner+

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1.504 Message number 0499

Date:
Tue, 13 Feb 1996 10:14:00 EST
From:
Jean Wong
<0007271438@MCIMAIL.COM>

Subject:

Re: Hello (IM4.0 on a P100)

-- [From: jwong * EMC.Ver #2.3] --

>>.... I now have an A3000, A3000T, A4000,
> 486/50 and now this P100. So getting the hardware out of the way, imagine
(now
> as 4.0) has also matured into it seems like a whole new program. (after
> running it on the P100. :)
>
> The new attribute requester with the near realtime preview is a dream come
> true, as well as 800x600/1024x768x256c editors.<<

Howdy Robert,

Welcome to the list, I've just joined myself.

I have a quick question:

What is your P100 configuration and system setup?

The reason I ask is that I'm putting together a Pentium system and I'd like to know what video board your're using. I will be using a Diamond Stealth 64 (Video 3200 with 2MB VRAM), and would like to know if it will work with IM4.0. I have been trying to get IM4.0 to render properly on my present machine (486DX2/66 EISA with a Diamond Viper board) but it just won't work, and tech help at Impulse has no idea why it won't work.

In any case, thanks for the info!

Dennis Wong

J.L. Denser, Inc.

***** 727-1438@MCIMail.com ***** 75245.44@compuserve.com *****

PC 486DX2/66 (32MB) with IM4.0 ***** Amiga 2000 (12MB) with IM2.0 *****
Average+ (trying to get skilled!)

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1.505 Message number 0500

Date:
Tue, 13 Feb 1996 09:52:50 -0600
From:
Rick Beilfuss
<vview@CSWNET.COM>

Subject:

Re: Iml direction; newbie questions

I apologize if you were upset my my thoughts. I'm also sorry that you have not been able to get Imagine to work, although it's not MY fault.

Having Imagine without a manual must be like having nothing (what you paid for it). You may be suprised to learn that I am not a big fan of Impulse's marketing strategy.

The purpose of my suggestions was not a knock against newbies. It was a suggestion to improve the aid to newbies and to improve the efficiency of the list. I have seen multiple people ask the same question in a short period of time. Almost always the last person asking gets quite a bit fewer responses, if any. That's not fair to the last person, which could be a newbie like you.

Now, I haven't studied the FAQs in quite some time and I thought that info was in there. If it isn't, you are right, it should be. Having a full list of problems that a newbie could run into, along with their solutions would be of great benefit to the many new Imagine users. Instead of stopping what you're doing, exiting, and on a PC most likely having to reboot to Windows, it would be much more beneficial to have the answers right there on your desk.

Now to prove the helpfulness of my nature - Imagine has its own memory management, so don't try using anything else.

Boot from DOS.

This is all you need in your config.sys file:

```
DOS=HIGH,UMB  
Device=F:\WINDOWS\Himem.Sys
```

Make sure there is a mouse driver in your autoexec.bat file. You might also want to include a PATH= statement and a CD driver if needed.

I don't know who is maintaining the FAQs at the present time, but these questions should be addressed in them.

Rick

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1.506 Message number 0501

```
Date:  
Tue, 13 Feb 1996 11:57:44 -0800  
From:  
Chuck Needham  
<twobit@GLOBALDIALOG.COM>
```

```
Subject:  
Freebee for $495.00  
---
```

Should I be Miffed or what!

Having been a user of Silver/Turbo Silver/Imagine from its' first issue, I feel a little anger at having plunked down about \$900.00 up to now to

have the program (through all its upgrades) in its' current incarnation (And still no decent manual). I know, It's all been in the flames before.

I feel from the quality of my renderings my money was well spent. I hope you cover-disk newbies can have some sympathy for (all) us old-timers...by all means upgrade... so Impulse has the money to further their developements...And maybe We will get a manual that REALLY is suited for the software. (ramble, ramble)

I guess what Ticked me off was this:

I just located another source for getting Imagine Free...but you have to buy a \$495.00 program to get it. This program allows you to trace 2 photos to get a 3D wireframe and ?supposedly? creates a "photographic" brushmap for the wirframe. No other details, except that Imagine is supplied as a "full blown 3D animation program" to make animations from the wireframes created in thier software. And it is advertised that by using THIER program your animation will look "just like a photograph". SHEESH!

There are other programs from \$600.00 to \$800.00 that are advertised to do this same thing. (Imagine also allows you to trace photographs and the photo's, you scan in can be mapped to the object you create). I remember the old Vidioscape 3D modeler and Sculpt 3D/4D being able to sequentially place points in 2 views to build objects but could not load in picures to trace. Imagine places points in one view at a time, one feature that I feel lacks (would be nice to trace a photo more quickly in 3D instead of 2D)

...sorry I digressed...

For the 3D uninitiated this could sound like a dream project: after creating your wireframe they pay you for your model then sell it from a library of models THEY have. They claim that their clients are movie studios and industrial giants, and that they are NOW CREATING virtual worlds while others are just THINKING about it.

Oh yeah, to get their software you have to register as a subcontractor to create models for their library. I wonder what other legal hurdles have to be jumped? Don't expect to copyright your work, and don't expect benifits or royalties.

To get any other information about the software you have to fill out a form...I guess so they can hound, er, (I mean), solicit you to join thir project.

My question is...

Do they have a licence to distribute Imagine with their software? or are they illegally mass duplicating the Cover-Disk or other licenced source.

Sorry for the length of this one.

--

Chuck Needham
2Bit Graphics
e-mail: twobit@globaldialog.com
<http://www.globaldialog.com/~twobit/>

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1.507 Message number 0502

Date:
Tue, 13 Feb 1996 12:54:24 -0500
From:
gregory denby
<gdenby@NITROGEN.HELIOS.ND.EDU>

Subject:

Grass roots and Lights

A few days ago someone asked about the organization of the "Grass Roots" manual. When I mailed Perry that I had finished the first section of my work on Lights, he reponded that I should send it to each proof reader in turn, letting each add further refinements. Then I t should be sent to Perry.

As a by the way, I'm about 2/3 of the way through part two one Lights, which is how to set them up, having defined the terms and buttons in section one. Jon Rubin asked Tim Wilson:
>Could you please enlighten me as to how and where you might use so
>many lights?

I won't speak for Tim, but my recent experience with lights leads me to think I'll probably always use at least a dozen. Recently, I did use 85 shadow casters, and a dozen regulars. I fould that I could live with 15 shadow casters and the 15 plain in this case, but I'm starting to work on scenes with 40-50 plain.

Greg Denby

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1.508 Message number 0503

Date:
Tue, 13 Feb 1996 16:13:02 -0800
From:
Marcel Lettier
<mars@ADINET.COM.UY>

Subject:

Re: Grass roots and Lights

At 12:54 13/02/96 -0500, gregory denby wrote:

Date:
Tue, 13 Feb 1996 13:33:09 -0800
From:
William Christjaener
<chris113@GOLD.TC.UMN.EDU>

Subject:

Spider

Just finished an animated mechanical spider walking thru a blinding snowstorm (using particles) that looks kind of neat, located at:

<http://www.tc.umn.edu/nlhome/g091/chris113/anim.htm>

--

William Christjaener
e-mail: Sculptor3d@aol.com
web: <http://www.umn.edu/nlhome/g091/chris113/>

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1.511 Message number 0506

Date:
Tue, 13 Feb 1996 14:31:05 -0500
From:
Nancy Jacobs
<NancyJcbs@AOL.COM>

Subject:

Re: Lights

In a message dated 96-02-13 13:24:14 EST, ?, and Greg Denby writes:

>>Could you please enlighten me as to how and where you might use so
>>many lights?

>

>I won't speak for Tim, but my recent experience with lights leads me
>to think I'll probably always use at least a dozen. Recently, I did
>use 85 shadow casters, and a dozen regulars. I found that I could
>live with 15 shadow casters and the 15 plain in this case, but I'm
>starting to work on scenes with 40-50 plain.

Perhaps some elder statespersons on the list would consider writing a description of these kind of lighting approaches for those of us struggling along with our experimentations. Not specific to one project, necessarily, but more along the lines of a general approach, since you say you use "light arrays" and lots of lights regularly.

Like, for example, what is your lighting philosophy, and its practical application ?

'Twould be totally helpful, y'know ?

Thanks,

Nancy

NancyJcbs@aol.com Imagine 4 PC 486 DX4 100 32 megs ram. not bad modeller;
beginner with Imagine rendering +animation; with some experience in other 3D
apps

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1.512 Message number 0507

Date:

Wed, 14 Feb 1996 08:43:42 +1300

From:

Bill Boyce

<bilboyce@IHUG.CO.NZ>

Subject:

Re: Iml direction; newbie questions

At 10:02 AM 13/2/96 -0500, you wrote:

>Rick Beilfuss:

>>>We also see questions about univbe or other newbie questions on a
>>>daily basis. With the recent release of free Imagine software, this
>>>problem has only become greater. I'm always willing to help with a
>>>problem, but I notice after the upteenth time that question has been
>>>asked that week that that poster gets far fewer responses. I believe
>>>that most of these questions are covered in the FAQs

>

>Listen, jerky, I think the benefits of new Imagine users should be obvious
>to anyone. It should be just as obvious that Imagine has given these newbie
>free software with NO support. I understand that the idea is to entice us
>to upgrade to the newest version, but if we can't even get the g-damn thing
>to RUN, what's the point?

snip

>I honestly can't say, after having TRIED to work with Imagine (both free
>versions) for the last SIX MONTHS (not continuously, of course) without
>much appreciable progress, that I'll ever be interested in BUYING it. Why,
>in all that time, have I never posted to get help? PEOPLE LIKE YOU.

The people who do ask these questions do get answers - how can you possibly know
what response you will get if you've never even asked? I don't think I've ever
seen someone told to shove off just for asking a newbie question.

Pull your head in, newbie, you're out of line (but welcome to your opinions -
I sure don't want them)

If you would like to post your Autoexec and Config.sys, and a description
of how you start Imagine, you might be suprised by the response you get.

Don't knock it 'til you've tried it.

Bill B

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1.513 Message number 0508

Date:
Wed, 14 Feb 1996 08:43:45 +1300
From:
Bill Boyce
<bilboyce@IHUG.CO.NZ>

Subject:

Re: Starting

At 08:56 AM 13/2/96 -0800, you wrote:

>At 22:19 12/02/96 -0700, Roger Straub wrote:

>>Hey, wait a minute! In your .sig it says you have a 68882! You DO have an
>>FPU!

>

>I think my FPU is dead, it crashes every FPU version of any program I start,
>so I use the INT versions.

>

We've established you have a 68882, but that you just plugged it in and ran with it. Chances are you need to tell the card by setting a jumper that the FPU is there. Does setcpu report a FPU present? Sysinfo will also tell you if there is one there. Just type setcpu in a shell window, it will tell you what processors you have. I suggest at this point that you wander over to comp.sys.amiga.hardware and put a request for information for your card up. Someone else is bound to have one. I have a couple of different ones - reply to me privately with the model you have, it may be one I have.

Sorry, this is getting a little off topic!

Bill B

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1.514 Message number 0509

Date:
Tue, 13 Feb 1996 15:54:19 EST
From:
Graham Parkinson
<100653.2104@COMPUSERVE.COM>

Subject:

Re: Screen Res

Gary, you said :

>I have an almost identical system and had the same problem. You need to
>load the UNIVBE driver before running Imagine. Ftp univbe51.zip from:
>oak.oakland.edu/simtel/msdos/graphics/
>or look at: <http://www.scitechsoft.com>

Cheers Gary, sorted now. :)

l8r

Graham.

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1.515 Message number 0510

Date:

Tue, 13 Feb 1996 15:54:25 EST

From:

Graham Parkinson

<100653.2104@COMPUSERVE.COM>

Subject:

Re: Imagine SVGA Modes

Hi there Andrew, you said :

>Well you must be new to the IML, because just a few weeks ago another
>ILM'er had the same problem...and of course we all told him what to do.

Sure am, been going a whole hmmm 5 days now :)

>The problem is that Imagine requires a SVGA driver. I know I know...you
>have one in your card! Well that's not good enough....look for the file
>called univbe.exe (Universal Vesa BIOS extensions). This file will get
>rid of your problem with Imagine and allow you to access the all of the
>SVGA modes your card is capable of displaying. If you have any other
>problems don't hesitate to ask.

Thanks for the info, nice to know someone cares, just what got me miffed was
that my brother is running

Imagine also with no hassles and he was taking the mickey.... swine.

As I said in my message to Dave earlier, a newbie FAQ is a cracking idea.....
any takers ???

Thanks again.

Graham.

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1.516 Message number 0511

Date:
Tue, 13 Feb 1996 15:54:28 EST
From:
Graham Parkinson
<100653.2104@COMPUSERVE.COM>

Subject:

Re: Screen Res

Hi Dave, you said :

>Hey there, you need a program called UniVBE. It sets you up
>just fine. I'm not too sure where you can get it though, I got mine from a
>game I bought so I don't think I can give it away, sorry.

Thanks for the info, I got a universal VESA driver from of all places the Amiga
Vendor forum, Impulse section in
Compuserve.

I used to run Imagine 2.0 on a miggy, but these PC things ain't exactly
user-friendly, spooky thing is I make them for a living ;)

Once again, cheers for the info..

P.S. guys, a newbie FAQ would be cool, V3.0 is almost unrecognisable from V2.0

L8r

Graham.

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1.517 Message number 0512

Date:
Tue, 13 Feb 1996 13:24:21 -0800
From:
William Bogan
<web@CVSD.CV.COM>

Subject:

Just in re: Win95 and virus - please don't panic

Passing this along....

From: WinNews@microsoft.com
Subject: WinNews Volume 3, #4

B2. MICROSOFT SEEKS HELP FROM ANTI-VIRUS SOFTWARE VENDORS

REDMOND, Wash. - Microsoft has learned that the Windows 95 operating system is the target of a new computer virus, called the "Boza" virus. The virus is not contained within the Windows 95 product. Although the virus is not widespread, users of Windows 95 should be aware that they might encounter it by downloading and running an infected program from the Internet, an electronic bulletin board or online service, or by running a program from a floppy disk containing the virus.

To mitigate the spread of the virus, Microsoft is working closely with anti-virus software vendors provide protection. You should call or check the website of your anti-virus software manufacturer for more details.

Running an infected program can infect up to three 32-bit Windows-based applications in the current directory. When an infected program is executed, it may display a dialog box with a message from the authors of the virus. Apparently the virus copies itself to other programs only to display its message.

As with any virus, Microsoft suggests that customers take the following steps:

- * Do not run unknown programs that are downloaded or copied from a floppy disk.
- * If unknown files have been executed on the machine or if the user is unsure, obtain a current virus scanner from an anti-virus software vendor and check the system periodically for infections.

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1.518 Message number 0513

Date:
 Tue, 13 Feb 1996 16:54:57 -0500
 From:
 !LuM!
 <lumbient@SUPERLINK.NET>

Subject:
 Another free Imagine Coverdisc(k)

I was in my local Barnes&Noble book store and I saw another (!) magazine that comes with imagine. Its a gameing magazine with a CD included, its called CD -something- well anyway, I am getting a little tick by the free imagines anyone can get...It also includes ViewPoint Data sets...

Its funny, half the world probably has a disc(CD) or a disk with imagine on it, and yet its given rarely more then a mention in reviews...

!LuM!

Imagine 4.0, 586/90, 24mb ram, ????+

```
|-----\
|Anyone need a great checker floor?          \
|Lumbient@superlink.net                       /
|----ANYONE NEED ANYTHING BLOWN UP?--$40 AN INFERNO!----<
|I can make the most realistic chrome spheres! \
|They look great above the checkered floor!   /
|-----/
```

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1.519 Message number 0514

Date:
 Tue, 13 Feb 1996 15:58:13 -0600
 From:
 Rick Beilfuss
 <vview@CSWNET.COM>

Subject:
 newbie tutorial

To all the newbies who have joined us (and anyone else interested), I have a tutorial on my ftp site. This tut involves modeling, bones, IK, states, and animation. It is written with the new user in mind. Although it uses a few version 4 tools, 3 users should be able to work around. In case of trouble, models from different stages of completion are included.

Download mantut.zip from:

ftp://users.aol.com/valleyview/imagine/

AOL posts a lot of garbage first, so scroll to the bottom.

Hope this helps get you started.

Rick

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1.520 Message number 0515

Date:
Tue, 13 Feb 1996 16:01:57 -0600
From:
Rick Beilfuss
<vview@CSWNET.COM>

Subject:

Re: Another free Imagine Coverdisc(k)

>Its funny, half the world probably has a disc(CD) or a disk with imagine on it,
Maybe they're competing with America Online.

Rick

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1.521 Message number 0516

Date:
Tue, 13 Feb 1996 16:08:09 -0800
From:
Mike McCool
<mikemcoo@EFN.ORG>

Subject:

That Spider Anim

Just for convenience's sake (to save us the bother of downloading something we can't view), please post your platform and image format when inviting folks to sample your wares. Though the pentium is all the rage, ibeamers are still relative newcomers to this List.

For the sake of the REST of us on that OTHER platform, please specify if your graphics are a non-universal standard, like avi.

And hey, why not put up a sample jpeg frame, that EVERYONE can enjoy?

From:
Mikael Johannsen
<mikael@PIP.DKNET.DK>

Subject:
Seeking de* textures tutorial

Hello

I've tried the debump and decolor textures (PC only textures) but i just can't figure them out. I've read the instructions that came with them, but I'm still lost. Can someone please explain me how to figure them out.

Tom, you once explained how to do a "aqua jet vapour" using the de* textures, but you never explained HOW to use them could you please explain to me how you did it. I know it's an old issue (I've read some of the old archives, I think this was from 63).

Thanks

Mikael Johannesen
mikael@pip.dknet.dk
PC 486DX2 66Mhz, 8MB RAM, Imagine 4.0

I WILL LIVE FOREVER, or die trying.

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1.524 Message number 0519

Date:
Tue, 13 Feb 1996 20:56:19 -0500
From:
Dick Brandt
<dbrandt@MAGICNET.NET>

Subject:
Essence Textures for PC

Is anyone on the list having trouble getting ahold of Steve Worley?

I ordered the Essence textures from him two weeks ago and haven't heard anything since. Neither has he returned the messages I have left on his answering machine or by e-mail.

Anybody know if he's fallen off the end of the earth or something?

--

Dick Brandt

dbrandt@magicnet.net / CIS 71552,1573

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1.525 Message number 0520

Date:
Tue, 13 Feb 1996 22:28:48 -0500
From:
Carolyn Nicita
<NicitaC@AOL.COM>

Subject:

Hi

Hello! I'm writing an introductory message, as per instructions in the Usage Guidelines. I'm Carolyn Nicita, I and Eric Lowe are designing a CD-Rom game that, at present, makes much use of Imagine. I'm only the lowly scriptwriter, I hope to learn from this ML about whatever magic Eric does when he renders those amazing 3D frames.

Carolyn Nicita

--] Internationally Obscure Science Fiction Writer [--

"Congratulations to the Toy Story people for the Oscar nomination for Best Screenplay!"

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1.526 Message number 0521

Date:
Tue, 13 Feb 1996 20:33:56 -0700
From:
Dave Wilson
<darius@CONNECT.AB.CA>

Subject:

Re: Essence Textures for PC

At 08:56 PM 2/13/96 -0500, you wrote:

>Is anyone on the list having trouble getting ahold of Steve Worley?
>

>I ordered the Essence textures from him two weeks ago and haven't heard
>anything since. Neither has he returned the messages I have left on his
>answering machine or by e-mail.
>

David Nix
Computer Graphics & Video Production
Alias Certified Level 3 Animator, 5 yrs exp.
Amiga 4000/Imagine 4.0/V-Lab Motion/OpalVision
web site at: <http://www.visart.uga.edu/Alias/DaveN/daven.html>

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1.529 Message number 0524

Date:
Wed, 14 Feb 1996 00:29:35 EST
From:
David Nix
<WRNIX@UGA.CC.UGA.EDU>

Subject:

Re: Freebee for \$495.00
<twobit@GLOBALDIALOG.COM>

Chuck-

I'm aware of the program that you made reference to, but was unaware that they were packaging Imagine with it. So, I cannot comment about the legality of the package deal that they offer... BUT-

There is A LOT of negative publicity around the net about these guys. Alot of claims that they are ripping off people and what not... Just look around the various 3D newsgroups and I'm sure you'll see what I mean.

I personally have had no dealings with them at all and therefor cannot make any judgements about them. I will offer an opinion though. If anyone offers you a killer deal on a moneymaking opportunity if you'll only spend "X" amount of dollars as a start up cost on THEIR proprietary software and they are the ONLY buyer of the resulting clip-art objects, then who is the only person in the equation guarenteed to make any money?

See my point?

Later

Dave

David Nix
Computer Graphics & Video Production
Alias Certified Level 3 Animator, 5 yrs exp.
Amiga 4000/Imagine 4.0/V-Lab Motion/OpalVision
web site at: <http://www.visart.uga.edu/Alias/DaveN/daven.html>

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1.530 Message number 0525

Date:
Wed, 14 Feb 1996 01:09:29 EST
From:
David Nix
<WRNIX@UGA.CC.UGA.EDU>

Subject:

Re: \$495 software question

Just a quick note in regard to the legality and/or ethical questions about the folks marketing the photo-realistic mapping/modeling software/clipart deal.

begin partial quote from Bill Allen-----

"So we are>approaching the issue instead by looking for people who have successfully>sold models back to the company from which they bought the modeling>software. That is, we want to find out if many people have found this>marketing arrangement to be a positive experience.>>Confidentiality will be protected. Please send your information to me>directly at <ballen@3dartist.com>.>>Thanks,>Bill Allen, Publisher>3D ARTIST magazine>The Tessellation Times online newsletter>>----- end clip -----

The above is a badly mangled portion of a message posted by Bill Allen of 3DARTIST and the Tessellation Times in regard to this outfit.

Since I can't cut and paste worth a flip with this emailer package, I would suggest that any interested parties check out the ungarbled full and complete text of this message located at: www.3dartist.com/ and act accordingly.

Let the buyer beware...

Dave

David Nix
Computer Graphics & Video Production
Alias Certified Level 3 Animator, 5 yrs exp.
Amiga 4000/Imagine 4.0/V-Lab Motion/OpalVision
web site at:<http://www.visart.uga.edu/Alias/DaveN/daven.html>

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1.531 Message number 0526

Date:
Wed, 14 Feb 1996 09:07:10 +0100
From:
Ernesto Poveda Cortes
<a00448@DTIC.UA.ES>

Subject:

Re: Are the attributes out there ?!
96 03:15:18 am

Hi Anders...

>

> Have people recieved my archive with attributes ?! (If not, I'll try
> mailing it again hoping for a better connect).

>

> --

I haven't received it yet. I think i am on the list of people
who requested it to you... if not, this is my formal petition and
my address is:

a00448@i3a.dtic.ua.es

Thanks in advance.

--

A4000,040@25Mzh,6Mg,120HD Imagine 4.0 Medium User! // There can
E-mail: a00448@eps.ua.es, a00448@i3a.dtic.ua.es \// be only one
Real Name: ~Ernesto Poveda Cortes~ I am STILL not a number =^)

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1.532 Message number 0527

Date:
Wed, 14 Feb 1996 10:56:41 +0200
From:
Granberg Tom
<tom.granberg@TV2.NO>

Subject:

Re: Seeking de* textures tutorial

Mikael Johannsen:

>Tom, you once explained how to do a "aqua jet vapour" using the de*

>textures, but you never explained HOW to use them could you please explain
>to me how you did it. I know it's an old issue (I've read some of the old
>archives, I think this was from 63).

If you have the toolkit dir, you will find some sample objects for you to explore. (I suggest you'll do that as well as read this)

But the idea goes like this:

1.First a texture, preferable one that alter filter settings. Like Mnttop, crank up the red to 255.

2.then add the first debump texture (01) leave it intact, dont change anything.

3.Then your bump texture

4.then the second debump texture (02) telling it to use filter settings, and only in the red area (red filter)

If this is wrong, replace step 1 with 3, and vice versea.

But I think the first one is the right approach.

Tom

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1.533 Message number 0528

Date:
Wed, 14 Feb 1996 12:18:06 +0100
From:
ben.knudsen@DJH.DK
<

Subject:

subscribe

Subsribtion to imagine mailing list, please.
(i certainly hope its here)

Ben

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1.534 Message number 0529

Date:
Wed, 14 Feb 1996 12:59:17 +0100
From:
Frank.VanDerAuwera
<fvdauwer@UIA.UA.AC.BE>

Subject:

Re: Starting

On Tue, 13 Feb 1996, Marcel Lettier wrote:

> kinda one. I believe my card does not support it, or maybe the FPU is
> broken, anyway, if any of those cases, I have nothing to do, I bought both
>

Hmmm, usually on an extension card, there's a jumper somewhere to indicate to the system that you have an FPU or not. Did you set that right when you installed the FPU? otherwise your system wont know about the FPU.

Frank Van der Auwera
University of Antwerp library

fvdauwer@uia.ac.be
fauwera@lib.ua.ac.be

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1.535 Message number 0530

Date:
Wed, 14 Feb 1996 07:25:58 EST
From:
Tim Wilson [Crestline]
<76432.1122@COMPUSERVE.COM>

Subject:

Starting

On Tue, 13 Feb 1996, Marcel Lettier wrote:

>>> I couldn't find anyone capable of telling me if my card does support 68882 or only 68881.<<<

Marcel, as it so happens I had an old 68020 accelerator (for an A2000) gathering dust here. I looked at it and it does indeed have the 68881, not the 882!!! I think the 882 was designed to go with the 68030. If you privately e-mail me your physical address I'll send you the chip, and you can give it a try. I don't have any use for it anymore.

But I really think you should get Imagine fired up on your PC. Rendering

and screen redraws will be a heck of alot faster. But you need at least 8 MB RAM to get rolling.

-Tim Wilson
Imagine 4 on P5
Advanced- freeform modeling & animation

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1.536 Message number 0531

Date:
Wed, 14 Feb 1996 08:34:45 -0500
From:
Bob Sampson
<RobSampson@AOL.COM>

Subject:

Re: Freebee for \$495.00

In a message dated 96-02-14 01:01:36 EST, you write:

> I will offer an opinion though. If
> anyone offers you a killer deal on a moneymaking opportunity if you'll
> only spend "X" amount of dollars as a start up cost on THEIR proprietary
> software and they are the ONLY buyer of the resulting clip-art objects,
> then who is the only person in the equation guarenteed to make any
> money?

These guys dropped one of these offers in my mailbox a few months ago. The fact that I had to spend money with them in order to make money was the only thing I needed to hear in order to discard the information outright but just for grins I sent them a number of questions about what they were doing. Never got a reply. Guess the questions were to hard:)

Bob.....

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1.537 Message number 0532

Date:
Wed, 14 Feb 1996 13:49:59 0000
From:
Harry Drummond

<in4831@WLV.AC.UK>

Subject:

Re: Starting

Hello everyone!

As another newby to IML and to Imagine itself, I sympathise with those who bought it and don't enjoy seeing others get it free. But the same thing happens to us with other software (e.g. the Serif PagePlus DTP family). But I would never have met Imagine without getting it free, and it is pretty opaque compared with word processors and 2D paint packages.

This is probably old hat, but in case it's of use to other newbies, especially in the UK, PDSOFT offer a CD-ROM [C105, Graphic Sensations] that includes most IML archives up to no. 48, some of Steve Worley's tutorials, and lots of objects, fonts, etc. It's about 2 years old and half PC/half Amiga, with Lightwave coverage as well. PDSOFT are at 1 Bryant Avenue, Southend on Sea, Essex, SS1 2YD, Great Britain. Tel. +44 (01702) 466933. Fax +44 (01702) 617123. The disc costs 19 pounds 95p plus 75p postage, including tax.

Also for beginners, the UK magazine Amiga Format (monthly) ran a very useful Tutorial series on Imagine 2 from Nov 93 - July 94 that suits PCs as well as Amigas. Try your University/Public Library's inter-library loan service if you can't find a friend with them - but even they may have difficulty - I'm still short of copies of three articles myself!

One question of my own: I load fonts but then get told they're not loaded, so I don't get any further. Am I missing a simple installation procedure, or does an Adobe font manager have to be present as well as the fonts?

Thanks in advance.

--- Harry Drummond

```
|++++/<<+<< Harry Drummond, University of Wolverhampton
|<<+>>)\<<+>/ email: H.Drummond@wlv.ac.uk
\ |<<+>>)\++++>>)\
 \++>>\ \ \++>> Some days I seem to get
 \++++>>)\<<+>>| shunted every whichway...
```

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1.538 Message number 0533

Date:

Wed, 14 Feb 1996 07:41:50 -0800

From:

Marc Reinig

<moose@ICO.COM>

Subject:

Re: Lights and Shadows

<balkov@VNET.NET>

Subject:

Re: Iml direction; newbie questions

Thanks very much for your reasoned and reasonable reply. I'm glad you took the time to understand my concerns and respond to them, instead of responding to my tone (bad day).

I appreciate the helpful suggestions, however, a note and a discovery are in order.

the note: himem.sys is a memory manager/provider. Imagine *does* need a memory manager

>>Now to prove the helpfulness of my nature - Imagine has its own memory >>management, so don't try using anything else.

>>Boot from DOS.

>>This is all you need in your config.sys file:

>>DOS=HIGH,UMB

>>Device=F:\WINDOWS\Himem.Sys

The discovery: I finally tried booting w/ a *really* minimal config (a la the above) under dos 6.2 (NOT 7.0!) WITHOUT (this is the important part, I think) STACKER.

No stacker=Imagine runs like a dream w/ plenty of free ram.

Stacker=Imagine flakes

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1.540 Message number 0535

Date:

Wed, 14 Feb 1996 17:39:57 +0100

From:

Ben Knudsen

<ben.knudsen@DJH.DK>

Subject:

hello

New user on the list, dont know much, happy to be in...

Ben

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1.541 Message number 0536

Date:
Wed, 14 Feb 1996 08:52:02 -0800
From:
David Gallegos
<orfevre@WEST.NET>

Subject:
Imagine Documentation Project

Hi People,

I woke up this morning to some great news. POVray v3.0beta is now available for downloading and public beta testing!

I know this is the Imagine Mailing List. The reason I would like to bring this to your attention is because the POV team has also been working on an awesome HTML form of the documentation for POVray 3.0b.

Please check out their web page for ideas about the Imagine Documentation Project. We can discuss any Imagine relevant issues on the IML.

POV-Team@povray.org
<http://www.povray.org/>

ps. there will also be a windows version!

--
David Gallegos
David Gallegos - Orfevre
e-mail: orfevre@west.net
<http://www.west.net/~orfevre/index.htm>

Imagine 4.0

i486DX2-50 WindowsNT 3.51 32MB beginner (parallel universe #7.076)

--

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1.542 Message number 0537

Date:
Wed, 14 Feb 1996 23:51:00 1100
From:
Darryl Lewis
<Darryl_Lewis@COMLINK.MPX.COM.AU>

Subject:
Re: HELP! Transparency probs.

RBC> Check your preferences and make sure the genlock color is true
 RBC> black. I
 RBC> found mine to look like black but wasn't true black. Likewise make
 RBC> sure
 RBC> the black in your brush is true black. Also make sure your genlock
 RBC> toggle is on in the brush requester.

RBC> Only PSP 3.1 or newer supports trans gifs. Make sure transparency
 RBC> color
 RBC> is black and again your background is true black. You must make sure
 RBC> background transparency is toggled on and must save to gif 89a.

I have PSP3.0. Where did you find 3.1? I've dl'ed 3.0 just the other night.
 I can load in transparent gifs, edit them and save them, with no problems.
 I can't create my own however. How do you toggle the transparency on?
 I can "save as" "-gif 89a" , but no transparency requestor appears.

Any help appreciated.

-- Via DLG Pro v1.0

--

Darryl

IMAGINE INFO	#####\		/#####	AMOS INFO
Amiga 2000	#()#	_()_	#()#	AmosPro + Compiler
Amiga 3000T	#####	/_ /	#####	APME (Get it!)
486DX2-66	#" "#	__m/I_ //	#" "#	Turbo extension
Imagine 3.0	# O #	____#-x.\ /++m\ /.x-#	# O #	3D extension
Intermediate	#m.m#	/" \ ///###\ / "\	#m.m#	BBS extension
	#####/	#####/ \#####	\#####	
		Profession- Disk Jockey		
		WWW page opening soon		

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1.543 Message number 0538

Date:
 Wed, 14 Feb 1996 23:55:44 1100
 From:
 Darryl Lewis
 <Darryl_Lewis@COMLINK.MPX.COM.AU>

Subject:
 off topic. Snoopdos on PC?

I'm asking this here because a number of Amigoids have moved over to the PC
 on this list.

On the amiga we have a program called Snoopdos, which logs all system

calles and disk/file access.

I'm after a similar program for the PC to track down some problems in Windows. Is there a similar program available?

Thanks in advance

-- Via DLG Pro v1.0

--

Darryl

```

  IMAGINE INFO #####\
Amiga 2000      #( )# |          _-( )_      | #( )#  AMOS INFO
Amiga 3000T    ##### |          /_  /      | #####  AmosPro + Compiler
486DX2-66     #" "# |          ___m/I_ //___  | #" "#  APME (Get it!)
Imagine 3.0    # O # |_____#-x.\ /++m\ /.x-#_____ | # O #  Turbo extension
Intermediate  #m.m# | /" \ ///###\ \ / "\  | #m.m#  3D extension
#####/      #####/      \#####  \#####  BBS extension
                Profession- Disk Jockey
                WWW page opening soon

```

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1.544 Message number 0539

```

Date:
Wed, 14 Feb 1996 09:41:39 -0800
From:
Mike McCool
<mikemcoo@EFN.ORG>

```

Subject:

PovRayPublicBeta

Just a follow up, to David's earlier announcement: this is the msdos-ONLY version of the povray beta executable. Before we amigoids get too excited . . .

```

^^
OO )
=x=

```

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1.545 Message number 0540

Date:
Wed, 14 Feb 1996 18:02:55 UT
From:
Robert A. Waters
<RobertAWaters@MSN.COM>

Subject:

Re: Hello (IM4.0 on a P100)

On Tuesday, February 13, 1996 9:14 AM Dennis Wong wrote:

<<What is your P100 configuration and system setup?

The reason I ask is that I'm putting together a Pentium system and I'd like to know what video board your're using. I will be using a Diamond Stealth 64 (Video 3200 with 2MB VRAM), and would like to know if it will work with IM4.0. I have been trying to get IM4.0 to render properly on my present machine (486DX2/66 EISA with a Diamond Viper board) but it just won't work, and tech help at Impulse has no idea why it won't work.>>

Hi Dennis!

Have you tried out the UNIVESA.zip in the libraries on compuserve under imagine? (I can't remember exactly where it was, I got it from.) That was the first thing Impulse told me when I called them a few weeks back. (It would be nice if there was a way for them to include this on the disk for the pc version, as alot of people seem to be having a problem displaying vesa compatible screens on the various display cards.)

Here is a little batch file i did to start the vesa driver and imagine when I type imgne from a dos prompt:

```
CD\  
CD IM40  
UNIVESA  
imagine /noxms
```

The /noxms is the only way i have been able to get imagine running, i'm still not real sure exactly what it does or doesn't do. Has something to do with memory configuration, in which stuff i'm still learning about on the pc.

One other thing I had to do was remove NOEMS I=B000-B7FF after EMM386.exe from my config.sys file before imagine would load and run with or without the /noxms switch. After that im40 has been working like a charm. (Other than needing about twice as much memory than I have. <boohoo>)

I hope that helps.

Later,
Robert

RobertAWaters@msn.com
A4000 (20MB), P100 (16MB), Imagine4.0, UNIVESA3.3
Intermediate

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1.546 Message number 0541

Date:
Wed, 14 Feb 1996 14:02:12 -0700
From:
Scott J. Geertgens
<geertges@COLORADO.EDU>

Subject:
Re: Hello (IM4.0 on a P100)

>

> The reason I ask is that I'm putting together a Pentium system and I'd like to
> know what video board your're using. I will be using a Diamond Stealth 64
> (Video 3200 with 2MB VRAM), and would like to know if it will work with IM4.0.
> I have been trying to get IM4.0 to render properly on my present machine
> (486DX2/66 EISA with a Diamond Viper board) but it just won't work, and tech
> help at Impulse has no idea why it won't work.>>

I use a Diamond Stealth64 VRAM (S3-964), and it works fine under
Imagine. It is still possible to run UNIVBE on top of that even, as I
have heard some claims that univbe will speed things up further yet.

SJG

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1.547 Message number 0542

Date:
Wed, 14 Feb 1996 16:18:54 -0500
From:
R.Achaibar escher@bc.cybernex.net
<escher@CYBERNEX.NET>

Subject:
Upgrade/ register PC Answeres 3.0

Hi, I managed to grab Imagine 3.0 for the PC Answers magazine (I had
2.0 before and when I heard about the magazine I grabbed.) Now, that
I've been able to play around with 3.0 I'd like to register the product,
and upgrade, the only problem is I don't know how much it costs (US \$)
and don't know how to contact Impulse. Could someone please e-mail me
the info, I'd really appreciate it.

Anyway, this is also my hello to the list, I've been on for a couple of

weeks grabbing tips first for 2.0 and now for 3.0. And Boy, are you
guys good. I've been checking Web pages and the volume of helpful
information available on this software is astounding. 'course most of
it is for the Amiga, but heck, the images sometimes more than make
up for it and even sorta inspires me to keep on trudging/modeling. (g)

~escher~

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1.548 Message number 0543

Date:
Wed, 14 Feb 1996 16:02:05 -0600
From:
Rick Beilfuss
<vview@CSWNET.COM>

Subject:

Re: Upgrade/ register PC Answeres 3.0

Impulse says \$100 to upgrade. People have posted that it comes with a
manual. Just in case you're still not sure about going to 4, look at the
4 demo on their web page(?) and see all the improvements since 3.

Impulse 1-800-328-0184

<http://www.coolfun.com/>

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1.549 Message number 0544

Date:
Wed, 14 Feb 1996 23:34:46 +0100
From:
Mikael Johannsen
<mikael@PIP.DKNET.DK>

Subject:

Debump texture

Hi Tom

It's me again. I've tried your instructions. But I'm still lost. Could you be so kind to send me an object with attributes.

Mikael Johannesen
mikael@pip.dknet.dk
PC 486DX2 66Mhz, 8MB RAM, Imagine 4.0

I WILL LIVE FOREVER, or die trying.

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1.550 Message number 0545

Date:
Wed, 14 Feb 1996 19:00:59 GMT0BST
From:
129275 J PADFIELD
<CS9H4PJQ@SWANSEA.AC.UK>

Subject:

Re: DXF

> TR.>> I don't know about the PC version of VistaPro3, but the Amiga version
> TR.>> has an option to save the landscape in TurboSilver format, which
> TR.>> Imagine loads no problem as a normal object.

> TR.>>

> TR.>Oh, so? I can't load TurboSilver objects under 4.0! How to fix?

> TR.>

> I have never been able to load a vista-made turbo silver object into
> any version of Imagine -I use Pixel Pro There is probably a program on aminet
> that would do this (Vertex or Vortex is an old shareware program that might
do

> it -I found it on the avalon (?) WWW site)

Odd - I used it at the weekend to create a Martian landscape. I too
am running 4.0. I just save the landscape from Vista using
"Save TurboSilver" and then load it into Imagine with "Load Object".
Can't see any reason why it doesn't work for you.

Jimmy.

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1.551 Message number 0546

Date:
Wed, 14 Feb 1996 18:43:21 -0500
From:
Jim Shinosky
<tracker@EN.COM>

Subject:

Re: Essence Textures for PC

I seem to be having the same exact problem as you. I ordered it 2 weeks ago and so far nothin'. I called and sent e-mails.

On Tue, 13 Feb 1996, Dick Brandt wrote:

> Is anyone on the list having trouble getting ahold of Steve Worley?
>
> I ordered the Essence textures from him two weeks ago and haven't heard
> anything since. Neither has he returned the messages I have left on his
> answering machine or by e-mail.
>
> Anybody know if he's fallen off the end of the earth or something?
>
> --
> Dick Brandt
>
> dbrandt@magicnet.net / CIS 71552,1573
>

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1.552 Message number 0547

Date:
Wed, 14 Feb 1996 19:06:29 -0600
From:
Stephen G.
<sgiff@AIRMAIL.NET>

Subject:

Re: Essence Textures for PC

At 06:43 PM 2/14/96 -0500, you wrote:

>I seem to be having the same exact problem as you. I ordered it
>2 weeks ago and so far nothin'. I called and sent e-mails.

>

>On Tue, 13 Feb 1996, Dick Brandt wrote:

>

>> Is anyone on the list having trouble getting ahold of Steve Worley?

>>

>> I ordered the Essence textures from him two weeks ago and haven't heard

I ordered Essence about a week ago. I sent in a check via mail so I don't

know how long it will take the check to clear, but I haven't recieved it yet. I just called him at his office and left a message on his goofy machine.

Hopefully he has not gone back into retirement.

s.g.

Visit me at the Magick Rainbow
http://web2.airmail.net/sgiff
^^

Imagine 4,3DS, PC Pentium 66, 32 meg ram.

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1.553 Message number 0548

Date:
Wed, 14 Feb 1996 17:09:36 -0800
From:
William Bogan
<web@CVSD.CV.COM>

Subject:

PS Fonts

I know its been said before many times many ways....
but where are those pesky little postscript fonts
that were being discussed earlier this month?

I have had a bout with the email boogey-man.

Thanks,
Bill Bogan 386/40 8Mb RAM 1Mb Video Card
IMAGINE 2.0 and Imagine LT (on my way to 3.0/4.0)
web@cvsd.cv.com IML expr= Beginner
San Diego, CA USA

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1.554 Message number 0549

Date:
Thu, 15 Feb 1996 11:20:44 +0000
From:

Brian Hay
<Brian.Hay@STUDENT.UQ.EDU.AU>

Subject:

Amiga->PC file conversion problems

I've just moved across from an Amiga 1200 to a Pentium 120 running Windows '95. I'm running Imagine V4 from DOS and used CrossDOS on the Amiga to save my Imagine Objects to floppy. The problem is that when I try and load these objects Imagine gives me a READ ERROR or BAD CHUNK ERROR. I have no other copy of the files, so am desperate for a solution.

I think that I may have inadvertently used text filtering when converting the files with CrossDOS. Could this be the problem? Does anyone have any ideas on how to fix the problem or repair the files?

Also when I first start Imagine it says selected screen mode not available. I have played with the preferences to no avail. I'm using a Matrox Millenium (I've upgraded the BIOS to V1.5 I think?!) graphics card and I know there are some problems at present - how do I fix this?

Thanks.

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1.555 Message number 0550

Date:
Wed, 14 Feb 1996 18:19:04 -0700
From:
Roger Straub
<straub@CSN.NET>

Subject:

Re: PS Fonts

On Wed, 14 Feb 1996, William Bogan wrote:

> I know its been said before many times many ways....
> but where are those pesky little postscript fonts
> that were being discussed earlier this month?
>
> I have had a bout with the email boogey-man.

FTP to ftp.aminet.com. The files are under /pub/aminet/text/font and are called fonts1.lha, fonts2.lha and fonts3.lha.

>
> Thanks,

> Bill Bogan 386/40 8Mb RAM 1Mb Video Card
> IMAGINE 2.0 and Imagine LT (on my way to 3.0/4.0)
> web@cvsd.cv.com IML expr= Beginner
> San Diego, CA USA
>

--

"There is no love sincerer than the love of food." -- George Bernard Shaw

See ya,
Ben

** Imagine 4.0 - Amiga 3000/030/16MHz - 10MB - Skilled **

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1.556 Message number 0551

Date:
Thu, 15 Feb 1996 11:20:44 +0000
From:
Brian Hay
<Brian.Hay@STUDENT.UQ.EDU.AU>

Subject:
How do I unsubscribe

I've changed computers and accounts and don't have a copy of the IML
FAQ anymore. Could someone please send me the address to
unsubscribe.

Many Thanks.

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1.557 Message number 0552

Date:
Wed, 14 Feb 1996 17:54:13 -0800
From:
Brad Molsen
<moon@ESKIMO.COM>

Subject:
Re: Pyro was:Re: Ehhh..

On Mon, 12 Feb 1996, Granberg Tom wrote:

> take some days to write down a understandable tutor, and zip the files (anim
> and stated obj) for your convinience.

To all, Does anyone know a utility for unzipping files that can be used
on the Amiga?!!!!

later, Brad

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1.558 Message number 0553

Date:
Thu, 15 Feb 1996 13:03:00 +1100
From:
Dylan Neill
<dylann@PCUG.ORG.AU>

Subject:

Re: rotoscope

On Thu, 8 Feb 1996, Rodrigo Israel Machado Guimaraes wrote:

> Hi!
> I'm having a hard time here. I am doing a television commercial for a rice
> brand. It's about a family preparing the lunch and the children playing
> with a little indian that comes out from the rice package. I modeled the
> indian as one object with subgroups for textures and bones for movement.
> The problem is that the face of the indian is made with a brush of the
> eyes, nose and mouth and I want to change his expressions using rotoscope.
> I tried to use a FLC replacing the brush, but for some reason the frames of
> the face never match the frames of the animation. It seems like the morphs
> between the different states for the bones animation are killing the sync
> of the FLC and the animation.

Yes, I've had this problem too doing something fairly similar to what
you're doing. The only solution I could come up with was to make the head
a seperate object and associate it to the rest of the body. Hope this helps.

```

      | \ / |
      o O
      oOO_=( ^ )=_OOo
-----
|          U          |
| Gumby Death Man (Dylan Neill) Amiga 1200/6/120 486DX2-66/24/500 |
| Email: dylann@pcug.org.au WWW: http://www.pcug.org.au/~dylann/ |
|-----|

```

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1.559 Message number 0554

Date:
Wed, 14 Feb 1996 21:49:45 -0500
From:
Kaspar Stromme
<kxsl56@PSU.EDU>

Subject:

Re: Hello (IM4.0 on a P100)

At 02:02 PM 2/14/96 -0700, you wrote:

>>

>> The reason I ask is that I'm putting together a Pentium system and I'd like to

>> know what video board your're using. I will be using a Diamond Stealth 64 (Video 3200 with 2MB VRAM), and would like to know if it will work with IM4.0.

>> I have been trying to get IM4.0 to render properly on my present machine (486DX2/66 EISA with a Diamond Viper board) but it just won't work, and tech help at Impulse has no idea why it won't work.>>

>

> I use a Diamond Stealth64 VRAM (S3-964), and it works fine under >Imagine. It is still possible to run UNIVBE on top of that even, as I >have heard some claims that univbe will speed things up further yet.

I have a Pentium 133 with a Stealth 3200 PCI card, 2mb Vram, and Imagine runs flawlessly (something I can't say for Windows 95...).

What is UNIVBE btw?

Regards,
Kaspar

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1.560 Message number 0555

Date:
Wed, 14 Feb 1996 21:54:44 -0500
From:
Kaspar Stromme
<kxsl56@PSU.EDU>

Subject:

Re: Amiga->PC file conversion problems

At 11:20 AM 2/15/96 +0000, you wrote:

>I've just moved across from an Amiga 1200 to a Pentium 120 running
>Windows '95. I'm running Imagine V4 from DOS and used CrossDOS on
>the Amiga to save my Imagine Objects to floppy. The problem is that
>when I try and load these objects Imagine gives me a READ ERROR or
>BAD CHUNK ERROR. I have no other copy of the files, so am desperate
>for a solution.

>

I just did the same switch, and found that disk I had formatted on the Amiga using the PC0 device were very flaky on my new Pentium. However, a disk formatted on the Pentium (720k so that my 500 can read them) shows up ok in my Amiga. I proceeded to copy over all my Imagine files with no problems using that disk.

Regards,
Kaspar

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1.561 Message number 0556

Date:
Wed, 14 Feb 1996 22:33:43 -0500
From:
m.rubin9@GENIE.COM
<

Subject:

BrushesOnBlobs

It doesn't seem possible to morph brushes on blobs, does it?

The brush only wants to attach itself to a single sphere.

And if you convert blob variations to polygonal meshes each one will have a different amount of polygons, so they won't morph.

Anyone find a workaround?

Jon Rubin

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1.562 Message number 0557

Date:
Wed, 14 Feb 1996 23:20:20 -0500
From:
Patrick Sauvageau
<psauvage@AEI.CA>

Subject:
Amiga->PC file conversion problems

Brian.Hay@STUDENT.UQ.EDU.AU:

>I've just moved across from an Amiga 1200 to a Pentium 120 running
>Windows '95. I'm running Imagine V4 from DOS and used CrossDOS on
>the Amiga to save my Imagine Objects to floppy. The problem is that
>when I try and load these objects Imagine gives me a READ ERROR or
>BAD CHUNK ERROR. I have no other copy of the files, so am desperate
>for a solution.

>

>I think that I may have inadvertently used text filtering when
>converting the files with CrossDOS. Could this be the problem? Does
>anyone have any ideas on how to fix the problem or repair the files?

Hi;

If you have set the filtering, you may be able to recover your object by copying it back to the Amiga with Text Filtering, since the filter is "symmetrical", it may restore your file to it's original state. I never tried it, but it is worth the try.

You can also try to use TTDDD lib on the Amiga; it will convert the Imagine object to an ascii format and back to binary. Since the conversion process is a little more "forgiving" than Imagine, it may be able to recover the objects. Even if it do not work, it may be able to recover some parts of the object.

Good luck...

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1.563 Message number 0558

Date:
Wed, 14 Feb 1996 23:21:46 -0500
From:
Charles Blaquiere
<blaq@IO.ORG>

Subject:
Re: Amiga->PC file conversion problems

On Thu, 15 Feb 1996, Brian Hay wrote:

> I've just moved across from an Amiga 1200 to a Pentium 120 running

> Windows '95. I'm running Imagine V4 from DOS and used CrossDOS on
> the Amiga to save my Imagine Objects to floppy. The problem is that
> when I try and load these objects Imagine gives me a READ ERROR or
> BAD CHUNK ERROR. I have no other copy of the files, so am desperate
> for a solution.
>
> I think that I may have inadvertently used text filtering when
> converting the files with CrossDOS. Could this be the problem? Does
> anyone have any ideas on how to fix the problem or repair the files?

Ummm, well, this could be. I never use text filtering, instead relying
on applications to make sense of the "alien" end-of-line codes.

One thing which I've learned, on my machine, is to always let the PC floppy
spin down before removing it from the Amiga. If I remove it too soon, I
don't get any error message on the Amiga side, but the PC directory is
invalid and I have to reformat the floppy on the PC before I can use it
again. So, I always keep an eye on that yellow LED before pressing the
eject button.

> using a Matrox Millennium (I've upgraded the BIOS to V1.5 I think?!)

Even though Matrox claims their Millennium BIOS to be VESA 1.2 and 2.0
compatible, several programs don't recognize the card as a legit VESA
2.0. There are two solutions, neither of which is available at the moment:

- 1) Matrox is working on a new BIOS; the latest, 1.9, isn't compatible
with Imagine.
- 2) SciTech's next version (5.2) of UniVESA should support the Millennium.

I don't know when the new Matrox BIOS will be ready, but UniVESA 5.2 is
slated for release sometime this month. I'll keep everyone posted when
developments arise.

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1.564 Message number 0559

Date:
Wed, 14 Feb 1996 23:26:46 -0500
From:
Charles Blaquiere
<blaq@IO.ORG>

Subject:

Re: fvdauwer@uia.ua.ac.be

On Mon, 12 Feb 1996, Dave Wilson wrote:

> >Hi, I've just upgraded from the coverdisk version in the UK.
>

> How much did it cost you? Preferably in Canadian funds. I
> don't seem to have any info for upgrading from the coverdisk. Thanks.

Upgrading from the coverdisk 3.0 to 4.0 is \$200 US. You phone Impulse directly to do this.

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1.565 Message number 0560

Date:
Wed, 14 Feb 1996 23:41:01 -0500
From:
Charles Blaquiere
<blaq@IO.ORG>

Subject:

Re: Lights and Shadows

On Wed, 14 Feb 1996, Stuart Fletcher wrote:

> What is going on, if L2 was of greater intensity than L1 you should be able
> to see shadows, but the shadows cast by L2 should not darken areas
> that are illuminated by L1.

I think your mind may be playing tricks on you. When you added L2, the areas illuminated by it became brighter, but the shadows didn't change -- they were only illuminated by L1. Perhaps the shadows didn't become darker, but you perceived them as such because the other side of the columns became brighter? You could always sample the colors using a paint program to check.

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1.566 Message number 0561

Date:
Wed, 14 Feb 1996 23:44:05 -0500
From:
Charles Blaquiere
<blaq@IO.ORG>

Subject:

Re: Sorry for indiscriminate post

On Tue, 13 Feb 1996, William Bogan wrote:

> Sprry for that post to tom granberg. Happened to hit
> reply and such too quickly and forgot to change to:
>
> MHATA - my humble apologies to all :(

Well, at least there wasn't an attached binary file with it. <g>

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1.567 Message number 0562

Date:
Wed, 14 Feb 1996 23:45:46 -0500
From:
Charles Blaquiere
<blaq@IO.ORG>

Subject:

Re: Starting

On Mon, 12 Feb 1996, Marcel Lettier wrote:

> Since I'm starting with Imagine, I'd like you to help me decide what to do.

My opinion: get an FPU. Essentially, everything that Imagine does is based on floating-point math.

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1.568 Message number 0563

Date:
Wed, 14 Feb 1996 23:52:22 -0500
From:
Charles Blaquiere
<blaq@IO.ORG>

Subject:

Postscript fonts (was: Starting)

On Wed, 14 Feb 1996, Harry Drummond wrote:

> One question of my own: I load fonts but then get told they're not loaded,
> so I don't get any further. Am I missing a simple installation procedure, or

> does an Adobe font manager have to be present as well as the fonts?

Imagine only supports Type 1 fonts that use the standard Adobe encoding vector. Search for the string `"/Encoding StandardEncoding def"`; if it isn't there, the font won't work with Imagine.

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1.569 Message number 0564

Date:
Thu, 15 Feb 1996 07:19:41 +0100
From:
L/UDG Kenneth Jagenheim
<emwkjh@KIEMW.ERICSSON.SE>

Subject:

Re: Pyro was:Re: Ehhh..

Brad Molsen wrote:

> To all, Does anyone know a utility for unzipping files that can be used
> on the Amiga?!!!!!!
> later, Brad

Try unzip at aminet, <ftp://ftp.amigalib.com/pub/aminet/util/arc/Unzip512x.lha>

/Kernie

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1.570 Message number 0565

Date:
Thu, 15 Feb 1996 11:27:11 0000
From:
Harry Drummond
<in4831@WLV.AC.UK>

Subject:

Re: Postscript fonts (was: Starting)

On Wed, 14 Feb 1996, I mentioned my problems in loading fonts and Cliff Bradshaw confirmed that the Adobe font manager needed a look-in. Right! Well, I went home and did a Whereis search on my machine, found `ATMFONTS.QLC` hiding in another application and copied it to Imagine's directory. I also

dug out some pfb fonts to suit, and of course I got the missing vector error the first time I tried it. But I'd heard of that, and my second font worked fine. So, thanks to Cliff, and to Charles Blaquiere for his additional point.

As a minor point of interest, I use a 486/2-66 with 4Mb and Dos 6.22, and to avoid the memory manager problem I press F5 during booting to bypass the config and autoexec. Then I start Imagine with a batch file that loads my mouse driver and optionally a screen capture TSR. Of course, it hadn't really crossed my mind that this also bypasses the PATH statement. In my case it made no difference to finding the .QLC file, but maybe it's catching someone else.

Thanks for the help.

Harry

```

      |++++/<<+<< Harry Drummond, University of Wolverhampton
|<<+>>\<<+>/                               email: H.Drummond@wlv.ac.uk
      \      |<<+>>\++++>>\
      \+>>\      \      \+>>>      Some days I seem to get
      \++++>>\<<+>>|      shunted every whichway...

```

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1.571 Message number 0566

Date:
Thu, 15 Feb 1996 12:44:43 +0200
From:
Granberg Tom
<tom.granberg@TV2.NO>

Subject:

Re: Postscript fonts (was: Starting)

Ehh...

What is this, and what does it do?
ATM FONTS.QLC

Tom

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1.572 Message number 0567

Date:
Thu, 15 Feb 1996 06:14:53 -0600
From:
Marc Steinkoenig
<ST4NV@JETSON.UH.EDU>

Subject:

Re: fvdauwer@uia.ua.ac.be

Hi. I'm new to this list. First off, I already have a question... What is the difference between Imagine 3.0 and Imagine 4.0? I mean, what new features does 4.0 have? I've never heard of Imagine 4.0 for the PC... When did it come out?

Marc

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1.573 Message number 0568

Date:
Thu, 15 Feb 1996 13:46:20 +0100
From:
Frank.VanDerAuwera
<fvdauwer@UIA.UA.AC.BE>

Subject:

Re: Essence Textures for PC

Hi all

If it may soothe a few anxious people who are waiting for essence: I just had a reply from S.Worley. He's alive and well, but reads and answers his essence-concerned mails in batches, which accounts for the delays. He said:

SNIP

:Got your mail.. yes, all three copies. :-)
:I tend to bunch the Essence related email together, then
:answer it in a group. Not the best for response turnaround.

SNIP

I mailed him at three different addresses, just to be sure, and they apparently all work...

Anyway here is the address I think is best:

spworley@worley.com

His snailmail address is

Apex Software
405 El Camino Real #121

Menlo Park CA 94025

Greetings,

```

:-----:
:
:  /\_/\          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.ua.ac.be)                             :
:
:  PC 60 MHz Pentium 8M IM3 (4 expected)  A2500 68030 25 MHz 9M IM3  :
:-----:

```

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1.574 Message number 0569

Date:
 Thu, 15 Feb 1996 08:33:10 -0500
 From:
 Mike van der Sommen
 <MikeVDS@AOL.COM>

Subject: Re: HELP! Transparency probs.

In a message dated 96-02-14 12:39:07 EST, you write:

>I have PSP3.0. Where did you find 3.1? I've dl'ed 3.0 just the other night.

You can find it on the Web, but if need it now PSP 3.11 is on GraFX Haus BBS.

File <PSP311.ZIP>

Login <Imagine Guest>
 password <crowbar>

Mike van der Sommen
 Santa Barbara, Ca
 GraFX Haus BBS (805)683-1388
 Email: MikeVDS@aol.com or
 mike.vandersommen@caddy.uu.silcom.com

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1.575 Message number 0570

Date:
Thu, 15 Feb 1996 08:33:08 -0500
From:
Mike van der Sommen
<MikeVDS@AOL.COM>

Subject:

Re: PS Fonts

In a message dated 96-02-14 20:10:46 EST, you write:

>I know its been said before many times many ways....
>but where are those pesky little postscript fonts
>that were being discussed earlier this month?

There are about 300 of them on GraFX Haus BBS.

Filenames:

<PSFONTS1.ZIP>
<PSFONTS2.ZIP>
<PSFONTS3.ZIP>

Login <Imagine Guest>

password <crowbar>

Mike van der Sommen
Santa Barbara, Ca
GraFX Haus BBS (805)683-1388
Email: MikeVDS@aol.com or
mike.vandersommen@caddy.uu.silcom.com

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1.576 Message number 0571

Date:
Thu, 15 Feb 1996 15:12:00 +0100
From:
JOHNNIE GJEDVED
<jg@DKB.DK>

Subject:

Re: How do I unsubscribe

Couldn't someone send me the IML Faq, or point me in the direction of it.

BH> I've changed computers and accounts and don't have a copy of the IML
BH> FAQ anymore. Could someone please send me the address to unsubscribe.

You may leave the list at any time by sending a "SIGNOFF IMAGINE" command
to LISTSERV@SJUVM.STJOHNS.EDU.

More information on [LISTSERV](mailto:LISTSERV@SJUVM.STJOHNS.EDU) commands can be found in the [LISTSERV](mailto:LISTSERV@SJUVM.STJOHNS.EDU)
reference card, which you can retrieve by sending an "INFO REFCARD"
command to LISTSERV@SJUVM.STJOHNS.EDU.

Regards,
Johnnie Gjedved

E-Mail: jg@dkb.dk
Movie World: www.agora.dk/users/jg/

~ RM 1.3 02633 ~ MACINTOSH = Machine Always Crashes, If Not The OS Hangs.

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1.577 Message number 0572

Date:
Thu, 15 Feb 1996 09:01:32 -0600
From:
Marc Steinkoenig
<ST4NV@JETSON.UH.EDU>

Subject:
Archives For IML?

Hello All. I have just subscribed to the Imagine Mailing List and I wonder
if there is an archive somewhere for tutorials, hints, etc posted to this
list. I'm new here, so I would be much obliged if you could cut me some
slack with my silly questions. I'd also be interested to know in any
contests, etc. that you folks hold. Pardon me if I jump to conclusions,
but I assume that the uploading of binaries isn't appreciated here as it
would swamp quite a few mail buffers. Is there an ftp archive or web page
affiliated with this list?

Before I go on, perhaps I should introduce myself. I am Marc Steinkoenig, a
Chemistry undergraduate at UH. I purchased the book [_3D Modeling Lab_](#) a while
ago which had Imagine 2.0 included with it (as well as Piclab for windows).
Since then, I have upgraded to 3.0. It's nice, but I still can't get a handle
on the use of bones for animation. I have an MS-DOS machine, using an AMD 486
DX/2 clocked at 80 MHz, 8 Megs of RAM, and a Fujitsu 1.08 gig HD (it cost all
of \$229 US
) .

I use Imagine just as a hobby. I find it to have one of the best GUI modeling
interfaces I have yet seen. It's just like shaping bits of clay. My present

project is an extension of the Bee project listed in the book... It's a wasp. Small, yes, but I imagine it's a good thing to start with on my limited time schedule and as a new user to IM 3.0. So far, I like it. If I could become more proficient with the newer features, however, I would like it more. I'm willing to listen to any and all suggestions any of you more experienced users would have for me.

Thanks,

Marc

P.S. Pardon my mail editor... It coughs up a fur ball every now and then.

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1.578 Message number 0573

Date:
Thu, 15 Feb 1996 07:57:27 -0800
From:
William Bogan
<web@CVSD.CV.COM>

Subject:

Multiboot (was Re: Postscript fonts (was: Starting))

on Thu, 15 Feb 1996 11:27:11

Harry Drummond wrote:

>As a minor point of interest, I use a 486/2-66 with 4Mb and Dos 6.22, and to
>avoid the memory manager problem I press F5 during booting to bypass the
>config and autoexec.

I use a multiboot capability that DOS has enabling me to select the environment I boot into. You might want to try that option sometime. If you want to know what it looks like and don't have the DOS manual let me know, privately, and I will send a copy of the autoexec.bat and config.sys examples.

Bill Bogan 386/40 8Mb RAM 1Mb Video Card
IMAGINE 2.0 and Imagine LT (on my way to 3.0/4.0)
web@cvsd.cv.com IML expr= Beginner
San Diego, CA USA

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1.579 Message number 0574

Date:
Thu, 15 Feb 1996 16:02:15 +0000
From:
stuarth
<stuarth@BOURNEMOUTH.AC.UK>

Subject:
New for version 5

Hello all.

I know this is early, but I would like to make a couple of recommendations for the next version of Imagine. I would like to see a couple of extra options in the action editor : push/pull and squash/stretch. These are fairly self-explanatory and would save you having to type in numbers all the time. Furthermore, I wouldn't mind constant update when using the slider bar rather than only updating when the mouse is released.

I mainly use Imagine to create and animate organic creatures. For modelling, nothing beats Forms Editor, Slice then smooth, but the animation side is let down by the inability to tweak state changes quickly and easily.

Well, there you go, that's it for now. Bye

Stu.

PS : Is there an Imagine to 3DS conversion prog kicking around that also lets you unify face normals?

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1.580 Message number 0575

Date:
Thu, 15 Feb 1996 18:21:21 +0100
From:
Per Sverre Wold-Hansen
<woldh@MOTHER.NORCONNECT.NO>

Subject:
Re: Light and shadows

>I have created a scene with a series of columns in a semi-circle

Per Sverre Wold-Hansen
<woldh@MOTHER.NORCONNECT.NO>

Subject:

Lensflares?

Is anybody pushing Impulse to include some REAL lensflares
in their next Imagine version? - Any rumors? - Anything?

I tried desperately to make lensflares in Imagine a while ago.

They didn't look like lensflares I've seen anywhere...

So I had to resort to Lightwave - Took some time to master, but
I DID get my wonderful myriad of dancing and flaring electrons
inside a tube.

I've gladly jumped back on to Imagine - But when do we get decent
lensflares here?

In my opinion this represents one of Imagine's MAJOR deficiencies!

A full session on SIGGRAPH '96 was devoted to this topic,
with numerous references, so the logic and algorithms
should be easily accessible.

** Per Sverre **
Fredrikstad Norway
woldh@sirius.no

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1.582 Message number 0577

Date:
Thu, 15 Feb 1996 18:09:21 +0000
From:
GARETH LLEWELLYN
<ggl4@ABER.AC.UK>

Subject:

Re: New for version 5

What I would like for version 5 would be to select objects
in the stage editor, not just groups.

Thus allowing me to change the attributes of sub-objects,
whilst leaving the parent objects the same...

Gareth Llewellyn
Amiga 1200, Imagine 4, Novice/Intermediate

<gdenby@HELIUM.HELIOS.ND.EDU>

Subject:

News From Impulse

Hi all,

Just got a letter from Impulse, which says in classic Impulse fashion, "To: All Imagine users," and then ""This...has been sent to a select group of our current users." I guess I'm a select all user:-0

Any rate, they have a special low cost pre-market release of what had been the "Dream Machine" non-linear digital editing system, but is now Sanyo's "Edimator." They have 100, first come, first serve, no more when they're gone. BTW, this is a PC product. Supports jpeg compression, continuous 60 fields/sec playback, requires SCSI controller, supports CD quality audio.

Oh, I should have mentioned for those who don't know, the "Dream Machine" was Impulse's to begin with. If your interested, call their I-800 number. I suppose its O.K. to mention the price. Its \$2800. Unfortunately, I have a plumber and carpenter tearing up my bathroom just now to fix some broken pipes, and since selling children is frowned on, I just don't have the bucks.

Also, they are taking pre-orders for Windows Imagine. It ships on CD, is \$200 for registered users, 1795 list. New features include tablet support, multi-resolution, dockable tool bars, virtual memory support, etc. They think they'll be finished by March, but "Things being what they are, we will most likely leak into April." The screen shot shows a palette instead of the user gadgets. One of the screen buttons is a question mark, so I'm assuming there will be online help. It looks like the view windows have standard scroll bars.

Happy rendering

Greg Denby

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1.585 Message number 0580

Date:
Thu, 15 Feb 1996 14:56:29 -0500
From:
gregory denby
<gdenby@HELIUM.HELIOS.ND.EDU>

Subject:

Re: Lights

Nancy Jacobs writes:

>what is your lighting philosophy, and its practical
>application ?

Aside from my own 3D enthusiast use, I occasionally do some architectural rendering for my job, so that we don't plunge into gallery remodelling, and find that certain areas end up being unlightable. So I'm really interested in very naturalistic modelling for both space and light. Also, I'm working on further graphics for our Web pages, and I want them to look really nice, so the subtlest, richest lights helps a lot. Lots of smooth shadows seems to be the way to go.

Fortunately, I usually don't have really tight deadlines, and for my own stuff I'm mostly concerned with "just the right touch," rather than what will look good running by in a ten second clip.

This is the same attitude that ruined me for black velvet painting. Really, I tried, but quick and sellable just wasn't possible. I did managed to keep body and soul together doing portraits, but that's another story.

In summary, I want it to look pretty much real, maybe a little dramatic, and I'll use as much time as I can get to do it.

Greg Denby

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1.586 Message number 0581

Date:
Fri, 16 Feb 1996 09:57:15 +1300
From:
Bill Boyce
<bilboyce@IHUG.CO.NZ>

Subject:
Re: Essence Textures for PC

At 01:46 PM 15/2/96 +0100, you wrote:

>Hi all

>

>If it may soothe a few anxious people who are waiting for essence: I just
>had a reply from S.Worley. He's alive and well, but reads and answers his
>essence-concerned mails in batches, which accounts for the delays.

I've had mine for a couple of weeks now in New Zealand, so they are going out...

--

Bill Boyce * Animation * 3D,2D even 1D (a dot, in your choice of colour)
Amiga & PC * Imagine 4.0 * Semi-Pro (Making money, but so much to learn)
The wages of sin is death, but the gift of God is eternal life in Christ
Jesus our Lord * Romans 6:23 * Questions welcome - no flame wars please!

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1.587 Message number 0582

Date:
Thu, 15 Feb 1996 15:00:39 -0800
From:
Chuck Needham
<twobit@GLOBALDIALOG.COM>

Subject:

Re: News From Impulse

gregory denby wrote:

>
> Hi all,
> Just got a letter from Impulse, which says in classic Impulse fashion,
> "To: All Imagine users," and then ""This...has been sent to a
> select group of our current users." I guess I'm a select all user:-0
>

Don't I feel special, mine was in the box today, too.

Does that perspective window look kinda like phong shaded full color? Or maybe it was a bad xerography print.

chuck

--

Chuck Needham
2Bit Graphics
e-mail: twobit@globaldialog.com
<http://www.globaldialog.com/~twobit/>

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1.588 Message number 0583

Date:
Fri, 16 Feb 1996 00:27:05 +0200
From:
Ayalon Hermony
<ila2024@ZEUS.DATASRV.CO.IL>

Subject:

Morphing diff objects, YES! (not...)

Hello IML'rs

Hate to be nagging the list, but twice the post didn't show, so I guess, once - it was the black hole (week) when no one got it, second - my provider collapsed. So, this my last attempt, if no one will answer, I'll know how bad I can be as a nagger (sp?)...

Here it is.

```
> I did morph two objects with 'different' number of faces, like primitive
> cone to primitive tube. That's the good news... (it takes some Imagine
> hidden tricks)
> But... the bad news, the inbetween steps, looks not what I expected.
> Maybe others on the list will have better ideas, and we all can do it
> right.
> I won't list all the details steps, although I wrote them down on paper,
> only if users will not get it, I'll post them then.
>
> To get two objects to morph, you need them to have the same number of faces.
> So, if we overcome this, Imagine will morph them.
>
> O.K, so to have them have the same number of faces, make a primitive cone,
> then make a primitive tube, take care they don't have the same number of
> faces !.
> Call them cone and tube.
>
> Now we have two choices;
>
> To subtract faces from the bigger (didn't try it)
> or, to add faces to the smaller. (didn't try it too)
>
> What I did try, I made two more copies of each obj, lets call them cone.1
> and tube.1.
> Pick/select cone.1, go to Select Points, select all the points, and Scale
> them down only in X and Y. in Top view. You get a 'point' only.
> You should get a line along the Z as seen in Front view.
> Do the same with tube.1
>
> At first, I Scaled them also along the Z, and got a 'single' point obj,
> actually, it's all the points of the obj in the same coordinate.
> It turn out worse then what will get later (told you about the bad news...)
>
> Let's go on. We have now four objs, tube & tube.1, cone & cone.1
> Join cone with tube.1, give it some attributes.
> Join tube with cone.1, give it some attributes.
> Save each to disk.
> We have two different objects, but now they have the same number of faces.
>
> That the first bad news. We get more faces/mem demands, then if we could
> do it without this trick.
> Go to Action then stage, and do the morphing.
> I did both from cone to tube, and vice versa, and here the second bad news.
> Because Imagine when morphing, first shrink the first obj towards the points
> of line of the target obj, and then expand it, we get a kind of twisted
> inbetween obj, and on the last frame of morphing, you get the correct
```

> target obj.
>
> Here, maybe someone will have a solution.
>
> For me, I don't mind, I get
> a really strange looking twisted obj, a mix between a cone and tube, very
> organic look, I can use for strang planets, or alien worlds.
>
> But if you after precise transformation of cat/dog to dog/cat, a better
> way need to be found.
>
>
>
> How do you come back from 3D ?
> Ayalon M. Hermony, Internet: ila2024@datasrv.co.il

P100 16M Im 3.0 Amazed++

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1.589 Message number 0584

Date:
Thu, 15 Feb 1996 15:32:45 -0700
From:
Roger Straub
<straub@CSN.NET>

Subject:
Re: New for version 5

Wow! 3 months after 4.0 is released and already we're begging for more features!

But, while we're on this subject, I'd like to suggest a few things. Two of these, Mike H tells us, are already implemented: styleguide-compliant GUI and an AREXX port for us Amigans.

Several more have been asked for, but we haven't recieved any news on them. Modular filters for object imports; user-configurable primitives based on equations (for the seriously demented); radiosity, though this would take too long both to code and render; preview of a brushmap while editing the axis, for more accurate positioning of details; polygons other than triangles usable in modeling; true soft shadows, i.e. non-point light sources (a light should be able to be any shape at all); volumetric fog, for that planetary atmosphere that just doesn't lok quite right now.

I realize this list is quite long, but many of the items aren't original; some were suggested back in the days of 2.0, when I first joined the list. Anyway, I hope Crowbar Mike hears this and the other posts in this thread. He HAS listened before...

--

"There is no love sincerer than the love of food." -- George Bernard Shaw

See ya,

Ben

** Imagine 4.0 - Amiga 3000/030/16MHz - 10MB - Skilled **

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1.590 Message number 0585

Date:
Thu, 15 Feb 1996 20:16:20 -0500
From:
Edward Askins
<edochan@ERIE.NET>

Subject:

Re: New for version 5

I would like to see an open architecture that allows plug-ins like Autodesk Animator, Lightwave and Ray Dream Designer have. -nuf said.

-Ed A.

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1.591 Message number 0586

Date:
Thu, 15 Feb 1996 20:22:33 -0600
From:
Stephen G.
<sgiff@AIRMAIL.NET>

Subject:

Re: New for version 5

At 08:16 PM 2/15/96 -0500, you wrote:

>I would like to see an open architecture that allows plug-ins like
>Autodesk Animator, Lightwave and Ray Dream Designer have. -nuf said.

>

>-Ed A.

>

Well, this was already included in version 4 with the ability to use global effects in the detail editor. But I agree, and hope that they will make it easy for us to use in Winders version.

s.g.

Visit me at the Magick Rainbow
<http://web2.airmail.net/sgiff>
^^

Imagine 4,3DS, PC Pentium 66, 32 meg ram.

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1.592 Message number 0587

Date:
Thu, 15 Feb 1996 20:41:38 -0600
From:
Stephen G.
<sgiff@AIRMAIL.NET>

Subject:
Re: New for version 5

This is what I would like to see in the upcoming Winders Version.

=====
Individual bone movement and updating in the Stage.

Shadow mapping / shadows in scanline.

Take out the repeating tile seam on altitude maps.

Fix the IOR for PC users.

Support for JPeg

A good realistic rippling water texture.

=====
Future versions:

NURBS modeling.

Landscape generator.

Uhhhh.....errrr.... a solar flare like in LW or Photoshop.

More textures.

More lighting textures.

Increase the edge limit.

Object Subdivision with interpolation as requested per Tim Wilson.

=====
s.g.

Visit me at the Magick Rainbow
<http://web2.airmail.net/sgiff>
^^

Imagine 4,3DS, PC Pentium 66, 32 meg ram.

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1.593 Message number 0588

Date:
Thu, 15 Feb 1996 22:23:00 EST
From:
Jean Wong
<0007271438@MCIMAIL.COM>

Subject:

Re: Howdy

-- [From: jwong * EMC.Ver #2.3] --

Conny Joensson wrote:

>>Try "merge". -Import your object. - Pick it. -Select "merge" from the
"objects" menu. -Save and render.<<

Nope, it didn't work. It seems as if I get a haphazard or overlapping of faces,
so that I have to go in and manually "unscramble" the vertices. Luckily, I can
"hide" the points that are okay, and zoom in on the troublesome ones, but it
gets kind of tedious when I have to do more than 50 or 60 faces. But thanks for
the suggestion, I'm still working on it.

BTW, if I try to import a DXF object that contains 10,000 or more vertices, I
get an error message that says "Too many edges in object," then another one
that follows: "Error: unknown type", which results in the termination of the
import.

Does this mean that there is a limitation in the number of vertices that
Imagine can import with respect to DXF objects? What do you think?

I hope I don't have to get something like Interchange to convert my 3D objects from other apps into Imagine, because it's not exactly inexpensive. Have you ever worked with Interchange Syndesis?

Ben Straub wrote:

>>I think that DXF is automatically triangle-based. That's why Imagine can import it. BTW, triangles shouldn't create any more vertices than squares, just more edges.>>

Yes, you're right, DXF just jots down all the vertices in 3D space coordinates, and keeps it in one huge file. Then, any program that can read DXF files, like Imagine, just sticks the points back up in 3D space.

And yes, you are right again regarding the triangulation of objects. Only the number of "faces" are increased, not the vertices. What I was trying to say was that if I used triangles instead of quads to model in Truespace, I would go crazy because of the increased number of "faces," and there is no "hide points" function. Thus, I would be trying to pick a vertex from a cloud of points in a complex object.

I meant the number of faces, not vertices. Call it a "mental" typo.

BTW, I'm the one (Dennis) who posted the original message. My wife (Jean) holds the keys to the e-mail system, I just use it... Actually, we put her name up there to trip up unwary victims --> just kidd'in, of course :)

Dennis Wong
J.L. Denser, Inc.

***** 727-1438@MCIMail ***** 75245.44@compuserve.com *****

PC 486DX2/66 (32MB) with IM4.0 Amiga 2000 (12MB) with IM2.0 Average+ (trying to get skilled!)

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1.594 Message number 0589

Date:
Thu, 15 Feb 1996 22:24:00 EST
From:
Jean Wong
<0007271438@MCIMAIL.COM>

Subject:
Re: Hello (IM4.0 on a P100)

-- [From: jwong * EMC.Ver #2.3] --

Thank you very much Robert and Scott for your suggestions regarding that I try the UNIVESA driver to get Imagine to perform properly on my 486DX2.

I've been reading the threads on UNIVESA and I didn't think I needed it, because the earlier versions of Imagine run fine with the Diamond board drivers. I have Imagine 3.0, 3.3, and 4.0 loaded. Only version 3.0 renders properly, but neither 3.3 nor 4.0 will, although they will both recognize the svga (vesa version 1.2 - ok) mode when I click on the svga menu option

Something happened between version 3.0 and 3.3 which caused the problem. Impulse said that they had not rewritten any of the code which would have affected the video modes, so they suggested that it might be a configuration (preferences) or hardware problem. So I have been trying for the past several months to figure out the problem, which still remains unsolved. But I will try the UNIVESA driver - heck, I've tried everything else.

BTW, I received my WinImagine update offer in the mail today. I guess its all over the list by now, but I'll throw in my fervor with the rest of the people. Even though Impulse says it will not ship until, probably April, I'm still excited that "It" has finally come. I only hope for everyone's sake that it will live up to the srp of \$1795 (yikes!). I can't wait to test it!!

Dennis Wong
J.L. Denser, Inc.

***** 727-1438@MCIMail.com ***** 75245.44@compuserve.com *****

PC 486DX2/66 (32MB) with IM4.0
Amiga 2000 (12MB) with IM2.0
Average+(trying to get skilled!)

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1.595 Message number 0590

Date:
Thu, 15 Feb 1996 22:56:10 -0500
From:
Jim Shinosky
<tracker@EN.COM>

Subject:

Re: New for version 5

I think you everything right on the mark as far as I'm concerned. I only have one thing to add: Make motion blur object defineable and fix the slider so that it shows an exact number for the amount of blurring.

On Thu, 15 Feb 1996, Stephen G. wrote:

> This is what I would like to see in the upcoming Winders Version.

>
> =====
>
> Individual bone movement and updating in the Stage.
>
> Shadow mapping / shadows in scanline.
>
> Take out the repeating tile seam on altitude maps.
>
> Fix the IOR for PC users.
>
> Support for JPeg
>
> A good realistic rippling water texture.
>
> =====
>
> Future versions:
>
> NURBS modeling.
>
> Landscape generator.
>
> Uhhhh.....errrr.... a solar flare like in LW or Photoshop.
>
> More textures.
>
> More lighting textures.
>
> Increase the edge limit.
>
> Object Subdivision with interpolation as requested per Tim Wilson.
>
> =====
> s.g.
>
> _____
> Visit me at the Magick Rainbow
> <http://web2.airmail.net/sgiff>
> ^^^
>
> Imagine 4,3DS, PC Pentium 66, 32 meg ram.
>

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1.596 Message number 0591

Date:
Thu, 15 Feb 1996 23:15:38 -0500
From:

!LuM!
 <lumbient@SUPERLINK.NET>

Subject:

Re: New for version 5

>I think you everything right on the mark as far as I'm concerned. I only
 >have one thing to add: Make motion blur object defineable and fix the slider
 >so that it shows an exact number for the amount of blurring.

Well I for one would LOVE to not have to save between stage+action editors,
 also I'd like to be able to pick n object in the action editor and have it
 selected in the stage editor!

!LuM!

Imagine 4.0, 586/90, 24mb ram, ????+

```
|-----\
|Anyone need a great checker floor? \
|Lumbient@superlink.net /
|----ANYONE NEED ANYTHING BLOWN UP?--$40 AN INFERNO!-----<
|I can make the most realistic chrome spheres! \
|They look great above the checkered floor! /
|-----/
```

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1.597 Message number 0592

Date:
 Thu, 15 Feb 1996 23:40:41 -0500
 From:
 Greg Stritmater
 <senip@J51.COM>

Subject:

Re: New for version 5
 Straub" at Feb 15, 96 03:32:45 pm

Well .. it looks like I'll have my Matrox Millenium problems
 solved .. a new version of Imagine! Now I'll have to see which comes
 first, the 'fix' from Matrox for Imagine 4.0, Univbe 5.2, or WinImagine. :)

While we're wishing here, I for one would like to see direct X
 support for the Win95 ver of WinImagine. I'm not very familiar with
 programing, but can't imagine that it's too hard to add support for this
 new API. That way, not only would I have support for the Millenium, but
 real NICE support at that .. Also import filters are a must for a package
 that will cost this much if it's to compete with LW and 3ds and the like.
 It'll make the transition for all those 3ds and LW people that have all
 these mesh files to load into Imagine that much easier. I CAN'T wait to
 finally get my Wacom Artpad to work in Imagine, not to mention the
 multitasking and new interface that will be gained. The ONLY other major
 feature I'd like to see is a MANUAL, well not just a manual a GOOD one.
 At the _VERY_ least, a good online help system, but hardcopy can't be beat.

Greg Stritmater
senip@j51.com

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1.598 Message number 0593

Date:
Fri, 16 Feb 1996 09:22:29 +0100
From:
Ernesto Poveda Cortes
<a00448@DTIC.UA.ES>

Subject:

Re: Pyro - An Unzipping util for Amigans
Molsen" at Feb 14, 96 05:54:13 pm

>

> On Mon, 12 Feb 1996, Granberg Tom wrote:

>

> > take some days to write down a understandable tutor, and zip the files
(anim

> > and stated obj) for your convinience.

>

> To all, Does anyone know a utility for unzipping files that can be used
> on the Amiga?!!!!!!

>

later, Brad

>

Yes, on Aminet <www.aminet.com>, under utils/compress or utils/arc you will
find unzipXX.lha; this is a port of GNU zip utils that works with pk* files.

--

A4000,040@25Mzh,6Mg,120HD Imagine 4.0 Medium User! // There can
E-mail: a00448@eps.ua.es, a00448@i3a.dtic.ua.es \// be only one
Real Name: ~Ernesto Poveda Cortes~ I am STILL not a number =^)

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1.599 Message number 0594

Date:
Fri, 16 Feb 1996 19:52:03 +1100
From:

Jodi Nelson
 <jodi@C031.FOCALTECH.COM.AU>

Subject:

Re: New for version 5

My 2 cents worth

I would love to be able to tile map objects other than grounds and planes!

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1.600 Message number 0595

Date:
 Fri, 16 Feb 1996 11:57:54 0000
 From:
 Harry Drummond
 <in4831@WLV.AC.UK>

Subject:

Re: Postscript fonts (was: Starting)

At 12:44 15/02/96 +0200, Tom Granberg wrote:

>Ehh...

>

>What is this, and what does it do?

>ATM FONTS.QLC

>

Um... as it happens, further experimentation showed it wasn't needed. However, Cliff Bradshaw still solved my font loading problem, because although I was up to my ears in Postscript fonts, none of them were the .pfb variety. I'm still getting the odd bad font, of course, but at least I'm now in business.

Harry

```
|++++/<<+<< Harry Drummond, University of Wolverhampton
|<<+>>\<<+>>/ email: H.Drummond@wlv.ac.uk
\ |<<+>>\++++>>\
\++>>\ \ \++>> Some days I seem to get
\++++>>>\<<+>>| shunted every whichway...
```

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1.601 Message number 0596

Date:
Fri, 16 Feb 1996 12:38:20 +0000
From:
Jeremy Peter Hopkin
<jph@CS.NOTT.AC.UK>

Subject:

Re: Morphing diff objects, YES! (not...)

> I did morph two objects with 'different' number of faces, like primitive
> cone to primitive tube. That's the good news... (it takes some Imagine
> hidden tricks)

-snip-

> Go to Action then stage, and do the morphing.
> I did both from cone to tube, and vice versa, and here the second bad news.
> Because Imagine when morphing, first shrink the first obj towards the points
> of line of the target obj, and then expand it, we get a kind of twisted
> inbetween obj, and on the last frame of morphing, you get the correct
> target obj.

-snip-

> For me, I don't mind, I get
> a really strange looking twisted obj, a mix between a cone and tube, very
> organic look, I can use for strang planets, or alien worlds.
>
> But if you after precise transformation of cat/dog to dog/cat, a better
> way need to be found.

I think your problem may be, but I'm not sure, that Imagine (and I'm not sure about this either), moves a point to its respective point.

For example: If you have a primitive sphere and morphed it to the same sphere, BUT mirrored in the x then y and then z plane (thus it would look the same but the points making it up would be in their opposite positions) The morph would be a sphere shrinking to a point and then expanding again.

Hmmm... What I mean is if you have an object and move a point in it to another position, and then morph, THAT point will move to its new position. Thus if you have a shape and create another shape from its points by randomly choosing points to move, then the morph will be a random kind of morph.

Understand? I don't think I made that very clear, so if you dont get it, say so(email-wise) and I do it better.

Jeremy

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1.602 Message number 0597

Date:
Fri, 16 Feb 1996 12:55:25 GMT
From:
Cliff Bradshaw
<cjbradshaw@TAZ.DRA.HMG.GB>
Subject: [Q] defining

This is a question about something pretty damn fundamental, so my apologies if any anyone's intelligence is insulted, but that's the plight of us coverdisk people! If there was a decent Grassroots manual, perhaps I wouldn't need to waste peoples time with such trivia! :-)

I'm attempting to create an object in solid gold. When I select the "Gold" texture from the attributes requester it comes out looking green! Do I need to select the Gold texture *then* set the R,G,B values to Gold? (204,127,50 I think...) That's what I did anyway and it still looks green!

Anyone help?

--

Cliff
cjbradshaw@taz.dra.hmg.gb

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1.603 Message number 0598

Date:
Fri, 16 Feb 1996 15:11:38 +0100
From:
Mikael Johannsen
<mikael@PIP.DKNET.DK>
Subject: Real life laser

Hi

I saw the NBC news last night. They showed a real life laser powerfull enough to destroy missiles and half the price of a Patriot missile. Guess now we have a realistic model to design our own realistic laser weapons.

Mikael Johannesen
mikael@pip.dknet.dk
PC 486DX2 66Mhz, 8MB RAM, Imagine 4.0

I WILL LIVE FOREVER, or die trying.

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1.604 Message number 0599

Date:
Fri, 16 Feb 1996 10:05:22 -0500
From:
Bob Sampson
<RobSampson@AOL.COM>

Subject:

Simple things

Well it seems the little things Imagine does will never stop amazing me.

Although probably everyone but me realized this, I found that I could select individual faces of an object and extrude just them. I had not ever thought about it before nor needed to do so, but the project I'm working on now lent itself to this technique. Specifically I wanted to modify the eye sockets in a head object I'm creating for a scene so that they would be deeper and recessed. I was going to merge a tube and then manipulate the points when I figured I would just try extruding a select set of faces on the object. It worked and the modeling came out better than I could of hoped for. I know the guru's on the list may read this and laugh because they have been doing this for years or something but I figured new user's might benefit from my recent education:)

Bob.....

Imagine renderings.

<http://home.aol.com/robsampson>

Imagine 4.0 P90 40 meg ram average+

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1.605 Message number 0600

Date:
Fri, 16 Feb 1996 10:14:59 -0500
From:
Bob Sampson
<RobSampson@AOL.COM>

Subject: Re: [Q] defining

In a message dated 96-02-16 07:58:11 EST, you write:

```
>I'm attempting to create an object in solid gold.  When I
>select the "Gold" texture from the attributes requester
>it comes out looking green!  Do I need to select the Gold
>texture *then* set the R,G,B values to Gold? (204,127,50
>I think...)  That's what I did anyway and it still looks
>green!
```

The green you see when doing a quickrender will always look like that. In order to get a good looking gold you need to have something in the environment for it to reflect. Take any paint program and create a yellow or goldish colored screen with your flood fill tool. Now take any desired filters and dirty it up with flowing darker colors or use your airbrush tool to just spray wavy lines of a darker color into it. Now use that image as a global brush map in the action editor/global actor. Trace out the simple scene with your gold object and you will see a big difference. Now you have the basics, and you can start creating/editing brush maps that will work better or look around for people who have them on their page to share with you. Hope this helps ya.

Bob.....
Imagine renderings.
<http://home.aol.com/robsampson>
Imagine 4.0 P90 40 meg ram average+

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1.606 Message number 0601

Date:
Fri, 16 Feb 1996 10:01:04 -0600
From:
Marc Steinkoenig
<ST4NV@JETSON.UH.EDU>

Subject:

Re: Real life laser

Sorry I can't quote the message, but it had to do with modeling anti-missile lasers. Anyway, Mikael, if you will go back a few years to the mid 1980s, you'll find a lot of stuff pertaining to the old SDI program which focused on the use of beam weapons for missile defence. One in particular was in Discover magazine and I *MIGHT* still have the issue. I'll look for it, as I recall it was quite in depth with a few pictures of working/experimental/mothballed weapons projects.

It's interesting to know, however, that they finally managed to get the price down on viable military lasers. As I recall, the hefty price tag was one of the major things which stopped the Star Wars program... That and the fact that very few of the weapons systems could actually work against a REAL ICBM. It came out later that most of the footage from the beam weapons testing was false, and the tests were fixed. Who knows? Maybe they're for real this

time and maybe they aren't. I'll keep my eyes peeled, though, it sounds like an interesting prospect (though I haven't given much thought to modeling weapons).

Marc

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1.607 Message number 0602

Date:
Fri, 16 Feb 1996 09:36:48 -0800
From:
Mike McCool
<mikemcoo@EFN.ORG>

Subject: Re: [Q] defining

Gold is really just gold-chrome, which means it's completely reflective. The trick with metal textures is to set up something in your environment for them to REFLECT. Some kind of global brushmap is in order.

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1.608 Message number 0603

Date:
Fri, 16 Feb 1996 14:04:22 -0500
From:
Nancy Jacobs
<NancyJcbs@AOL.COM>

Subject:

Re: Simple things

In a message dated 96-02-16 10:07:04 EST, Bob Sampson writes:

> I found that I could select
> individual faces of an object and extrude just them. I had not ever thought
> about it before nor needed to do so, but the project I'm working on now lent
> itself to this technique. Specifically I wanted to modify the eye sockets
> in
> a head object I'm creating for a scene so that they would be deeper and
> recessed.

I discovered this exact same thing, in the same way...but my discovery was

that you can extrude just an EDGE at a time (sometimes difficult to see that it's worked after you do it, however). So you can get real complicated if you want to....great for eyelid folds, though.

Nancy
NancyJcbs@aol.com

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1.609 Message number 0604

Date:
Fri, 16 Feb 1996 15:49:56 -0500
From:
Bob Sampson
<RobSampson@AOL.COM>

Subject:

Re: Simple things

In a message dated 96-02-16 14:20:10 EST, you write:

>I discovered this exact same thing, in the same way...but my discovery was
> that you can extrude just an EDGE at a time (sometimes difficult to see
that
>it's worked after you do it, however). So you can get real complicated if
you
>want to....great for eyelid folds, though.
>
>Nancy

Thanks for another great idea Nancy. This alien I'm creating is starting to come along nicely. I used to stay away from alot of organics but I'm learning quite a bit doing this project. Now all I need is the patience to finish it all up correctly over the next week or so rather than rushing some half baked image like all the rest of my work.:)

Bob.....
Imagine renderings.
<http://home.aol.com/robsampson>
Imagine 4.0 P90 40 meg ram average+

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1.610 Message number 0605

Date:
Fri, 16 Feb 1996 17:18:33 -0500
From:
Nancy Jacobs
<NancyJcbs@AOL.COM>

Subject:

Re: Simple things

In a message dated 96-02-16 16:04:03 EST, Bob writes:

>This alien I'm creating is starting to
>come along nicely.

Love to see it when you're finished... On your home page?

BTW, do you know of any good CHEAP (shareware, maybe) CAD progs that have some useful tools (including decent bezier curves) and outputs a reasonable dxf file ?

Nancy

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1.611 Message number 0606

Date:
Fri, 16 Feb 1996 17:38:40 PST
From:
Imagine Subscriber
<bob_landry@CORP.CUBIC.COM>

Subject:

Re: Simple things

On Fri, 16 Feb 1996 17:18:33 -0500 Nancy Jacobs wrote:

>BTW, do you know of any good CHEAP (shareware, maybe) CAD progs that have
>some useful tools (including decent bezier curves) and outputs a reasonable
>dxf file ?

>

>Nancy

>

Nancy,

I use Drafix Windows CAD from Foresight Resources Corporation. It's one of the simplest and easiest to use 2D drafting programs I've come across. I work in a drafting department and have access to numerous CAD programs, both PC and Workstation based. I've used Autocad, Autocad LT, and AutoSketch. All three are excellent programs, but when I have a 2D drafting task I use Drafix mostly. It just has a more intuitive feel to it. Best of all, it interfaces very well with Imagine via DXF. Drafix also can generate Bezier splines which also output very

well via DXF. Besides its own native drawing format and DXF, Drafix can both read and write HPGL, and IGES data as well. I have found this invaluable.

Now if memory serves me correctly I think I paid somewhere around \$250 for the program. This was 4 or more years ago though, and I think the product has seen some pretty drastic price reductions since then. Last year I think I saw it selling at my local Software retailer for \$99. I looked through the files on my system and the only contact number I could come up with was for their tech support line. Anyway here's all the info I have on them.

Drafix Windows CAD
Foresight Resources Corp.
10725 Ambassador Dr.
Kansas City, MO 64153
Tech Support (816)891-8418

Hoe this helps.

- Bob

Name: Bob Landry
Imagine 4.0, P90, 16 meg ram, Intermediate
Home Page: <http://www.n2.net/blandry>
E-mail work: bob_landry@corp.cubic.com
E-mail home: blandry@n2.net
Date: 02/16/96
Time: 17:38:40

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1.612 Message number 0607

Date:
Fri, 16 Feb 1996 18:24:23 -0500
From:
Edward Askins
<edochan@ERIE.NET>
Subject:
Re: New for version 5

On Thu, 15 Feb 1996, Stephen G. wrote:

> At 08:16 PM 2/15/96 -0500, you wrote:
> >I would like to see an open architecture that allows plug-ins like
> >Autodesk Animator, Lightwave and Ray Dream Designer have. -nuf said.
> >
> >-Ed A.
> >

>
> Well, this was already included in version 4 with the ability to use global
> effects in the detail editor. But I agree, and hope that they will make it
> easy for us to use in Winders version.
>

You are right. What I would like is for Imagin's geomery plug-ins to be documented(perhaps with some sample source code). The textures are documented, but they require rather specific development tools to compile them. As for the modeller is concerned, I can't bitch about it. I have seen much worse for much more \$\$ and I have yet to see better.

-Ed

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1.613 Message number 0608

Date:
Fri, 16 Feb 1996 15:24:21 -0600
From:
Peter Kovach
<peter.joseph.kovach@MEDTRONIC.COM>

Subject:
Humanoid Update -Reply

Sorry guys for sending this to everyone, but I figured I'd say publicly what I wanted to Tim. (Since I accidentally responded to his note the first time not noticing it had a distribution to the whole group)

Geez, what a guy. I tried to make it clear that since he already sent me a pre-release version of his 'Humanoids' package, I was in no rush to receive the final I had not gotten. BUTTT, bing he sent it out priority mail and I got it the next day.

Thanks Tim - too bad everyone did not do business this way. Your package is great (from the little I have had time to use it). Hope to put it to better use soon.

I wish I could afford your Kine Modelz but, I can't justify the cash for my current uses. Do you have any renderings of them to show off yet?

Ever talk to Alfonso Hermida about a poly reduction routine?

Thanks again!

>>> Tim Wilson [Crestline] <76432.1122@COMPUSERVE.COM> 02/06/96 09:24am >>>

Peter Kovach said:

>>>THANKS for sending me the new Humanoids package early.<<<

Thank YOU, Peter, for your interest and support. I didn't have much choice though. Since you ordered so recently, I had to send you a beta of some of the new figures, because there were no copies left of the older ones. You may find a few other new things to play with in the final release headed your way as well.

>>> A goal is to also find a way to cull polys from the figures so I can speed rendering. I haven't come up with any non-manually intensive way to do it.<<<

You might look at some of the commercial object conversion programs or other low-cost poly-programs to see if there are any decent reduction or optimization routines. I haven't examined these recently, so I can't say what's out there.

This is also something that would make a nice .IFX modeling procedural, if someone had the inclination. Let me see what Alfonso Hermida has to say.

If your goal is principally to speed up rendering though, there may be other things that can be done about that.

-Tim Wilson (now where's that Nytol?)

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1.614 Message number 0609

Date:
Fri, 16 Feb 1996 17:56:16 +0000
From:
fredster@DIGISYS.NET
<

Subject:

Re: Simple things

> Well it seems the little things Imagine does will never stop amazing me.
> Although probably everyone but me realized this, I found that I could select
> individual faces of an object and extrude just them. I had not ever thought

<snip>

> the guru's on the list may read this and laugh because they have been doing
> this for years or something but I figured new user's might benefit from my
> recent education:)

Thanks Bob, excellent tip! No laughing here...

Fred Aderhold
fredster@digisys.net
<http://www.digisys.net/users/fredster>

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1.615 Message number 0610

Date:
Fri, 16 Feb 1996 01:40:13 GMT
From:
Duncan
<dunc@ERASER.DEMON.CO.UK>

Subject:

Re: Pyro was:Re: Ehhh..
Imagine <IMAGINE@SJUVM.STJOHNS.EDU> (on Wed, 14 Feb ↵
96 17:54:13)

Hello Brad, On Wed, 14 Feb 96, You Wrote:

BM.>To all, Does anyone know a utility for unzipping files that can be used
BM.>on the Amiga?!!!!!!

Aminet/util/arc/ there are a few in there (well a zipper and unzipper at least)

--

dunc@eraser.demon.co.uk

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1.616 Message number 0611

Date:
Fri, 16 Feb 1996 01:44:32 GMT
From:
Duncan
<dunc@ERASER.DEMON.CO.UK>

Subject:

Re: Amiga->PC file conversion problems
<IMAGINE@SJUVM.STJOHNS.EDU> (on Wed, 14 Feb 96 ↵
21:54:44)

Hello Kaspar, On Wed, 14 Feb 96, You Wrote:

>>BAD CHUNK ERROR. I have no other copy of the files, so am desperate
KS.>>for a solution.
KS.>I just did the same switch, and found that disk I had formatted on the Amiga
KS.>using the PC0 device were very flaky on my new Pentium. However, a disk

I use PC1: on my amiga and havent come accross any similar problems If your
machines are in the same room get a null modem cable (or make one) and connect
them with this and use TwinExpress or PC2AM from aminet -its much easier and you
dont have to split/join stuff

--

dunc@eraser.demon.co.uk

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1.617 Message number 0612

Date:
Fri, 16 Feb 1996 01:48:21 GMT
From:
Duncan
<dunc@ERASER.DEMON.CO.UK>

Subject:

Re: HELP! Transparency probs.
<IMAGINE@SJUVM.STJOHNS.EDU> (on Wed, 14 Feb 96 ↔
23:51:00)

Hello Darryl, On Wed, 14 Feb 96, You Wrote:

DL.>I can't create my own however. How do you toggle the tranparency on?
DL.>I can "save as" "-gif 89a" , but no transparency requestor appears.
DL.>
DL.>Any help appreciated.

Get display188 it has a transparensave toggle -seems to work OK

--

dunc@eraser.demon.co.uk

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1.618 Message number 0613

Date:
Fri, 16 Feb 1996 22:03:07 -0500

From:
Bob Sampson
<RobSampson@AOL.COM>

Subject:

Re: Simple things

In a message dated 96-02-16 17:22:39 EST, you write:

>Love to see it when you're finished... On your home page?
>
>BTW, do you know of any good CHEAP (shareware, maybe) CAD progs that have
>some useful tools (including decent bezier curves) and outputs a reasonable
>dxf file ?
>
>Nancy

Once I get it done I'll put it on my page Nancy. As for CAD shareware, no sorry. I use AcadR13 (and I'm pretty sure it's price puts it out of the shareware category:).

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1.619 Message number 0614

Date:
Fri, 16 Feb 1996 21:49:52 -0600
From:
Bill Osuch
<bosuch@INTEX.NET>

Subject:

Particle question

I just started working on particles in 3.0, and I'm starting to get the hang of it, but I'm having a problem..... I took a 5x5 plane and extruded it to a box, then applied sphere particles to it (so that there's 25 sphere's per side). The axis is right on one of the upper edges. The effect I'm going for is to have the box of spheres slowly collapse and bounce around. In the particle F/x requestor I set 'Min/Max Angle from Z' to 170/190, so that it would look like a collapse rather than an explosion. It collapses beautifully, and the spheres bounce nicely, but they stay in the same area - I want them to roll off every which way. Should I have another particle F/X take over with the 'Min/Max Angle from Z' set more outwards, or what? Thanks!

- Bill
bosuch@intex.net
<http://www.intex.net/~bosuch>

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1.620 Message number 0615

Date:
Fri, 16 Feb 1996 23:11:58 -0500
From:
Curtis Carlson
<Curtcee@AOL.COM>

Subject:

Re: News From Impulse

On Feb. 15, Gregory Denby wrote about the Edimator board:

> Supports jpeg compression, continuous 60 fields/sec playback, requires SCSI
>controller, supports CD quality audio.

The documents I received stated that the SCSI controller is built-in to the board. So no separate SCSI controller board is required. I just thought I would clear that up in case someone was thinking of killing themselves over it. It sounds impressive, but at \$2800 hmmmmm...I think I'll hang on to my PVR.

Curtis Carlson
Curtcee@aol.com

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1.621 Message number 0616

Date:
Fri, 16 Feb 1996 21:10:36 -0700
From:
Roger Straub
<straub@CSN.NET>

Subject:

Re: New for version 5

On Thu, 15 Feb 1996, Stephen G. wrote:

> This is what I would like to see in the upcoming Winders Version.
[snip]
> Object Subdivision with interpolation as requested per Tim Wilson.

One question: What IS Smooth Fracture, if not this?

BTW, Tim was complaining about the Smoothing tool earlier. You CAN use it in point, edge, or face mode for selective smoothing. =)

Anyway it was going to be 2D only but I got to thinking about 3D hands and started to tweak one of Tim's (the earliest, simple Humanoid's). Trying to make it convincing in closeup with the same # of faces has already taught me a lot. And I want to get better at Bones with such an object before trying a horse, especially if it's going to morph into a man.

So ideally this little 3-min piece will have the original pastels morphing one to the next as the background ('sky'), and a gigantic hand, probably mostly the knuckles, as the 'terrain', upon which hands about the size of cows cavort.

Don't know if I'll be able to plan so much in a single render! Maybe put the background on tape and genlock over it? Naw, wouldn't work because I'm single-frame recording for the master tape. Hmmm. Ah! Instead of Imagine's Backdrop function, project the Background onto a screen-size, simple plane.

The hands will be brush-wrapped in pastel-morphs. They look pretty good, and the pastel backgrounds, if I may say, look way kyule! They're much more painterly than stuff I've been able to do directly on the computer. . maybe that's why many paint programs include 'paper types' and pen types etc. I'm morphing with ImageFX's CineMorph, which has an option to use splines in the rendering. When this graceful feature is turned on, the render times skyrocket, taking much longer than most of the 3D I've done! Like, average, 14 minutes per damn 2D frame! (instead of 40 seconds without splines) But worth it, I guess.

Some say a narrative is the test of a filmmaker. Horse of Stone will have a narrative, sort of, but Handjive is about design.

Tom R.

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1.623 Message number 0618

Date:
Fri, 16 Feb 1996 23:41:25 -0500
From:
!LuM!
<lumbient@SUPERLINK.NET>

Subject:

Re: New for version 5

>> Well, this was already included in version 4 with the ability to use global
>> effects in the detail editor. But I agree, and hope that they will make it
>> easy for us to use in Winders version.

>>

>

>You are right. What I would like is for Imagin's geomery plug-ins to be
 >documented(perhaps with some sample source code). The textures are
 >documented, but they require rather
 >specific development tools to compile them. As for the modeller is
 >concerned, I can't bitch about it. I have seen much worse for much more
 >\$\$ and I have yet to see better.

OKAY, I'm gonna say something that Scott Kirvan told me...

----Snip "Scott Kirvan"-----

The FX are an extreme hassle to work with and most of
 the time won't handle what people want to do with them. Nearly every
 time I wrote a new effect, it took modification within Imagine to get the
 information/control I needed for the effect. They aren't as versitile as
 they look.

-----Snip-----

Well untill Impulse gets its act together I see NO hope for 3rd party cr...
 ah stuff.

!LuM!

Imagine 4.0, 586/90, 24mb ram, ???+?

```
|-----\
|Anyone need a great checker floor?          \
|Lumbient@superlink.net                       /
|----ANYONE NEED ANYTHING BLOWN UP?--$40 AN INFERNO!-----<
|I can make the most realistic chrome spheres! \
|They look great above the checkered floor!   /
|-----/
```

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1.624 Message number 0619

Date:
 Fri, 16 Feb 1996 23:02:38 -0600
 From:
 Stephen G.
 <sgiff@AIRMAIL.NET>

Subject:
 Some Info

I was just reading a zine from Canada that had some interesting info on Toy
 Story. The renderfarm used was the equivalent of 300 Cray 1 Supercomputers.
 It would have taken a single processor computer 43 years to render and each
 frame was 300 megabytes in size and took 2-12 hours to render. The systems
 used for the renderfarm were Sun Sparc dual processors.

s.g.

Visit me at the Magick Rainbow
<http://web2.airmail.net/sgiff>
 ^^^

Imagine 4,3DS, PC Pentium 66, 32 meg ram.

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1.625 Message number 0620

Date:
 Fri, 16 Feb 1996 22:17:12 -0700
 From:
 Roger Straub
 <straub@CSN.NET>

Subject:

Re: New for version 5

On Fri, 16 Feb 1996, !LuM! wrote:

>
 > OKAY, I'm gonna say something that Scott Kirvan told me...
 > ----Snip "Scott Kirvan"-----
 > The FX are an extreme hassle to work with and most of
 > the time won't handle what people want to do with them. Nearly every
 > time I wrote a new effect, it took modification within Imagine to get the
 > information/control I needed for the effect. They aren't as versitile as
 > they look.
 > -----Snip-----
 >
 > Well untill Impulse gets its act together I see NO hope for 3rd party cr...
 > ah stuff.

This may happen soon, as the Windies version will have all the FX as DLLs. Perhaps these are easier to work with? =)

> !LuM!
 > Imagine 4.0, 586/90, 24mb ram, ????+
 > |-----\|
 > |Anyone need a great checker floor? \|
 > |Lumbient@superlink.net /|
 > |----ANYONE NEED ANYTHING BLOWN UP?--\$40 AN INFERNO!-----<|
 > |I can make the most realistic chrome spheres! \|
 > |They look great above the checkered floor! /|
 > |-----/|
 >

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1.626 Message number 0621

Date:
Sat, 17 Feb 1996 00:57:36 -0500
From:
Charles Blaquiere
<blaq@IO.ORG>

Subject:

Re: fvdauwer@uia.ua.ac.be

On Thu, 15 Feb 1996, Marc Steinkoenig wrote:

> is the difference between Imagine 3.0 and Imagine 4.0? I mean, what

Marc, ask Impulse to send you the glossy color brochure they created for Imagine 4.0. Not only does it contains great images, some done by IML members, but it lists all 50 features that have been added to 3.0. Yes, 50. Well worth the \$100 upgrade. (\$200 if your 3.0 is a coverdisk)

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1.627 Message number 0622

Date:
Sat, 17 Feb 1996 01:31:34 -0500
From:
Charles Blaquiere
<blaq@IO.ORG>

Subject: Re: [Q] defining

On Fri, 16 Feb 1996, Bob Sampson wrote:

> to just spray wavy lines of a darker color into it. Now use that image as a
> global brush map in the action editor/global actor.

...or you can do it straight from the Detail editor, as a Quickrender, by applying the image to the object as an Environment Brushmap.

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1.628 Message number 0623

Date:
Sat, 17 Feb 1996 02:12:55 -0500

From:
Christopher M. Stoy
<sloth@PSU.EDU>

Subject:

Re: Real life laser

Mikael Johannsen wrote:

>
> Hi
>
> I saw the NBC news last night. They showed a real life laser powerfull
> enough to destroy missiles and half the price of a Patriot missile. Guess
> now we have a realistic model to design our own realistic laser weapons.

Well, REAL lasers are rather boring as weapons... We are so used to seeing a laser as a VISIBLE beam of light, yet real lasers don't look like a glowing tube. Instead, they are invisible unless something gets in their way. So, if you SEE a laser beam you are really seeing the laser reflected off the dust and dirt in the air. The more dust/dirt/etc in the air the more of the beam you would see. I didn't see the laser on NBC, but we have a laser here at Penn State the the meteo dept uses durring the summer and on a cloudy night or when there is a lot of dust in the air, you can see the beam go off into space. It's kinda neat, but not really as impressive as the "fake" lasers we see in movies.

Basically, if it looks good then does it HAVE to be realistic?

Chris.

--

Christopher M. Stoy
cms@michelle.me.psu.edu
cms129@psu.edu
<http://michelle.me.psu.edu/sloth.html>

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1.629 Message number 0624

Date:
Sat, 17 Feb 1996 02:24:41 -0500
From:
Christopher M. Stoy
<sloth@PSU.EDU>

Subject:

Imagine on an SGI!!!!

Hello All,

I thought you all might be interested in hearing that I've got Imagine running on an SGI Indigo2 122MHz computer. Yes, Imagine, which won't run under Windows 95, is now running happily on an SGI.

Before you all drool all over your keyboards or hunt me down out of envy, you should know it is running about the same speed as a 386...

So, how did I achieve this miracle? Well, a little program called SoftWindows. It is a complete 486 PC computer running in a window on the SGI desktop.

Unless you have one kick-ass SGI, Imagine will ALWAYS run faster on a PC or Amiga. With Impulse's new "bleed them dry" pricing policy, I would hate to see what they would charge for a native SGI version of Imagine. :-)

Later,

Chris.

--

Christopher M. Stoy
cms@michelle.me.psu.edu
cms129@psu.edu
<http://michelle.me.psu.edu/sloth.html>

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1.630 Message number 0625

Date:
Sat, 17 Feb 1996 02:40:52 -0500
From:
Ali Helmy
<helmy@VOYAGER.COM>

Subject:

Re: Real life laser

s

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1.631 Message number 0626

Date:
Sat, 17 Feb 1996 06:05:20 EST
From:
Tim Wilson [Crestline]
<76432.1122@COMPUSERVE.COM>

Subject:
Smoothing

To Roger Straub, regarding your 'New for version 5' message of Fri, 16 Feb 1996,

>>>One question: What IS Smooth Fracture, if not [Object Subdivision with interpolation as requested by Tim Wilson]?<<<

Imagine's Smooth Fracture only works on a line of edges selected in a specific order, not on a surface. It doesn't work on faces at all. And it uses splines for smoothing on ALL the points, not just the ones newly created by fracturing. It's probably most useful on contours that you're about to extrude or sweep.

>>>You CAN use [the smoothing tool] in point, edge, or face mode for selective smoothing.<<<

Unfortunately, this isn't all that's needed. I probably can't explain it much better than I did before. But what I'm looking for is not just Selective smoothing, but INTERPOLATED smoothing; where some points are left alone but they are still CONSIDERED in adjusting the positions of neighboring points. Imagine's Smoothing Tool only considers the points that are selected. As far as its concerned the other unselected points in the mesh do not even exist.

When you Fracture the faces of an object in Imagine a new point is added in between each original point. If you select just the new points (which you can do with the Select Range command) and apply Imagine's Smoothing Tool only to them, your surface will become a jagged mess, because the smoother will move the selected points without any regard to the position of their neighboring unselected points. I need the smoothing to move just the new points, WHILE using the original points as a reference for their adjustment. That's what I mean by interpolation. And it's what LW's Smooth Subdivide can do, that Imagine's tools cannot. This is one instance where Imagine isn't going to be able to pull the rabbit out of the hat, because the formulas needed to accomplish it just aren't in there yet.

I hope this clarifies things a little. I don't know how many times I've tried to explain this at users' groups and on CIS. It took me along time to understand as well. It may just be one of those things you have to see and try, before you 'get it'. If you read over my 'Dino Modeling' message again carefully, maybe it will become a little clearer. It's a subtle effect, but it improves the quality of rendering on a model immeasurably. And It's the only way you can effectively increase the complexity and detail of your geometry, while preserving all the integrity of your original modeling.

The problem essentially boils down to this. You've just created a nice model of some creature. You're rendering the object, and discover when you zoom in for a closeup that the contours look faceted, and the Phong shading looks choppy. How do you add more triangles to improve this, and keep the original shape you just spent so much time designing? Fracturing it won't improve anything. It will make things worse, because all the new points will be added into the flat planes of each original triangle, reinforcing the facets, rather than enhancing the surface's curves.

Try this simple test. Add a Primitive Sphere with 12 Circle Sections, an

d
6 Vertical Sections. Fracture it 3 times, and render it, and I think you'll begin to see what I mean.

-Tim Wilson
Imagine 4 on P5, Advanced- freeform modeling & animation

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1.632 Message number 0627

Date:
Sat, 17 Feb 1996 06:19:33 EST
From:
Tim Wilson [Crestline]
<76432.1122@COMPUSERVE.COM>

Subject:

Message Received

To Marcel Lettier, regarding your message of Thu, 15 Feb 1996,

>>>I received a mail from Tim Wilson. I answered it but I'm not sure if the address is OK. Could anyone confirm it?<<<

Not to worry. I got all your messages. Sometimes it takes me a couple of days to reply. Right now my in-box is still pretty crammed. I'll contact you by private mail shortly.

-Tim

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1.633 Message number 0628

Date:
Sat, 17 Feb 1996 13:13:32 +0100
From:
Robert Nilsson
<robert.nilsson@POP.LANDSKRONA.SE>

Subject:

Re: Animating

At 02.24 96-02-13, Dave Wilson wrote:
>At 03:27 AM 2/13/96 -0500, you wrote:
>>

>>Say more, please! I'm single-framine to Hi8 with the PCM sound, using an
>>A2000 040. Am I missing something or sitting pretty?

>>

>>

>

> What else do you want to know? If you want to animate on
>the Amiga you need to get one of a few programs. Two good ones are Deluxe
>Paint (costs money though) and MakeAnim (free). Use these to make your
>anims and find something to play them back (Deluxe Paint will but I think
>there may be something that's better).

>

> I haven't used an Amiga in almost a year so I'm really
>rusty, sorry.

Actually I would go for Scala MM400... (or MM300) 'cause it plays
animations very fast.. And if you have a fast harddrive it is no problems
to playback the animation from harddrive.

```
*****
* Robert Nilsson *
* Flare Productions *
* Tel: +46-418-53007 Fax:+46-418-53013 *
* Email: robert.nilsson@pop.landskrona.se *
*****
```

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1.634 Message number 0629

Date:
Sat, 17 Feb 1996 13:13:37 +0100
From:
Robert Nilsson
<robert.nilsson@POP.LANDSKRONA.SE>

Subject:

Re: New for version 5

At 18.10 96-02-15, GARETH LLEWELLYN wrote:

>What I would like for version 5 would be to select objects
>in the stage editor, not just groups.

>

>Thus allowing me to change the attributes of sub-objects,
>whilst leaving the parent objects the same...

>

Yeah.... that would be really nice... And I would like to have some kind of
"unpick" for points... If you select points sometimes I would like to be
able to unselect some points.. Like in Lightwave..

```
*****
* Robert Nilsson *
*****
```

* Flare Productions *
* Tel: +46-418-53007 Fax:+46-418-53013 *
* Email: robert.nilsson@pop.landskrona.se *

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1.635 Message number 0630

Date:
Sat, 17 Feb 1996 13:13:42 +0100
From:
Robert Nilsson
<robert.nilsson@POP.LANDSKRONA.SE>

Subject:

Re: New for version 5

At 23.15 96-02-15, !LuM! wrote:

>

>Well I for one would LOVE to not have to save between stage+action editors,
>also I'd like to be able to pick n object in the action editor and have it
>selected in the stage editor!

YES please i would really like to see this.... I would love to be able to
move between the two much easier.. I would also like to be able to save the
anim you can do with make anim...

And I would like to have an Antialiasing setting in the project editor, in
the "rendering settings editor". So one could be able to set Antialias
individually for each project. Son one doesn't have to go to the
preferences all the time..

I think this should have been included a long time ago....

* Robert Nilsson *
* Flare Productions *
* Tel: +46-418-53007 Fax:+46-418-53013 *
* Email: robert.nilsson@pop.landskrona.se *

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1.636 Message number 0631

Date:
Sat, 17 Feb 1996 13:58:41 +0100
From:
Justice
<S.Petroncini@CDC.IT>

Subject:

Hello

Hello guys, I'm Justice from Italy.
This is my first time on mailing lists, and what better than my preferred 3D
program ?
Thanks in advance.

(more) J U S T I C E

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1.637 Message number 0632

Date:
Sun, 18 Feb 1996 00:04:43 +0930
From:
travis
<envision@DARWIN.TOPEND.COM.AU>

Subject: Re: [Q] defining

>I'm attempting to create an object in solid gold. When I
>select the "Gold" texture from the attributes requester
>it comes out looking green! Do I need to select the Gold
>texture *then* set the R,G,B values to Gold? (204,127,50
>I think...) That's what I did anyway and it still looks
>green!

>Anyone help?

Have a look at the reflect values of your attributes.

A smooth surface with attributes suitable for gold will have a green caste,
esp. if you are rendering the object with a blue sky. Turn down the reflect
values or make the surface of your object rough (not roughness) or bumpy.

Travis.

envision@darwin.topend.com.au
travis@topend.com.au

--

Amiga 4000/040 40MhzWarp/32Mb RAM \
Amiga 3000/040 PP&S/32Mb RAM - I'm not greedy ! I just like a lot.
Pentium 133 32Mb EDO RAM /
Err also Amiga 2500/020, CD32, Wife,2kids,dog,cat,house,2cars etc.
just yer average capitalist pig :-)

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1.638 Message number 0633

Date:
Sat, 17 Feb 1996 06:53:06 -0800
From:
Marc Reinig
<moose@ICO.COM>

Subject:

Re: Imagine on an SGI!!!!

"Christopher M. Stoy" <sloth@PSU.EDU> wrote:

> Imagine, which won't run under Windows 95, is now running
> happily on an SGI.

I was under the impression that several people had Imagine running on a Win95 machine. I don't think it runs on in a DOS box and you can't multitask (wait for Imagine for Windows) but it does run.

> With Impulse's new "bleed them dry" pricing policy, I would
> hate to see what they would charge for a native SGI
> version of Imagine. :-)

Not sure what you mean by this, I've always found Imagine's pricing to be very reasonable compared to the competition given their feature set.

-Marco

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1.639 Message number 0634

Date:
Sat, 17 Feb 1996 18:30:58 +0000

From:
GARETH LLEWELLYN
<ggl4@ABER.AC.UK>

Subject:

Re: Imagine on an SGI!!!

A friend of mine currently runs Imagine 3.0 on a 486 with Win95... He has to restart in MS-DOS safe mode, manually load up his mouse driver then start Imagine - so he has no hope of multitasking....

I keep telling him it's much easier with an Amiga! ; -)

Gareth Llewellyn
ggl4@aber.ac.uk

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1.640 Message number 0635

Date:
Sat, 17 Feb 1996 19:56:13 +0000
From:
Phil Stopford
<pstopfor@JESUS.OX.AC.UK>

Subject:

ADMIN - Imagine list - Perry

I'm not sure if I've caused any trouble your end, but when I came down this morning to check my mail, they were pulling wires from the walls - I don't know if any mail bounced, but if it did - I'm sorry, but I didn't know this was going to happen - all seems to be alright again now.

Phil.

Deeds cannot dream what dreams can do.

486DX4/100 16Mb Getting there.....

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1.641 Message number 0636

Date:
Sat, 17 Feb 1996 15:26:17 -0500
From:
Bob Sampson
<RobSampson@AOL.COM>

Subject:

Re: Imagine on an SGI!!!!!!

In a message dated 96-02-17 09:56:35 EST, you write:

>I was under the impression that several people had Imagine running on a
>Win95 machine. I don't think it runs on in a DOS box and you can't multitask
>(wait for Imagine for Windows) but it does run.

It will run on a machine with Win95 installed, but basically you boot out of Win95 and into a straight vanilla dos prompt and start imagine. Some people have run Imagine with windoze, but they had to use some phar lap hack and I understand the package was very expensive. Basically, right now, Imagine on a pc does not run with anything else.

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1.642 Message number 0637

Date:
Sat, 17 Feb 1996 18:48:00 -0800
From:
Marcel Lettier
<mars@ADINET.COM.UY>

Subject:

Animation

FROM : Mars-L at Unifield (our own Vortex)
REPLY TO : mars@adinet.com.uy
ORGANIZATION: Unifield Space & Time

In the last week I've seen many people discussing about a good animation player for the Amiga. Some one recommended Scala400 to play animatons.

Humm...

I'm using MainActor.

It's a shareware package that can be found on Aminet.
I loads and saves FLI, FLC, AVI, and many other formats. You can delete frames or join animations very easily. And, if you choose a low compression animation format like Anim7 (i.e.) you can have a very fast HD animation. Thus depending on the HD speed.

Personally, I have a Quantum 270 3,5 IDE. It's not very fast, so I decided to

work on low res HAM8. I know that low res sucks, but with true colors, it looks much better. (and anyway, tell me another way to play a 20MB animation with an A1200 and 6Mb of RAM)

```

      _____/-----\-----
      =====
,-----./' \-----'
(_____|_|) . . /'
 / / .----' \
'-----'-----'
                                     Mars-L
                                     at UniField
                                     logging off.
                                     A1200/?????/68882/2CHIP+4FAST/270+420HD
                                     More than a machine / It's a feeling!!!
                                     tO bOLDLY gO wHERE nO oNE hAS gONE bEFORE
    
```

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1.643 Message number 0638

Date: Sat, 17 Feb 1996 22:04:59 +0000
 From: Stu Teasdale
 <S.D.Teasdale@DURHAM.AC.UK>

Subject: Re: Imagine on an SGI!!!!

On Sat, 17 Feb 1996, Marc Reinig wrote:

> > Imagine, which won't run under Windows 95, is now running
 > > happily on an SGI.
 >
 > I was under the impression that several people had Imagine running on a
 > Win95 machine. I don't think it runs on in a DOS box and you can't multitask
 > (wait for Imagine for Windows) but it does run.
 Yep imagine does run under win 95, but only if you press F8 on startup
 and select "dos prompt only". That's because Imagine doesn't like any
 memory managers (Himem.sys for example), and of course win95 needs these.

Stu.

P.s. Hi there, this is my first posting!

```

-----
* "This aint Rock 'n' Roll, this is Genocide"          Stuart Teasdale *
* David Bowie, Diamond Dogs.                          Grey College *
* e-mail S.D.Teasdale@durham.ac.uk                    Durham DH1 3LG *
-----
    
```

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1.644 Message number 0639

Date:
Sun, 18 Feb 1996 00:01:30 +0100
From:
Robert Nilsson
<robert.nilsson@POP.LANDSKRONA.SE>

Subject:

Re: Animation

At 18.48 96-02-17, Marcel Lettier wrote:

>FROM : Mars-L at Unifield (our own Vortex)
>REPLY TO : mars@adinet.com.uy
>ORGANIZATION: Unifield Space & Time

>

>In the last week I've seen many people discussing about a good animation
>player for the Amiga. Some one recommended Scala400 to play animatons.

>

>Humm...

>

>I'm using MainActor.

>

>It's a shareware package that can be found on Aminet.

>I loads and saves FLI, FLC, AVI, and many other formats. You can delete frames
>or join animations very easily. And, if you choose a low compression animation
>format like Anim7 (i.e.) you can have a very fast HD animation. Thus depending
>on the HD speed.

Yes mainactor is quite good. But ScalaMM400 plays animations much faster.
If you use Anim32 they are really fast... And plays of harddrive like a dream..

```
*****
* Robert Nilsson *
* Flare Productions *
* Tel: +46-418-53007 Fax:+46-418-53013 *
* Email: robert.nilsson@pop.landskrona.se *
*****
```

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1.645 Message number 0640

Date:
Sat, 17 Feb 1996 15:47:24 -0800

From:
Kevin Alvarado
<kra@ROCKY.AESTHETIC.COM>

Subject:

Re: Imagine on an SGI!!!!

> Imagine, which won't run under Windows 95, is now running
> happily on an SGI.

Does Imagine run on an SGI. I'm very interested. I use SGIs at work.

-KV-

--

Life is hard and nothing is easily given...
If you want anything out of life you have to fight for it...
Prepare for Kombat!

kra@aesthetic.com

- - - - -

Kevin Alvarado
(714) 597-4995
Aesthetic Solutions
92 Argonaut, Suite #220
Aliso Viejo, CA 92656

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1.646 Message number 0641

Date:
Sat, 17 Feb 1996 18:38:12 -0600
From:
Stephen G.
<sgiff@AIRMAIL.NET>

Subject:

Re: Imagine on an SGI!!!!

At 10:04 PM 2/17/96 +0000, you wrote:

>On Sat, 17 Feb 1996, Marc Reinig wrote:

>

>> > Imagine, which won't run under Windows 95, is now running
>> > happily on an SGI.

>>

>> I was under the impression that several people had Imagine running on a
>> Win95 machine. I don't think it runs on in a DOS box and you can't multitask
>> (wait for Imagine for Windows) but it does run.

>Yep imagine does run under win 95, but only if you press F8 on startup
>and select "dos prompt only".

Well if you press F8 and then Dos prompt only, then that is all you have a

dos prompt and that is not running under Windows 95. That is running under DOS 7.0. Imagine will not run under any version of Windows, OS2, NT or any thing that uses DPMI memory management period! Unless you use the Pharlap hack. Booting to a dos session or running from Dos with Win 95 on your hard drive does not equal running under Windows anything. Sorry, there has been some confused posts about this and I felt the need to vent.

s.g.
>
>

Visit me at the Magick Rainbow
<http://web2.airmail.net/sgiff>
^^

Imagine 4,3DS, PC Pentium 66, 32 meg ram.

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1.647 Message number 0642

Date:
Sat, 17 Feb 1996 17:13:54 -0800
From:
Mike McCool
<mikemcoo@EFN.ORG>

Subject:

Re: Animation

Hey y'all,

Somebody mentioned using MainActor as an anim viewer/compiler. I've got a version of this,--still haven't registered yet--but does anyone know if it supports greater-than-8-bit-AVI's yet? My version don't.

Another GREAT pd utility (for compiling your frames into anims) is BuildAnim. Supports all the faster anim formats, like anim7 and anim7l. Makes for remarkable playback speeds, even on my humble 25mhz A3000.

It is NOT a 24bit anim builder, but, with Rend24 (also PD) running in the background, I convert my incoming 24bit frames to, in my case, DCTV frames, which BuildAnim then handles nicely.

Of course, for the Amiga, it's hard to beat ViewTek, for an all round great anim/pic viewer. Also PD.

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1.648 Message number 0643

Date:
Sat, 17 Feb 1996 20:17:27 -0800
From:
Jay's Imagine Mailing List Account
<jv@PHXMEDIA.COM>

Subject:
Edimator/Media 100 : Comparision

Hiya gang,

Been lurking for a while, but this new brochure that I received in the mail from Impulse re: their limited stock of Edimator boards got me out of the closet and so I've got some questions for you Impulse guru's out there.

I recently bought a complete Data Translation Media 100 Video editing system for my Australian studio, and at a glance it appears that the Edimator offers similar features to the Media 100 in terms of inputs and outputs.

But here's the 100 billion dollar question : what software supports the Edimator right now? Can I use Premiere, etc with it? I'm assuming it appears to Windows as a video input/output device that can be selected and used by Premiere... that would be too much to hope. Or are we limited to the software that Impulse/Sanyo have written for it - the one picture they have of the software on the brochure is really not very appealing at all...

If it turns out that we can do decent non-linear video editing with a decent application to back it up (such as Premiere), I will probably buy 2 or 3 of these cards for use in the aforementioned Media 100 production environment.

More info please - and I think it'd be best to bring it to the list, so everyone gets the scoop on these great sounding cards...

(BTW, Impulse really does need to hire a marketing director, or at least someone to take care of the typo's, spelling errors, and grammatical errors in their brochure. It's really bad news reading about such a fantastic sounding product from a completely un-professional brochure, and it makes it difficult to get my colleagues approval on the device when they can't understand what's being said in the promo material...)

j.

Jay Vaughan
President,
Delphinus Technologies
(formerly Phoenix Media Labs)

jay@phxmedia.com

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1.649 Message number 0644

Date:
Sat, 17 Feb 1996 23:48:18 -0500
From:
Christopher M. Stoy
<sloth@PSU.EDU>

Subject:

Re: Imagine on an SGI!!!!

Kevin Alvarado wrote:

>
> Does Imagine run on an SGI. I'm very interested. I use SGIs at work.
>

Well, it only runs under SoftWindows. There is no native-SGI version of Imagine that I know of. If you want to run Imagine on the SGI, get SoftWindows, which is pretty nifty in itself. However, I'll warn you now, it is NOT fast... About the speed of a 386, depending on how fast the SGI is.

Chris.

--

Christopher M. Stoy
cms@michelle.me.psu.edu
cms129@psu.edu
<http://michelle.me.psu.edu/sloth.html>

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1.650 Message number 0645

Date:
Sun, 18 Feb 1996 16:34:18 +1100
From:
Jodi Nelson
<jodi@C031.FOCALTECH.COM.AU>

I found a great program for creating tree objects but it only exports POV files. Does anybody know if there is a converter out there that does POV - DXF, 3DS or IOB.

Jodi Nelson

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1.651 Message number 0646

Date:
Sun, 18 Feb 1996 00:45:26 -0500
From:
Jon Rubin
<floater@INTERPORT.NET>

Subject:

Edge Line Prob

I've been trying to use the "Set Edge Line," and "Fill to Edge Line" to seal up some sliced objects. But every time I get a "Bad Edge List - Ignored" and it's no go.

Like I made a simple mouth by bending a plane in the middle to about 30 degrees, sort of leaving it like a mouth pretty wide open. I then placed this about halfway through a tube, sliced, merged, joined and then attempted to use these tools to create connecting faces so I could manipulate the mouth with bones. It just wouldn't happen. Now, I have no prob using "Set Edge Line" to connect simple edges between primitives or the like, so I certainly understand the basic operations here. Is this just another one of Impulse' less than robust features, or does anyone have a suggestion?

Jon Rubin

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1.652 Message number 0647

Date:
Sun, 18 Feb 1996 02:05:45 -0500
From:
Paul Frey
<Postvideo@AOL.COM>

Subject:

Hello

Hello Imagineers!

My name is Paul Frey.

I am Senior Systems Analyst who would rather be drawing, modeling and animating.

A friend and I started a small political cartoon and clipart company called Our World Comics.

We have just started the transition to digital media with Imagine 4.0 and Autodesk AniPro, Autodesk Animator Studio, MicroGraphix Picture Publisher, Adobe Photoshop and Adobe Illustrator.

Thanx for your time,
Paul Frey
Our World Comics

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1.653 Message number 0648

Date:
Sun, 18 Feb 1996 00:19:55 -0800
From:
Ted Stethem
<tstethem@LINKNET.KITSAP.LIB.WA.US>

Subject:

Re: Howdy

On Mon, 12 Feb 1996, Jean Wong wrote:

> <edit>
> I am also a Truespace 2 user, and I've been trying to bring in some complex
> (>10,000 vertices) DXF objects from TS2 into Imagine. They seem to transfer
> okay, except that some of the faces (~5%) seem to be "flipped," that is, when
> I
> quickrender, they become black holes. Then I have to go in and point edit each
> face/vertex to get them to render properly. Any of you have that kind of
> problem?
>
> problem. Any suggestions?
>

The normal on these polygons are flipped so you are seeing the back side of the polygon (which appears as a hole). I don't know the exact reason why but many convertors do this when converting to Imagine TDDD (or maybe more correctly, Imagine does this to imported objects). Imagine doesn't care about the direction of normals, when the object is made within Imagine. You might try some object convertor that will flip the polygons so all the normals are facing out.

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1.654 Message number 0649

Date:
Sun, 18 Feb 1996 00:54:13 -0800
From:
Ted Stethem
<tstethem@LINKNET.KITSAP.LIB.WA.US>

Subject:
Re: HELP! Transparency probs.

>
> >I have PSP3.0. Where did you find 3.1? I've dl'ed 3.0 just the other night.
>
> You can find it on the Web, but if need it now PSP 3.11 is on GraFX Haus BBS.
>
> File <PSP311.ZIP>
>
> And PSP312 is also widely available on the Web.

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1.655 Message number 0650

Date:
Sun, 18 Feb 1996 01:26:26 -0800
From:
Ted Stethem
<tstethem@LINKNET.KITSAP.LIB.WA.US>

Subject:
Preference settings

Tim,

It sure is good to see you active here. I really admire your work and absolutely cannot believe you do all your modelling point-by-point. You must have the patience of a saint plus the talent of a Michelangelo.

Anyway, I log on to Compuserve now and then, and have downloaded your screen captures of your Detail Editor setup, specifically setup for your modelling preferences. If you have the time, maybe you could describe your preference settings or with your permission, I could upload the screen capture to Aminet, if anybody else is interested. However, it would be interesting to hear why you set up your buttons the way you did and maybe provide some preference setting instructions for those of us that are not real familiar with setting up custom buttons.

I think the Detail Editor is the best part of Imagine and it has to be one of the most powerful, versatile 3D modelers around (excluding Slice). It is a real inspiration to see what a talented professional can do with

it and what is possible.

BTW, do you have an upgrade path for people that purchased the original Cycle-Man, to Humanoid or Super Humanoid?

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1.656 Message number 0651

Date:
Sun, 18 Feb 1996 04:26:46 EST
From:
Ian E. Petersen
<100561.2523@COMPUSERVE.COM>

Subject:

Re: Imagine on an SGI!!!!

On Sat, 17 Feb 1996 Stu Teasdale wrote:

>>Yep imagine does run under win 95, but only if you press F8 on startup and select "dos prompt only". That's because Imagine doesn't like any memory managers (Himem.sys for example), and of course win95 needs these.<<

Selecting *DOS prompt only* does not in itself disable any memory managers. Win95 will load HIMEM automatically even if you don't even have a config.sys or autoexec.bat. It will only not load HIMEM if you specify DOS=noauto in config.sys (or boot in *safe-mode*).

On my own machine (a fairly bog-standard 486 clone) Imagine does not mind HIMEM being loaded but does not like EMM.386 at all. But unless you need to load a lot of real mode dos drivers into high memory then you don't need it (EMM.386) anyway.

I have found that the easiest way to run Imagine under Win95, is to disable the bootgui and logo switches in MSDOS.SYS (bootgui=0, logo=0) in the [options] section so the machine just starts automatically with a normal DOS-prompt without the silly startup screen. I then use a simple batch file such as this to start Imagine:

```
c:\ [path to real-mode mouse driver] \mouse
c:\ [path to univbe] \univbe /i
cd [path to imagine directory]
imagine
c:\ [path to univbe] \univbe /u
```

I can then run both Win95 and Imagine in the same session, without rebooting (though not at the same time of course!!). If you make an icon on the desktop that points to the above batch file, then imagine will run fine but the machine will reboot after Imagine finishes, at least it will with the default MS-DOS-mode settings. It is rather an involved process to bypass this *feature* so I find it easier just to *shut down the computer* which, since I have disabled the bootgui and logo, just gets me back to DOS. (You also have to delete or rename LOGOS.SYS and LOGOW.SYS in the windows directory, which are the *shutdown* screens).

Who needs an amiga when you can have so much FUN with a PC <bg>

-Ian

Greetings from
Ian E. Petersen
100561.2523@compuserve.com

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1.657 Message number 0652

Date:
Sun, 18 Feb 1996 09:54:54 +0000
From:
Phil Stopford
<pstopfor@JESUS.OX.AC.UK>

Subject:

Re: your mail

On Sun, 18 Feb 1996, Jodi Nelson wrote:

> I found a great program for creating tree objects but it only exports POV
> files. Does anybody know if there is a converter out there that does POV -
> DXF, 3DS or IOB.
>
> Jodi Nelson
>

I found a copy of wcv2pov after a reply on the list. It converts between 3DS, Pov, DXF, but NOT imagine (boo!). I can't remember where I got it from, but I think it was ftp.cdrom.com . If that doesn't work, mail me privately and I'll send you the archive by private mail. It's shareware (unregistered at the moment), so there shouldn't be a problem sending it.

Phil.

Deeds cannot dream what dreams can do.

486DX4/100 16Mb Getting there.....

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1.658 Message number 0653

Date:
Sun, 18 Feb 1996 10:48:31 PST
From:
Andrew Nunn
<apn_uml@MOBY.DEMON.CO.UK>

Subject:

Re: Animation

> Another GREAT pd utility (for compiling your frames into anims) is
> BuildAnim. Supports all the faster anim formats, like anim7 and anim7l.
> Makes for remarkable playback speeds, even on my humble 25mhz A3000.
>
> It is NOT a 24bit anim builder, but, with Rend24 (also PD) running in the
> background, I convert my incoming 24bit frames to, in my case, DCTV
> frames, which BuildAnim then handles nicely.
>
> Of course, for the Amiga, it's hard to beat ViewTek, for an all round
> great anim/pic viewer. Also PD.

I've recently started using a small utility I found on an Aminet CDROM.
It's called Easy_Mpeg. Its an Arexx script which has a little GUI front
end. It sits there in the background (like Rend24) and compiles them
to an MPEG file. I then copy the animation over to the PC for viewing. In
the absence of an ADPro Mpeg saver, it's the next best thing.

I'm doing things this way because I read some time ago that the mpeg
compiling programs on the PC don't like Imagines' output files. Somebody
suggested Adobe Premiere, but when I tried the demo version, it just kept
crashing (GPFing). Needless to say I didn't spend GBP350 buying the full
version as a result.

Andrew Nunn
apn@moby.demon.co.uk

imagine 3.0 Amiga 2000 040/28 MHz 33Meg Ram IV-24 middle+
imagine 3.0 Pentium 90 8Meg Ram

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1.659 Message number 0654

Date:
Sun, 18 Feb 1996 07:19:24 -0600
From:

Stephen G.
<sgiff@AIRMAIL.NET>

Subject:

Bashing Impulse

---lots of stuff deleted---

>(BTW, Impulse really does need to hire a marketing director, or at least
>someone to take care of the typo's, spelling errors, and grammatical errors
>in their brochure. It's really bad news reading about such a fantastic
>sounding product from a completely un-professional brochure, and it makes
>it difficult to get my colleagues approval on the device when they can't
>understand what's being said in the promo material...)

>

>

Listen, this is the perfect example of where Impulse can do nothing right by Imagine users. If Impulse like they said in their recent letter is making the ediminator available to it's user base at a reduced price, about half of what it costs retail is this such a crime? Do they really need to send every one of it's 10000 or less user base a glossy brochure to inform us of it's availability? Could it be possible that they really did want to make it available at reduced cost to their user base because they wanted to do us a favor. Or are they just trying to make a fast buck? Should we give them the benefit of the doubt? Does anyone out their know what it costs to produce a glossy brochure like the one put out for 4.0?

I don't really know what their user base is, but I read in a zine recently that 3DS user base is 55,000. If this is true than Imagine should be considerably less. First of all the recent letter specifically stated that it was being sent out to a select few.

Secondly they said that they wanted to make it available to us at a reduced cost and give Imagine users first chance to buy it.

I don't mind it when people get on Impulse for features that would make it better or features that should have been fixed but it seems like they constantly get bashed for stupid things like typos and things like this. It seems at times that they can do nothing right by some people. Is it just me or am I wrong in defending them?

s.g.

Visit me at the Magick Rainbow

<http://web2.airmail.net/sgiff>

^^

Imagine 4,3DS, PC Pentium 66, 32 meg ram.

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1.660 Message number 0655

Date:
Sun, 18 Feb 1996 08:54:37 -0500
From:
Atool Varmuh
<atulv@S1.GANET.NET>

Subject:
This is only a test; do not read

Atul Varma <http://www.ganet.net/~atulv>
"Being different sucks! Conform or DIE!"
-- Henry David Thoreau

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1.661 Message number 0656

Date:
Sun, 18 Feb 1996 09:07:23 -0500
From:
Atool Varmuh
<atulv@S1.GANET.NET>

Subject:
Sorry, another test; please ignore

Test

Atul Varma <http://www.ganet.net/~atulv>
"Being different sucks! Conform or DIE!"
-- Henry David Thoreau

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1.662 Message number 0657

Date:
Sun, 18 Feb 1996 09:50:25 -0500
From:
Jeff Patelidas
<jeffpat@GATE.IOA.COM>

Subject:
FOR SALE: OBJ & TEXTURE CD

FOR SALE: (US ONLY)

LIGHT ROM 1 - CD FULL OF IMAGINE OBJ (100 MEGS), LIGHWAVE
OBJ (235 MEGS), BUMP & TEXTURES MAPS..\$19.00

TEXTURE GALLERY 1 - CD FULL OF TEXTURES IN IFF, TARGA, PICT, SGI
AND TIFF.....\$19.00

BOTH CD'S WORK ON AMIGA/PC/MAC
BUY BOTH FOR \$35. FREE SHIPPING. COD EXTRA

If anyone is interested e-mail me @
jeffpat@gate.ioa.com ATT: FOR SALE

Please don't reply to the IML.

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1.663 Message number 0658

Date:
Sun, 18 Feb 1996 09:48:00 EST
From:
Alfonso Hermida
<72114.2060@COMPUSERVE.COM>

Subject:

Hello

Hello:

I'm Alfonso Hermida and this is my first message on the Imagine mailing list. Tim Wilson suggested I hook up with the list and here I am.

I'm currently working on a routine to do fracturing/smoothing of objects in order to increase their resolution but at the same time maintain the same surface curvature. I think it's working right now but it needs some tweaking.

Alfonso

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1.664 Message number 0659

Date:
Mon, 19 Feb 1996 02:13:41 +1100
From:
Jodi Nelson
<jodi@C031.FOCALTECH.COM.AU>

Subject:

Re: your mail

At 09:54 AM 2/18/96 +0000, you wrote:

>On Sun, 18 Feb 1996, Jodi Nelson wrote:

> I found a copy of wcv2pov after a reply on the list. It converts
>between 3DS, Pov, DXF, but NOT imagine (boo!). I can't remember where I
>got it from, but I think it was ftp.cdrom.com . If that doesn't work,
>mail me privately and I'll send you the archive by private mail. It's
>shareware (unregistered at the moment), so there shouldn't be a problem
>sending it.

>

>Phil.

>

>Deeds cannot dream what dreams can do.

>

>486DX4/100 16Mb Getting there.....

Thanks Phil

I found it OK but for some reason it doesn't import POV objects. I'm sure
I'll get alot of use out of it anyway.

Jodi

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1.665 Message number 0660

Date:
Sun, 18 Feb 1996 07:21:42 -0800
From:
John Prusinski
<jprusins@CYBERGRAFIX.COM>

Subject:

Re: Bashing Impulse

>I don't mind it when people get on Impulse for features that would make it
>better or features that should have been fixed but it seems like they
>constantly get bashed for stupid things like typos and things like this.
>It seems at times that they can do nothing right by some people. Is it just
>me or am I wrong in defending them?

>

>s.g.

Steve,

I agree with the main point of your note, which is that bashing Impulse (a way too easy target) tends to be a waste of bandwidth and counterproductive.

Anyone who doesn't agree that they put out an amazing product for the money (until WinImagine, at least :^)) probably shouldn't or wouldn't be using it.

However, the original post didn't seem to me to be suggesting a glossy 4-color brochure; just that they spend a couple of hundred dollars on a proofreader who knows grammar and spelling. The point of professional presentation of their product is a valid one, particularly when they're advertising a product costing several thousand dollars. My company is considerably smaller than Impulse, with, I'm sure, way smaller revenues, but I'd be embarrassed to put out a piece of printed literature with the junior high school remedial writing style of most Impulse mailings. Believe me, if in the New York market I can hire a freelance copywriter to do proofreading on a brochure for \$250 or so, I can't imagine Impulse couldn't afford one in Minnesota!

Just MNSHO,
John.

John Prusinski/CyberGrafix
jprusins@cybergrafix.com
<http://www.cybergrafix.com/>

"Whoever undertakes to set himself up as judge in the field of Truth and Knowledge is shipwrecked by the laughter of the gods." A. Einstein

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1.666 Message number 0661

Date:
Sun, 18 Feb 1996 10:40:32 -0800
From:
Chuck Needham
<twobit@GLOBALDIALOG.COM>

Subject:

Re: Hello

Alfonso Hermida wrote:

>

> Hello:

> I'm Alfonso Hermida and this is my first message on the Imagine mailing

> list. Tim Wilson suggested I hook up with the list and here I am.

>

> I'm currently working on a routine to do fracturing/smoothing of objects

> in order to increase their resolution but at the same time maintain the same

> surface curvature. I think it's working right now but it needs some tweaking.

>
>

Alfonso

Alfonso, Welcome....!

I really am very impressed with with your work with the blob team and the implementation of metaballs (blobs) in Imagine. I have a couple items, tho:

-I know it's not possible in the current version, but can we look forward to discreet subgroups (ie, fingers smoothly attached to a hand that don't effect each other when closed), Also it is not possible to group blob objects together and keep them from merging, (maybe by grouping them to a non sphere axis?).

-I have some difficulty controlling face density relative to the "parent" sphere size. If I have "child" spheres several links down that are smaller, the density becomes much tighter, unpredictably.

-In conjunction with the smoothing routines the biggest wish on the list is point reduction. Especially with blobs. Maybe spline interpolation along the surface curvature, edge selectable. It could be an option when meshes are generated in rendering or when the object is meshed out in the detail editor. Adding such a function for other objects would be a real treat. (I have used the point reduction IPAS in 3DS and am not impressed with its results on "organic" shapes.) The routine should be able to discern between smooth and faceted faces.

I'm not a skilled programmer, but can appreciate the work that goes into coding something as wild a blobs. I realize there are trad=offs to get utility out of function, and extensive AI code is involved.

Keep up the great work, and don't let your brain explode.

Chuck

--

Chuck Needham
2Bit Graphics
e-mail: twobit@globaldialog.com
<http://www.globaldialog.com/~twobit/>

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1.667 Message number 0662

Date:
Sun, 18 Feb 1996 15:37:47 1100
From:
Darryl Lewis
<Darryl_Lewis@COMLINK.MPX.COM.AU>

Subject:

off topic -Real life lasers

MSS> Sorry I can't quote the message, but it had to do with modeling anti-
 MSS> missile
 MSS> lasers. Anyway, Mikael, if you will go back a few years to the mid
 MSS> 1980s,
 MSS> you'll find a lot of stuff pertaining to the old SDI program which
 MSS> focused
 MSS> on the use of beam wepons for missile defence. One in particular was
 MSS> in

The last I'd heard on the SDI was that a laser in space would attenuate
 through the atmosphere so much that it would have to remain on the target
 for 2 weeks to cook an egg.

I know from practical experience that laser attenuate dramatically in
 particles - such as smoke - like we use in the nightclubs. A room of
 cigarette smakers will attenuate a lwatt laser so that it will not reach
 the rear of the room. Up close you can light a cigareete off it (about 1cm
 from the laser head).

Any way, the chinese took a different tact, and have made a portable laser
 lighter than a rifle, about the same size but costing about half as much as
 an AK47. It is an area effecteapon. It is tuned to an invisible part of the
 spectrum, so it can't bee seen. But what it does at that frequency is to
 rupture the optic nerves of any eyes it falls into. The victums eyesight
 suddenly turns grey and thats it. Permanent. Set it up on top of a
 building, sweep it across a crowd, a parade,.....

This is the age of aquarius.....

-- Via DLG Pro v1.0

--
 Darryl

IMAGINE INFO	#####\		/#####	AMOS INFO
Amiga 2000	#()#	_()_	#()#	AmosPro + Compiler
Amiga 3000T	#####	/_ /	#####	APME (Get it!)
486DX2-66	#" "#	__m/I_ //_____	#" "#	Turbo extension
Imagine 3.0	# O #	____#-x.\ /++m\ /.x-#_____	# O #	3D extension
Intermediate	#m.m#	/" \ ///###\ / "\	#m.m#	BBS extension
	#####/	#####/ \#####	\#####	

Profession- Disk Jockey
 WWW page opening soon

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1.668 Message number 0663

Date:
 Sun, 18 Feb 1996 11:55:51 -0600

From:
Stephen G.
<sgiff@AIRMAIL.NET>

Subject:

Re: Hello

At 09:48 AM 2/18/96 EST, you wrote:

>Hello:

> I'm Alfonso Hermida and this is my first message on the Imagine mailing
>list. Tim Wilson suggested I hook up with the list and here I am.

>

> I'm currently working on a routine to do fracturing/smoothing of
objects

>in order to increase their resolution but at the same time maintain the same
>surface curvature. I think it's working right now but it needs some tweaking.

>

>

Alfonso

Great! Smooth subdivision would be a great feature to have in Imagine! Or
even as an ifx.

s.g.

Visit me at the Magick Rainbow
<http://web2.airmail.net/sgiff>
^^

Imagine 4,3DS, PC Pentium 66, 32 meg ram.

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1.669 Message number 0664

Date:
Sun, 18 Feb 1996 14:21:56 EST
From:
Alfonso Hermida
<72114.2060@COMPUSERVE.COM>

Subject:

On Blobs, Smoothing and the meaning of life

//I really am very impressed with with your work with the blob team and
//the implementation of metaballs (blobs) in Imagine.

Thanks, Scott Kirvan did a nice job implementing the Blobs in Imagine.

// -I know it's not possible in the current version, but can we look
//forward to discreet subgroups (ie, fingers smoothly attached to a hand
//that don't effect each other when closed), Also it is not possible to
//group blob objects together and keep them from merging, (maybe by
//grouping them to a non sphere axis?).

if they put blobs that are based on hierarchical linking that would solve the problem.

```
//In conjunction with the smoothing routines the biggest wish on
//the list is point reduction.
```

there are various ways of doing it and they depend on the assumptions made. For example, if the object to be reduced will be at a great distance to the observer, then the object doesn't have to look perfect - any polygon reduction scheme will do. On the other hand, if the object is near then we have to use an algorithm that will resample the surface and create less points to be triangulated - this can be computationally expensive but gives a better result. Simply eliminating polygons will not do.

Alfonso

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1.670 Message number 0665

Date:
Sun, 18 Feb 1996 13:21:32 -0800
From:
Jay's Imagine Mailing List Account
<jv@PHXMEDIA.COM>

Subject: Re:

>---lots of stuff deleted---

>>(BTW, Impulse really does need to hire a marketing director, or at least
>>someone to take care of the typo's, spelling errors, and grammatical errors
>>in their brochure. It's really bad news reading about such a fantastic
>>sounding product from a completely un-professional brochure, and it makes
>>it difficult to get my colleagues approval on the device when they can't
>>understand what's being said in the promo material...)

>>

>>

>Listen, this is the perfect example of where Impulse can do nothing right by
>Imagine users. If Impulse like they said in their recent letter is making
>the edimator available to it's user base at a reduced price, about half of
>what it costs retail is this such a crime? Do they really need to send
>every one of it's 10000 or less user base a glossy brochure to inform us of
>it's availability? Could it be possible that they really did want to make
>it available at reduced cost to their user base because they wanted to do us
>a favor. Or are they just trying to make a fast buck? Should we give them
>the benefit of the doubt? Does anyone out their know what it costs to
>produce a glossy brochure like the one put out for 4.0?

>

Oh I see, flame me via personal e-mail, then take it to the list in a completely different light. Fair enough, I'll reply in the same light.

I didn't ask for a glossy brochure. The photocopies they made were just fine. What I'm complaining about is the obvious complete lack of quality control that they have on their outgoing promo material, which is their FRONT LINE for customers. There's no way I can take this promo material to someone that's very familiar with the DVE industry and have them look at it objectively, compare the product to a competitor. The promo material simply DOESN'T MAKE SENSE. To a professional, who is about to spend a lot of money, this is important - it's a pure pain in the ass to have to double check something, follow it up with a phone call, etc... just to get to the point where you're considering purchasing something.

I'll give you an example. On the 'IMPORTANT TECHNICAL SPECIFICATIONS' page, under Audio Specifications, the item "16 bits per channel" is repeated twice. Any other features they left out, or maybe they were just filling space? Under "Hard Drive Support", an item reads "Maximum # of drives 7 (seven)" ... as if someone had typed in the page off a hand-written note someone had made.

Now these are not major points, and this whole thing is really being blown completely out of proportion. I'm NOT bashing Impulse - in fact, I'm seriously considering spending a lot of cash buying their new product. I just feel that they could have had someone double check what they send out to their prospective public.

>I don't really know what their user base is, but I read in a zine recently
>that 3DS user base is 55,000. If this is true than Imagine should be
>considerably less. First of all the recent letter specifically stated that
>it was being sent out to a select few.
>Secondly they said that they wanted to make it available to us at a reduced
>cost and give Imagine users first chance to buy it.
>

Yes, that's very nice of them, and I fully appreciate the effort they made to get Sanyo to give them a limited number of boards to sell to us. Really, it's a great gesture, and I intend to flow them as much support as I can by purchasing their products and increasing the demand for higher quality ones in the future. I find it highly unlikely that they're not making any money out of the deal. That would be very poor business sense if it were the case...

>I don't mind it when people get on Impulse for features that would make it
>better or features that should have been fixed but it seems like they
>constantly get bashed for stupid things like typos and things like this.
>It seems at times that they can do nothing right by some people. Is it just
>me or am I wrong in defending them?
>

Like I said in my 'rude flame' response (personal e-mail, folks), I'm not bashing them. I simply want them to take a second look at their promo before they send it out, so that it's at least of enough quality to where I could pass it on to a colleague. Impulse has done a lot right by me, and I fully support them in their efforts. But give me a break folks - how are

they ever going to go major-league-ish if people like you and me don't demand that they increase their standards?

It's a sad world out there, but at least it's not Communism...

j.

Jay Vaughan
President,
Delphinus Technologies
(formerly Phoenix Media Labs)

jay@phxmedia.com

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1.671 Message number 0666

Date:
Sun, 18 Feb 1996 13:24:02 -0800
From:
Jay's Imagine Mailing List Account
<jv@PHXMEDIA.COM>

Subject:
Re: Hello (Alfonso Hermida)

>Hello:

> I'm Alfonso Hermida and this is my first message on the Imagine mailing
>list. Tim Wilson suggested I hook up with the list and here I am.

>

> I'm currently working on a routine to do fracturing/smoothing of
>objects
>in order to increase their resolution but at the same time maintain the same
>surface curvature. I think it's working right now but it needs some tweaking.

>

>

Alfonso

Hey Alfonso - great to see you on the list! For those of us not familiar with this guy, he's the author of such great programs as "WinBLOBS", and the DOS version as well... you know, that great BLOBS editor?

Anyway, is this routine part of a BLOBS feature we'll see in the future, Alfonso?

j.

Jay Vaughan
President,
Delphinus Technologies
(formerly Phoenix Media Labs)

jay@phxmedia.com

> I'm currently working on a routine to do fracturing/smoothing of
>objects
>in order to increase their resolution but at the same time maintain the same
>surface curvature. I think it's working right now but it needs some tweaking.

//Anyway, is this routine part of a BLOBS feature we'll see in the future,

no, I'm doing it to help Tim Wilson and other Imagine users. I did the same
approach with
the smoothing algorithm that was put in Imagine 4.0. I'll develop it then if
Mike Halvorson and
company want it I'll give them the algorithm so it can be implemented in
Imagine.

Alfonso

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1.674 Message number 0669

Date:
Sun, 18 Feb 1996 15:56:30 -0700
From:
Dave Wilson
<darius@CONNECT.AB.CA>

Subject: Re:

At 01:21 PM 2/18/96 -0800, you wrote:

>It's a sad world out there, but at least it's not Communism...
>

Isn't it?

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1.675 Message number 0670

Date:
Sun, 18 Feb 1996 16:02:51 -0700

From:
Dave Wilson
<darius@CONNECT.AB.CA>
Subject: Hex Editing Imagine 3.0 for PC

Hi, for the Amiga I know that someone found the right way to edit the program so that you could set the resolution that Imagine runs in. This was done using a hex editor. Does anyone know if this method works for the Pc version of Imagine and if so what they were? Thanks.

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1.676 Message number 0671

Date:
Sun, 18 Feb 1996 18:50:15 -0500
From:
Curtis Carlson
<Curtcee@AOL.COM>
Subject: Re: Bashing Impulse

Jay Vaughan wrote:

>>(BTW, Impulse really does need to hire a marketing director, or at least
>>someone to take care of the typo's, spelling errors, and grammatical errors
>>in their brochure.

I agree. It doesn't take that much to have someone look over some copy for any errors. The average high school kid could see the mistakes in that ad. This isn't "bashing" Impulse. It's just a simple statement of fact. And it is just the kind of sloppiness that most companies take great pains to avoid.

Curtis Carlson
Curtcee@aol.com

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1.677 Message number 0672

Date:
Mon, 19 Feb 1996 01:02:14 +0200
From:

(and no, it`s not the fried one...)

--

David Rhodes -- Yorkshire -- England -- dave@darhodes.demon.co.uk

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1.679 Message number 0674

Date:
Sun, 18 Feb 1996 19:28:54 -0500
From:
Christopher M. Stoy
<sloth@PSU.EDU>

Subject:

Re: Some Info

Dave Wilson wrote:

> Did you also know that Pixar is the same as I.L.M.?

Actually, I don't think they are. They started as a division of ILM, but formed their own company sometime in the 80's. I'm sure they still work closely with ILM.

If Pixar was still the same as ILM, then why would they be selling their own stock?

I could be wrong, but I'm pretty sure of this.

Chris.

Christopher M. Stoy
cms@michelle.me.psu.edu
cms129@psu.edu
<http://michelle.me.psu.edu/sloth.html>

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1.680 Message number 0675

Date:
Mon, 19 Feb 1996 00:29:28 GMT

From:
Michael Klinteberg
<Michael.Klinteberg@MAILBOX.SWIPNET.SE>

Subject:

Re: Imagine 4,0 RotationAnimation

To all Imagine mailinglist users.

I wanna make a animation on a object that will come forward and rotate like a ball, but I don't succe!

I want to know if anyone has succeeded in letting an object rotate 360 degrees in both x and y.

My version of Imagine is 4,0 and it won't be done.
I'm not sure if the program has a bug, or it's me that has the bug:-)

I'm able to rotate 179 but not 180 or more.

Micke
Michael.Klinteberg@Mailbox.Swipnet.se

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1.681 Message number 0676

Date:
Sun, 18 Feb 1996 21:42:33 EST
From:
David Nix
<WRNIX@UGA.CC.UGA.EDU>

Subject:

Re: Some Info
<darius@CONNECT.AB.CA>

I believe this came from Dave Wilson, and I'm afraid I must correct an error...

Pixar and ILM are NOT the same company. Pixar WAS a spin-off company that had roots with ILM, but that was a long time ago in a galaxy far away...

David Nix

David Nix
Digital Media Specialist, University Computing and Network Services
Computer Graphics & Video Production
Alias Certified Level 3 Animator, 5 yrs exp.
Amiga 4000/Imagine 4.0/V-Lab Motion/OpalVision

web site at:<http://www.visart.uga.edu/Alias/DaveN/daven.html>

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1.682 Message number 0677

Date:
Sun, 18 Feb 1996 20:49:35 -0600
From:
Stephen G.
<sgiff@AIRMAIL.NET>

Subject:

Re: Some Info

>

>

Did you also know that Pixar is the same as I.L.M.?

>

I believe ILM is owned by George lucas who sold Pixar to Steve Jobs back in the eighties.

s.g.

Visit me at the Magick Rainbow
<http://web2.airmail.net/sgiff>
^^

Imagine 4,3DS, PC Pentium 66, 32 meg ram.

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1.683 Message number 0678

Date:
Sun, 18 Feb 1996 21:22:18 -0600
From:
Jeff Fox
<jfox@IADFW.NET>

Subject:

VESA dead horse

I know I need univbe or univesa to get resolutions higher than 320x200 with Imagine 3.0. When I use either of them Imagine tells me that I have a jillion video modes available. I just cannot figure out how to use them! Can someone please give me a step by step example of how to get the detail

editor to run in 1024x768? Private email is fine, but other clueless newbies might want to know too.

486/66 16M RAM, Imagine 3.0, Mostly-Clueless-Without-A-Manual-Beginner
http://lmg.com/upstage/bios/jeff.htm
jfox@iadfw.net

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1.684 Message number 0679

Date:
Sun, 18 Feb 1996 22:35:56 -0500
From:
Bob Sampson
<RobSampson@AOL.COM>

Subject:

Re: Bashing Impulse

In a message dated 96-02-18 08:21:10 EST, you write:

>I don't mind it when people get on Impulse for features that would make it
>better or features that should have been fixed but it seems like they
>constantly get bashed for stupid things like typos and things like this.
>It seems at times that they can do nothing right by some people. Is it just
>me or am I wrong in defending them?
>
>s.g.

Actually Stephen you can have the best product in the world, but if your attention to detail is so bad that your manuals and written literature look unprofessional the fact is the product suffers. Most times the way a company presents itself to the public reflects their attitudes about their product.

If you tour a company and the production floor is chaotic and dirty you can be fairly certain the product is not world class either. Imagine is a great rendering package, but it is not a Windows product yet and it does not have good manuals. It is not world class and it should be. I think people who love the software are just frustrated by this. It cannot be defended by saying they are a small company. If you don't take care of problems like this you will always be a small company.

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1.685 Message number 0680

Date:
Sun, 18 Feb 1996 21:12:58 -0600
From:
Stephen G.
<sgiff@AIRMAIL.NET>

Subject: Re:

>Oh I see, flame me via personal e-mail, then take it to the list in a
>completely different light. Fair enough, I'll reply in the same light.

First of all you can call it what you want flaming whatever I don't care.
The reason I posted privately is that certain posts are not appropriate for
the IML. There is no law against posting privately last time I checked.
Secondly Impulse promises no satisfaction, no proofread literature. We have
known this for years, I don't think they intend to change. Maybe they don't
care. What ever the reason is for not spending more time on their
literature they give you what you pay for and sometimes a little more. If
you don't like it you have the option to go somewhere else. They have been
incredibly responsive when it comes to features. They give us a product we
all love and that's why were here.

You rarely hear people say anything good about Impulse. It is quite common
however to hear people say good things about Imagine. This seems a little
strange. Maybe that's why I feel like defending them. Well.. it's probably
not my place. So I will no longer be reacting to anyone who wants to bash
them. I will say one thing. If someone were to visit this list they might
wonder why we use the program with as much negativity as it generates. Why
is it that the Imagine forum on C-Serve is always so positive when dealing
with Impulse? If people there have a problem with a policy or a feature
they find a way to constructively deal with it like sending email to Mike or
giving them a call. There is certainly a big difference between
constructive criticism and just criticism. If enough people get together
and let them know what we want, chances are they will give it to us. If we
just sit around and bitch nothing is going to happen. And no before
everyone jumps on me I do not think everyone here just sits around and
bitches. Most of the posts on here are very helpful and relevant. I have
said enough. I apologize if anyone feels that I have been to obtrusive to
this list and it's purpose with my own personal feelings.

s.g.

Visit me at the Magick Rainbow
<http://web2.airmail.net/sgiff>
^^

Imagine 4,3DS, PC Pentium 66, 32 meg ram.

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1.686 Message number 0681

Date:
Sun, 18 Feb 1996 19:58:46 -0800
From:
Jay's Imagine Mailing List Account
<jv@PHXMEDIA.COM>

Subject: Re:

>Secondly Impulse promises no satisfaction, no proofread literature. We have
>known this for years, I don't think they intend to change.

Neither does Microsoft, Alias, SGI, NewTek, Apple, ad infinitum. But
without it, how the heck do you think people are going to use their
products?

"Here, I'll give you a fantastic tool. Figure out how to use it yourself.
I know, it doesn't make sense most of the time, but I'm not guaranteeing
you'll be able to use the tool in the first place. If you can't figure it
out, you're not worthy of the tool..."

>

>You rarely hear people say anything good about Impulse. It is quite common
>however to hear people say good things about Imagine.

I think you mean it's common to say bad things... in any case, Impulse do
have a great product, and I think we'd all agree that it would be even
BETTER if there wasn't so much attention in the area of extremely poor
literature - both in their manuals (what little few there are) and even in
their promotional material.

>If enough people get together
>and let them know what we want, chances are they will give it to us. If we
>just sit around and bitch nothing is going to happen.

Well, I feel that this list has been quite instrumental in making changes
at Impulse in the past, at least that's what Mike H. implies in his 'favor
letter'.

In any case, this is definitely a dead horse between us...

I'm still waiting to hear from someone on my original post re: the
Edimation system... in a nutshell, what sort of software will we be able to
use with this system? If it's as good as it sounds, I'm getting ready to
buy 3 of them...

j.

Jay Vaughan
President,
Delphinus Technologies
(formerly Phoenix Media Labs)

jay@phxmedia.com

vv

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1.688 Message number 0683

Date: Sun, 18 Feb 1996 22:49:50 -0700
From: Dave Wilson
<darius@CONNECT.AB.CA>

Subject: Re: Some Info

At 09:42 PM 2/18/96 EST, you wrote:

>I believe this came from Dave Wilson, and I'm afraid I must correct
>an error...
>
>Pixar and ILM are NOT the same company. Pixar WAS a spin-off company
>that had roots with ILM, but that was a long time ago in a galaxy far
>away...
>
>David Nix
>

The news of my death has been greatly exaggerated. Sorry.
It appears I have been misinformed.

>David Nix
>Digital Media Specialist,University Computing and Network Services
>Computer Graphics & Video Production
>Alias Certified Level 3 Animator,5 yrs exp.
>Amiga 4000/Imagine 4.0/V-Lab Motion/OpalVision
>web site at:<http://www.visart.uga.edu/Alias/DaveN/daven.html>
>
>

^^
| Dave Wilson (aka - Darius R. Kane, The Highlander) |
| BrainWave Productions Inc. - For Art's Sake |
| What an existance..... |

vv
^^
| Lovingly Running Imagine 3 + 4 Demo |
| <http://www.connect.ab.ca/~darius> |
| It's a beautiful life |
vv

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1.689 Message number 0684

Date:
Sun, 18 Feb 1996 23:47:15 -0800
From:
Chuck Needham
<twobit@GLOBALDIALOG.COM>

Subject:
Re: VESA dead horse

Jeff Fox wrote:

>
> I know I need univbe or univesa to get resolutions higher than 320x200 with
> Imagine 3.0. When I use either of them Imagine tells me that I have a
> jillion video modes available. I just cannot figure out how to use them! Can
> someone please give me a step by step example of how to get the detail
> editor to run in 1024x768? Private email is fine, but other clueless newbies
> might want to know too.
>
> _____
> 486/66 16M RAM, Imagine 3.0, Mostly-Clueless-Without-A-Manual-Beginner
> <http://lmg.com/upstage/bios/jeff.htm>
> jfox@iadfw.net

If you are using version 3.2 or higher....(3.2, 3.3, 4.0)

-go to the preferences editor.
-scroll down the listing to SMOD in the first column.
-it should look like:
 SMOD 0 # imagine screen width: 0=640,1=800,2=1024,3=1280
-click on that listing
-enter 2 in the box below containing the number 0.
-press enter
-select save
-exit imagine and restart

If you don't have version 3.2 or higher you will not find that option and will not be able to display your workspace larger than the default 640x480. If your Subproject Parameters have 1024x768 selected in the image size boxes, you will be able to render and display that size of image from the Project screen. Upgrading to 4.0 is recommended.

I hope this helps.

--
Chuck Needham
2Bit Graphics
e-mail: twobit@globaldialog.com
<http://www.globaldialog.com/~twobit/>

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1.690 Message number 0685

Date:
Mon, 19 Feb 1996 11:46:46 +0000
From:
GARETH LLEWELLYN
<ggl4@ABER.AC.UK>

Subject:

Re: Imagine 4,0 RotationAnimation

I imagine you are trying to rotate the object through the stage editor - don't....

I had this same problem, but then decided to try doing it through the Action editor.

Go to your objects time lines in the Action editor, and add an effect line for the duration of your animation. Make this the rotate effect (or possibly tumble - one is for the whole object, the other is for subgroups only), and it will give you the option to rotate through x, y and/or z axis. Anyway, its fairly self explanitory.

Hope that helps...

Mail me if it doesn't work - I'll consult one of my old projects....

Gareth Llewellyn
ggl4@aber.ac.uk

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1.691 Message number 0686

Date:
Mon, 19 Feb 1996 07:25:34 -0500
From:
Atool Varmuh
<atulv@S1.GANET.NET>

Subject:

Applying a single texture to multiple objects

This is something I've tried to figure out for a while but can't. I've been using Imagine for a month or so, and have learned how to use it

fairly well, but I can't seem to find how to assign a single texture to multiple or grouped objects. If I select multiple objects and go to the textures box, it just keeps popping up a texture box for every single object I selected! So far the fastest alternative I've found is setting the attributes to what I want, saving them to a file, and then just clicking on "Load" from each attribute box and pressing return, which is still INCREDIBLY annoying when I need to change the color of 50 objects...

Atul

Atul Varma

<http://www.ganet.net/~atulv>

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1.692 Message number 0687

Date:
Mon, 19 Feb 1996 07:42:07 EST
From:
Tim Wilson [Crestline]
<76432.1122@COMPUSERVE.COM>

Subject:
Preference settings

To Ted Stethem, re your message of Sun, 18 Feb 1996 01:26:26 -0800,

>>>It sure is good to see you active here.<<<

Thanks, its a privilege to be able to chat with other interested Imagine users.

>>>cannot believe you do all your modelling point-by-point. <<<

For me its just one of the fastest ways to the results I want. I'm considering doing some more work with metaballs, but I've experimented with booleans, forms, skinning, splines, you name it,... and so far, point-by-point has turned out to be best and fastest for the organic modeling I do. I couldn't do it without my drawings though. If the geometry is well-worked-out on paper first, building it in Imagine is alot less painless.

>>>have downloaded your screen captures of your Detail Editor setup, specifically setup for your modelling preferences,... maybe I could upload the screen capture to Aminet<<<

Go ahead. I don't think I'll have my web page set up for a bit.

>>>it would be interesting to hear why you set up your buttons the way you did<<<

I can't remember hot keys for one thing. The buttons are the ones I use most frequently. I like to have modal commands as gadgets, so I can tell whether I'm in Pick Point, Pick Group, Drag Box mode, etc. at a glance. Then I've got buttons to adjust the perspective view, in particular to switch between the New Mode perspective and Shaded mode, and I just recently added a button for Make

Quick Edges, so I can update this as I'm adding new faces, and rotate my full geometry in realtime.

>>>BTW, do you have an upgrade path for people that purchased the original Cycle-Man, to Humanoid or Super Humanoid?<<<
Please see my e-mail about this.

-Tim Wilson
Imagine 4 on P5
Advanced- freeform modeling & animation

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1.693 Message number 0688

Date:
Mon, 19 Feb 1996 07:41:56 EST
From:
Tim Wilson [Crestline]
<76432.1122@COMPUSERVE.COM>

Subject:

Hello

To Alfonso Hermida re your message of Sun, 18 Feb 1996 09:48:00 EST,

>>>this is my first message on the Imagine mailing list.<<<

Glad to see you made it on. I've told you before, and I'll tell you again... it's great to have blobs and your smoothing tool in Imagine. Since you're not one of their programmers, it really was classy of you to help them out with this. I know Imagine users appreciate it.

-Tim

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1.694 Message number 0689

Date:
Mon, 19 Feb 1996 07:41:46 EST
From:
Tim Wilson [Crestline]
<76432.1122@COMPUSERVE.COM>

Subject:

Bashing Impulse

To Stephen G. re your message of Sun, 18 Feb 1996,

>>>I don't really know what their user base is<<<

According to Impulse, they've sold 180,000 first time copies of all versions of Imagine. About 50,000 are registered. And another several hundred thousand have been distributed on the cover of the Euro/Australianmags. Just because 3DS and LW get more press in the States doesn't necessarily mean they have a larger user base. They're alot more expensive for one thing. And Imagine gets more press overseas than in the States.

Also, on a related note, (not directed specifically at you Stephen), with regard to the new pricing on WinImagine-- why complain about something you'll never have to pay? Isn't everyone here eligible for the discounts?

-Tim

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1.695 Message number 0690

Date:

Mon, 19 Feb 1996 08:20:35 EST

From:

Tim Wilson [Crestline]
<76432.1122@COMPUSERVE.COM>

Subject:

Altitude seam

A user on CIS asks:

>>>How do you get rid of the seam when applying spherical/cylindrical altitude maps ?<<<

There is a way. But not with the perfect sphere. It involves subgroups. What you need to do is divide your object into two hemispheres, +Y and -Y, with subgroups. In an image processing program like ADPro, make a copy of your bump map and ROLL it so the seam is exactly in the middle. Touchup the seam if necessary. Then, map the normal bump onto the -Y subgroup. And map the rolled image onto the +Y subgroup (where you would normally see the bump seam), but turn it 180 degrees in Z.

This will put the seams of both image maps into areas where they cannot be seen. A little involved, but it works.

-Tim

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1.696 Message number 0691

Date:
Mon, 19 Feb 1996 08:22:42 -0500
From:
Jim Rix
<jim@YAKKO.CS.WMICH.EDU>

Subject:
Re: Imagine 4,0 RotationAnimation

On Mon, 19 Feb 1996, Michael Klinteberg wrote:

> To all Imagine mailinglist users.
>
> I wanna make a animation on a object that will come forward and rotate
> like a ball, but I don4t succe!
>
> I want to know if anyone has succeeded in letting an object rotate
> 360 degrees in both x and y.
>

This is simple. In the Action Editor's F/X line add the rotate2 special effect. Because this effect will only change one axis you will need two instances of this effect. Set one effect to change your object's x axis and the other effect the y axis.

Jim Rix
<http://yakko.cs.wmich.edu/~jim>

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1.697 Message number 0692

Date:
Mon, 19 Feb 1996 08:28:30 -0500
From:
Jim Rix
<jim@YAKKO.CS.WMICH.EDU>

Subject:
Re: Applying a single texture to multiple objects

On Mon, 19 Feb 1996, Atool Varmuh wrote:

> This is something I've tried to figure out for a while but can't.

> I've been using Imagine for a month or so, and have learned how to use it
> fairly well, but I can't seem to find how to assign a single texture to
> multiple or grouped objects. If I select multiple objects and go to the
> textures box, it just keeps popping up a texture box for every single
> object I selected! So far the fastest alternative I've found is setting
> the attributes to what I want, saving them to a file, and then just
> clicking on "Load" from each attribute box and pressing return, which is
> still INCREDIBLY annoying when I need to change the color of 50 objects...
>

>
>

Atul

In the stage editor select the one object you have the proper setting
for. Then multi-select all the other objects you desire to have this
particulat texture using shift select. Then use the apply function in
the objects menu.

Jim Rix

<http://yakko.cs.wmich.edu/~jim>

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1.698 Message number 0693

Date:

Mon, 19 Feb 1996 08:59:46 -0500

From:

Bob Sampson

<RobSampson@AOL.COM>

Subject:

Memory

Does anyone know of a way to work out about how much memory a scene might
take? I am working in 40 meg of ram and the scene I am doing now drops out
aspects of the last object placed in it in scanline but will complete the
image in raytrace. It appears I am on the line, but I'm wondering which
efforts might maximize my efficiency and allow me to add a bit more. The
scene is about as efficient from a modeling standpoint as I could make it
although I do wish I could remove complexity from certain areas that did not
appear to require it, contains approximately 40 lights and is entirely (and
heavily) done in procedural textures with no maps. I cannot just bacdrop
certain sections since I need the main characters to cast shadows. Eh, I
think sometimes on my next machine I will just get 128 meg of ram and be done
with it, but then I will just fill that up as well:) In anycase, any tips or
tricks would be appreciated. There might be something I have not thought of.

Bob.....

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1.699 Message number 0694

Date:
Mon, 19 Feb 1996 09:17:13 -0500
From:
Mike van der Sommen
<MikeVDS@AOL.COM>

Subject:

Re: Real life laser

In a message dated 96-02-17 02:12:56 EST, you write:

> It's kinda neat, but not really as impressive as the
> "fake" lasers we see in movies.

>

> Basically, if it looks good then does it HAVE to be realistic?

Hey, wait a minute here. You're confusing lasers with PHASERS.
It's the PHASERS and DISRUPTERS that show a bright beam
of light. Sheeesh, everyone knows that!

Mike van der Sommen
Santa Barbara, Ca
GraFX Haus BBS (805)683-1388
Email: MikeVDS@aol.com or
mike.vandersommen@caddy.uu.silcom.com

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1.700 Message number 0695

Date:
Mon, 19 Feb 1996 09:30:25 EST
From:
Tim Wilson [Crestline]
<76432.1122@COMPUSERVE.COM>

Subject:

Reducing Render Time

To Mikael Johannesen, re your message of Tue, 13 Feb 1996 15:14:50 +0100,

>>>You're welcome to bore me about time render reduction.<<<

Here are a few things you can do:

1. Lower RSDP to 3. This controls the number of multiple reflections, and

d

transparent layers you can see through.

2. Lower AARC to 4 or 9, the default of 128 is WAY too high. This controls the level of oversampling on the new AA (which you turn on by changing the OLDA to False).

3. EDLE is the last parameter to consider. This controls how similar in color pixels have to be in order for them to be antialiased. Larger values mean only pixels that are significantly different in color will be antialiased. If you're just doing tests or very high res images you may want to raise this value up to, say, 75 to speed things up. When you want a more polished look for final renderings lower this to 3 - 10 (but expect a slow-down), to antialias almost all pixels, even if they are very close in color. Never use a value of 0. Some people also like to render at higher resolutions with poor AA, and then simply scale them down to the size they need. This is another form of resampling that you may like.

4. Do not cram alot of polygons into a very small area. Imagine will render faster if polygons are distributed among more Octrees (read: objects are larger).

5. Use shadows, reflections, filtering, and refraction judiciously.

If I think of anything else I'll let you know. Maybe others can put in their 2 cents as well.

-Tim Wilson
Imagine 4 on P5
Advanced- freeform modeling & animation

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1.701 Message number 0696

Date:
Mon, 19 Feb 1996 09:30:35 EST
From:
Tim Wilson [Crestline]
<76432.1122@COMPUSERVE.COM>

Subject:
Dino Lighting

To Jon Rubin, re your message of Mon, 12 Feb 1996 23:49:23 -0500

>>>Could you please enlighten me as to how and where you might use so many lights?<<<

In the case of the dino cover, I used 33 dim lights in spherical arrays around the scene to simulate ambient light from the sky and ground. It's still a technique I'm experimenting with, so the results weren't perfect. There are some areas where you can see the effect though. Compare the darkness inside the dino's mouth to the darkness of the closest jaw muscle. Both are in shadow, but the jaw muscle is lighter because more of the ``ambient`` lights are reaching it. Also look at the area just behind the other dino's thigh, and you'll see a darkening there for the same reason.

-Tim Wilson
Imagine 4 on P5
Advanced- freeform modeling & animation

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1.702 Message number 0697

Date:
Mon, 19 Feb 1996 09:30:31 EST
From:
Tim Wilson [Crestline]
<76432.1122@COMPUSERVE.COM>

Subject:

Shadows

To Charles Blaquiere re your message of Sat, 10 Feb 1996

>>> P.S. I sure would like soft shadows in scanline.<<<

I'm kind of surprised you're still using Scanline. How about raytracing some arrays of lights instead? If you just want to ``take the edge off'' (as it were), all you need to do is replace your main light source with a group of about 7 dimmer lights (six in a circle, one in the middle, each with 1/7 the brightness of your original light). Adjust the angle and size of the light group a bit, and you got a nice little soft edge on your shadows... but then, you already knew this, didn't you.

Rendering time should only increase by about a factor of 2 or 3x, which isn't too bad.

-Tim Wilson (maybe preparing to launch into another diatribe about shadows)
Imagine 4 on P5,
Advanced- freeform modeling & animation

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1.703 Message number 0698

Date:
Mon, 19 Feb 1996 09:30:39 EST
From:
Tim Wilson [Crestline]

<76432.1122@COMPUSERVE.COM>

Subject:

BrushesOnBlobs

To Jon Rubin, re your message of Wed, 14 Feb 1996 22:33:43 -0500

>>>It doesn't seem possible to morph brushes on blobs, does it? The brush only wants to attach itself to a single sphere.<<<

You've got to convert the object to polys and bone it to get textures/brushes to tack. Also, SHAPE morphing only works on polygonal objects. But you might be able to morph BRUSHES, TEXTURES, and PROPERTIES, in addition to GROUPING. Never tried it on the CSG spheres though.

-Tim Wilson

Imagine 4 on P5

Advanced- freeform modeling & animation

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1.704 Message number 0699

Date:

Mon, 19 Feb 1996 10:03:29 -0500

From:

Mike van der Sommen

<MikeVDS@AOL.COM>

Subject:

Re: Imagine 4,0 RotationAnimation

In a message dated 96-02-18 19:36:14 EST, you write:

>I4m able to rotate 179 but not 180 or more.

Click on the LOOPING anim box in the Action Editor.

Mike van der Sommen

Santa Barbara, Ca

GraFX Haus BBS (805)683-1388

Email: MikeVDS@aol.com or

mike.vandersommen@caddy.uu.silcom.com

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1.705 Message number 0700

Date:
Mon, 19 Feb 1996 10:03:38 -0500
From:
Mike van der Sommen
<MikeVDS@AOL.COM>

Subject:

Re: VESA dead horse

In a message dated 96-02-18 22:26:27 EST, you write:

>I know I need univbe or univesa to get resolutions higher than 320x200 with
>Imagine 3.0. When I use either of them Imagine tells me that I have a
>jillion video modes available. I just cannot figure out how to use them! Can
>someone please give me a step by step example of how to get the detail
>editor to run in 1024x768?

<SNIP>

```
GNDN  16      # # of divisions in ground
OCTD   6      # # levels in oct-tree (6 max)
SMOD   2      # imagine screen width: 0=640,1=800,2=1024,3=1280 <----
STRT   1      # startup in: 1=proj 2=detail 3=form 4=cycle 5=spline
GNDS  1024.000 # ground size
```

In your Preferences menu, change the SMOD line to 2 (see above) then
SAVE it. However, higher screen resolutions were not implimented until
Imagine 3.2

Mike van der Sommen
Santa Barbara, Ca
GraFX Haus BBS (805)683-1388
Email: MikeVDS@aol.com or
mike.vandersommen@caddy.uu.silcom.com

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1.706 Message number 0701

Date:
Mon, 19 Feb 1996 15:10:41 +0000
From:
Jeremy Peter Hopkin
<jph@CS.NOTT.AC.UK>

Subject:

Re: Memory

> I am working in 40 meg of ram and the scene I am doing now drops out
> aspects of the last object placed in it in scanline but will complete the
> image in raytrace. It appears I am on the line, but I'm wondering which
> efforts might maximize my efficiency and allow me to add a bit more.

Don't worry you can raytrace a scene as complex as you like, as long as, you can load it. The reason why scanline drops polygons, is it has a maximum, number of polygons, in a scanline(horizontal pixel line).

However, trace calculates for each individual pixel, thus does not suffer from memory constraints in the same way.

eg I have scanlined a scene(v.complex), and lost about 10 objects and some of the others only had half their polygons. I traced it, the rendering time went from hours to days, and everything was, there, inc. softshadows(40+lights)

Jeremy

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1.707 Message number 0702

Date:
Mon, 19 Feb 1996 10:37:40 EDT
From:
imagemaster@INSTBBS.CAMBA.COM
<

Subject:

Applying a single texture to multiple objects

IM> This is something I've tried to figure out for a while but can't.
IM>I've been using Imagine for a month or so, and have learned how to use it
IM>fairly well, but I can't seem to find how to assign a single texture to
IM>multiple or grouped objects. If I select multiple objects and go to the
IM>textures box, it just keeps popping up a texture box for every single
IM>object I selected! So far the fastest alternative I've found is setting
IM>the attributes to what I want, saving them to a file, and then just
IM>clicking on "Load" from each attribute box and pressing return, which is
IM>still INCREDIBLY annoying when I need to change the color of 50 objects...

IM>

Atul

IM>-----
IM>Atul Varma <http://www.ganet.net/~atulv>

Why not just join the objects to a central axis? Or do the grouped objects need to be grouped because of independent motion?

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1.708 Message number 0703

Date:
Mon, 19 Feb 1996 17:14:31 +0200
From:
Granberg Tom
<tom.granberg@TV2.NO>

Subject:
Pyro Essence? when.....

Hi

Just wonder if the guys that stated that they where still waiting for Essence, have gotten their copy yet?
I HAVENT.....I'm still waiting...

I tought maybe I could implement some new fatures to my Pyro thingie before I release it. It's basicly finished with animations,obj's and the works. So if you cant wait, I'll release it this week. Give me a beep eh!

Ps. It turned out that it is possible to make some very "naturalistic" explotions in Imagine, even better than I expected, so hold on to your shorts dudes.

Tom

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1.709 Message number 0704

Date:
Mon, 19 Feb 1996 11:30:21 -0500
From:
Wesley Jacocks
<wes@PINN.NET>

Subject:
Re: Applying a single texture to multiple objects

Imagine has a really easy way to do this: you first pick the object with the proper texture, then multi-pick the other objects that need this texture. With everything picked, you go to Function-Apply, and all the textures are copied from the first object to the rest of the picked objects. All the objects should now have the same attributes/textures.

(By the way I hope I got the picking vs selecting right in the description above)

The above works with Imagine ver 4.0. by the way.

Wesley Jacocks

wes@pinn.net

On Mon, 19 Feb 1996 imagemaster@INSTBBS.CAMBA.COM wrote:

> IM> This is something I've tried to figure out for a while but can't.
 > IM>I've been using Imagine for a month or so, and have learned how to use it
 > IM>fairly well, but I can't seem to find how to assign a single texture to
 > IM>multiple or grouped objects. If I select multiple objects and go to the
 > IM>textures box, it just keeps popping up a texture box for every single
 > IM>object I selected! So far the fastest alternative I've found is setting
 > IM>the attributes to what I want, saving them to a file, and then just
 > IM>clicking on "Load" from each attribute box and pressing return, which is
 > IM>still INCREDIBLY annoying when I need to change the color of 50 objects...
 >
 > IM> Atul
 >
 > IM>-----
 > IM>Atul Varma <http://www.ganet.net/~atulv>
 >
 > Why not just join the objects to a central axis? Or do the grouped
 > objects need to be grouped because of independent motion?
 >

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1.710 Message number 0705

Date:
 Mon, 19 Feb 1996 14:01:28 0000
 From:
 Harry Drummond
 <in4831@WLV.AC.UK>

Subject:

Re: Postscript fonts (was: Starting)

Since my post last week on Postscript fonts, I've been ploughing my way through the 200 or so that I have on a CDROM, identifying those that work and those that don't. So far I've done A-C, found a number of defective ones and three that crash right out of Imagine, telling me to phone Impulse right away. I know that working fonts have been listed before - but I don't think as many as I'm likely to come up with here. If there is any interest, I'll gladly list the good, the bad, and the downright ugly here when I complete my survey.

In the meantime, using them is still a source of frustration (I've got the el cheapo cover version of PC Imagine 3.0). I load the font, it looks pretty, and then I try to give it colour - anything! - and get nowhere fast. I try transferring into Detail Editor (etc.) and get firmly told that this object has spline features, with the inferred "Get Lost". Okay, I'm simple, I'm a beginner! I've already dug my way through about thirty archives (thank God for search tools in word processors) and the most recent FAQ to hand

(no. 5). No dice. So please, somebody, give me a hint on extruding and colouring/texturing before my wife and the cats leave home!

Thanks!

Harry.

```
|++++/<<+<< Harry Drummond, University of Wolverhampton
|<<+>>\<<+>>/ email: H.Drummond@wlv.ac.uk
  \      |<<+>>\++++>>\
  \+>>\      \      \+>>> Some days I seem to get
    \++++>>\<<+>>|      shunted every whichway...
```

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1.711 Message number 0706

Date:
 Mon, 19 Feb 1996 12:21:46 -0800
 From:
 Chuck Needham
 <twobit@GLOBALDIALOG.COM>

Subject:

Re: Postscript fonts (was: Starting)

Harry Drummond wrote:

```
>
> In the meantime, using them is still a source of frustration (I've got the
> el cheapo cover version of PC Imagine 3.0). I load the font, it looks
> pretty, and then I try to give it colour - anything! - and get nowhere fast.
> I try transferring into Detail Editor (etc.) and get firmly told that this
> object has spline features, with the inferred "Get Lost". Okay, I'm simple,
> I'm a beginner! I've already dug my way through about thirty archives (thank
> God for search tools in word processors) and the most recent FAQ to hand
> (no. 5). No dice. So please, somebody, give me a hint on extruding and
> colouring/texturing before my wife and the cats leave home!
>
```

-Load your font as usual in the Spline Editor.

-Click on the button at the bottom labeled "AddPts"

A requestor will pop up for your extrude and bevel options.

You can go back as many times to AddPts to change your options before saving.

-After text is extruded in the perspective window - Click on the button labeled "SavePts". A save requestor pops up. (etc.)

The "Save Object" option in the object menu will only save the spline info for reworking in the Spline Editor. I differentiate Object files and Spline files with ".iob" and ".spl",

respectively.

Or create a SPLINE directory.

You have just saved the text as an Imagine object. To give it color,

texture, etc. Load the object into the Detail Editor.

--

Chuck Needham
2Bit Graphics
e-mail: twobit@globaldialog.com
<http://www.globaldialog.com/~twobit/>

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1.712 Message number 0707

Date:
Mon, 19 Feb 1996 19:57:45 +0100
From:
Conny Joensson
<cjo@KIRUNA.SE>

Subject:

PS-Font quicky (was Re: Postscript fonts)

Harry Drummond wrote;

>I load the font, it looks
>pretty, and then I try to give it colour - anything! - and get nowhere fast.
>I try transferring into Detail Editor (etc.) and get firmly told that this
>object has spline features, with the inferred "Get Lost". Okay, I'm simple,
>I'm a beginner! I've already dug my way through about thirty archives (thank
>God for search tools in word processors) and the most recent FAQ to hand
>(no. 5). No dice. So please, somebody, give me a hint on extruding and
>colouring/texturing before my wife and the cats leave home!

Hmm, I'm allergic to cats so I wouldn't mind too much if it left ;) but I suppose it would be a pity about your wife though, so here we go, a one-page-PSFonts-in-spline-editor-tutorial:

1. Enter the "Spline" editor
2. Do "Load Font" from the "Object" menu
3. If the requester is empty press "Read", go to the directory where you have your PS fonts installed, click on a font, click on "OK"
4. Click on the desired fonts name, type in the text you wish to use in the "Text" field, press return and pray that the font is usable in Imagine. If not you'll get an error message or just an empty axis. Then you'll have to try another font.

You can now save the spline for future use by selecting "Save" from the "Object" menu.

However, if you wish to create an object please read on...

5. "Pick" the word, or just a few of the letters if you wish
6. Do "Add Points" from the "Object" menu
7. Insert your desired parameters in the requester

For a "basic" letter use "Extrude Depth" = 20-40, "Bevel Width" = 0, "Extra Width" = 0, "Bevel Depth" = 0 and make sure that "Extrude It", "Front Faces" and "Back Faces" are ticked. Also select "No Bevel" for both front and back faces. Click "Ok".

If you later on find that you want a more complex object (say, with round bevels) you'll have to experiment with these parameters a bit yourself. Or, ask the IML. :)

8. Now you have an object
9. Make sure that you have "Pick"ed it (click on it or press F1)
10. From the "Object" menu do "Save Points" - NOT JUST "SAVE"!!!!!!!!!!!!!!
"Save" only saves the spline, not the object itself.
11. Enter the "Detail" editor
12. Do "Load" from the "Object" menu, select the file that you just saved
13. Voila!

You can now treat this (grouped) object as any other object.

```
+-----+
| Conny Joensson | Email: cjo@kiruna.se |
| Kiruna, Sweden | http://www.is.kiruna.se/~cjo/ |
+-----+
```

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1.713 Message number 0708

Date:
Mon, 19 Feb 1996 19:57:39 +0100
From:
Conny Joensson
<cjo@KIRUNA.SE>

Subject:
Re: Pixar and ILM. was Re: Some Info

Dave Wilson wrote:

>It would be interesting to find out more on both companies though. Pretty
>much all I know is that they are both amazing and that ILM was started by
>Mr. Lucas for Star Wars.

WWW URL = <http://www.pixar.com/>

```
+-----+
| Conny Joensson | Email: cjo@kiruna.se |
| Kiruna, Sweden | http://www.is.kiruna.se/~cjo/ |
+-----+
```

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1.714 Message number 0709

Date:
Mon, 19 Feb 1996 20:43:52 +0100
From:
Ben Lumumba Khaur
<klumumba@T0.OR.AT>

Subject:

subscribe

Best regards,
Ben

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1.715 Message number 0710

Date:
Mon, 19 Feb 1996 14:40:21 -0500
From:
Anita Vandenberg
<yku02978@YORKU.CA>

Subject:

Re: Applying a single texture to multiple objects

Atool Varmuh wrote:

> If I select multiple objects and go to the textures box, it just keeps
> popping up a texture box for every single object I selected!

Unfortunately, there is no way to do it with them as separate objects.
If all the objects will move in conjunction with one another or not move
at all then there is a solution. Add an axis, select it and then select
each of your objects. Use the join option to make them all one object.
Now texture the axis and you're done.

----- yku02978@yorku.ca -----

Imagine 3.0 - 486/66, 12 MB RAM, Beginner+ - Games Programmer

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1.716 Message number 0711

Date:
Mon, 19 Feb 1996 15:28:22 -0500
From:
Prophet
<jbk4@PSU.EDU>

Subject:

Re: Some Info

>

>Here are a few things you can do:

> 1. Lower RSDP to 3. This controls the number of multiple reflections, a
>nd

>transparent layers you can see through.

> 2. Lower AARC to 4 or 9, the default of 128 is WAY too high. This
>controls the level of oversampling on the new AA (which you turn on by changing
>

>the OLDA to False).

> 3. EDLE is the last parameter to consider. This controls how similar in
>

>color pixels have to be in order for them to be antialiased. Larger values mean
>

>only pixels that are significantly different in color will be antialiased. If

>you're just doing tests or very high res images you may want to raise this valu
>e

>up to, say, 75 to speed things up. When you want a more polished look for final
>

>renderings lower this to 3 - 10 (but expect a slow-down), to antialias almost

>all pixels, even if they are very close in color. Never use a value of 0. Some
>

>people also like to render at higher resolutions with poor AA, and then simply

>scale them down to the size they need. This is another form of resampling that

>you may like.

> 4. Do not cram alot of polygons into a very small area. Imagine will
>render faster if polygons are distributed among more Octrees (read: objects are
>

>larger).

> 5. Use shadows, reflections, filtering, and refraction judiciously.

>

>If I think of anything else I'll let you know. Maybe others can put in their 2

If you are using an A2000 or A500, you can slightly better your time by
displaying

a lores, 2colour screen. This cuts down on the DMA usage required by Imagine's
HiRes screen.

You can also opt to use brushmaps instead of procedural textures. With Forge,
you can design repeatable brushmaps from Essence Textures. This isn't always
appropriate but do it when you can. Using maps will require more memory though
so there is a trade-off.

Be careful with your use of transparencies. I recently did a project that required hundreds of bushes lining a desert road. I couldn't have enough decent looking bushes by creating detailed polygon objects because it required too much memory. I opted to apply transparency maps to 4 point planes. This gave me the look I needed but the rendertime went thru the roof.

Jaeson K.

```

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 )| )_  _  / /_  _  _ /  _  ( X_ )
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 )ll/ 1/ \_ ( / ( / ( _//_// / \_ ( )
 ( _____ )      ( _/      ( )

```

Jaeson Koszarsky

Amiga 3000

 cyberprophet@psu.edu

 68040 (68060 MkII soon)

jbk4@email.psu.edu

24Megs-ZIP

OS3.1, ShapeShifter

Imagine4.0, pro+

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1.717 Message number 0712

Date:

Mon, 19 Feb 1996 15:31:13 -0600

From:

Rick Beilfuss

<vview@CSWNET.COM>

Subject:

Re: BrushesOnBlobs

> You've got to convert the object to polys and bone it to gettextures/brushes to tack.

I was under the impression once a blob was polyed the object was like any other object, and therefore doesn't need to be boned to tack brushes/textures. I'll have to try it to make sure though.

>Also, SHAPE morphing only works on polygonal objects.

If I may make this a little clearer. You can more the shape of a blob object. As a matter of fact, that's probably the neatest feature of blobs. But, like bones, to morph a shape change - do NOT use the shape property in states. Bones and blobs change the shape of the object and not states per se.

>But you might be able to morph BRUSHES, TEXTURES, and PROPERTIES

Brushes and textures can be tacked, but because you're working with a

set of grouped objects, the tack is to the parent sphere. If you were to move one of the spheres outside the range of the parent's texture/brush bounding boxes, the texture/brush will no longer appear on that sphere. So morphing should work the same as any other object, with the limitations listed above.

At least that's how I understand it.

Rick

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1.718 Message number 0713

Date:
Mon, 19 Feb 1996 23:13:14 +0100
From:
Torgeir Holm
<torgeirh@POWERTECH.NO>

Subject:
leaving...again!

Well, I'm off to northern Norway and the AirForce again... I'll be back in four weeks or so...

--
Torge!r

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1.719 Message number 0714

Date:
Mon, 19 Feb 1996 18:22:10 -0500
From:
Jim Shinosky
<tracker@EN.COM>

Subject:
Re: Pyro Essence? when.....

As a matter of fact, no. I did, however, get my Visa bill and a charge from Apex shows up which was applied January 31. When I ordered it, they said they would ship it that same day. They must be sending it no-class mail.

Very ticked off.

>Hi
>
>Just wonder if the guys that stated that they where still waiting for Essence,
>have gotten their copy yet?
>I HAVENT.....I'm still waiting...
>
>I tought maybe I could implement some new fatures to my Pyro thingie before I
>release it. It's basicly finished with animations,obj's and the works. So
if you
>cant wait, I'll release it this week. Give me a beep eh!
>
>Ps. It turned out that it is possible to make some very "naturalistic"
>explotions in Imagine, even better than I expected, so hold on to your shorts
>dudes.
>
>Tom
>

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1.720 Message number 0715

Date:
Mon, 19 Feb 1996 16:26:38 -0700
From:
Roger Straub
<straub@CSN.NET>

Subject: Re: Applying a single texture to multiple objects

On Mon, 19 Feb 1996, Atool Varmuh wrote:

> This is something I've tried to figure out for a while but can't.
> I've been using Imagine for a month or so, and have learned how to use it
> fairly well, but I can't seem to find how to assign a single texture to
> multiple or grouped objects. If I select multiple objects and go to the
> textures box, it just keeps popping up a texture box for every single
> object I selected! So far the fastest alternative I've found is setting
> the attributes to what I want, saving them to a file, and then just
> clicking on "Load" from each attribute box and pressing return, which is
> still INCREDIBLY annoying when I need to change the color of 50 objects...

Applying a texture or brushmap to multiple objects is easy.Group them all
to a central axis, apply your texture/map as desired, and click in the
"apply to child objects" box. That's it.

To apply attributes to a bunch of ungrouped objects, apply the desired

attributes to one of them, click on that one, hold down shift and click on the rest of them, and select Apply from the functions menu. Voila!

```
>
>
>
> -----
> Atul Varma                                http://www.ganet.net/~atulv
>
```

--
 "There is no love sincerer than the love of food." -- George Bernard Shaw

See ya,
 Ben

** Imagine 4.0 - Amiga 3000/030/16MHz - 10MB - Skilled **

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1.721 Message number 0716

Date:
 Mon, 19 Feb 1996 16:38:16 -0700
 From:
 Roger Straub
 <straub@CSN.NET>

Subject:
 Re: Postscript fonts (was: Starting)

On Mon, 19 Feb 1996, Harry Drummond wrote:

```
> In the meantime, using them is still a source of frustration (I've got the
> el cheapo cover version of PC Imagine 3.0). I load the font, it looks
> pretty, and then I try to give it colour - anything! - and get nowhere fast.
> I try transferring into Detail Editor (etc.) and get firmly told that this
> object has spline features, with the inferred "Get Lost". Okay, I'm simple,
> I'm a beginner! I've already dug my way through about thirty archives (thank
> God for search tools in word processors) and the most recent FAQ to hand
> (no. 5). No dice. So please, somebody, give me a hint on extruding and
> colouring/texturing before my wife and the cats leave home!
```

Perhaps a beginner to Imagine, but obviously not to listservs. =)

When you've made your message in Spline, pick Add Points from the Object menu. You'll end up with a requester with a bunch of options. When you have mixed and matched to your taste, click on OK. The computer will work for a bit (or a megabyte, depending on your processor) and...you will see nothing. Spline doesn't show polygonal objects. Select Save Points from the Object menu, and load the resulting file into Detail. NOW you can add attributes. Just make sure you either join the objects or apply the

attribs to ALL of the letters. =)

```
>
> Thanks!
>
> Harry.
> |++++/<<+<< Harry Drummond, University of Wolverhampton
> |<<+>>\<<+>>/ email: H.Drummond@wlv.ac.uk
> \ |<<+>>\++++>>\
> \+>>\ \ \+>> Some days I seem to get
> \++++>>\<<+>>| shunted every whichway...
>
```

--

"There is no love sincerer than the love of food." -- George Bernard Shaw

See ya,
Ben

** Imagine 4.0 - Amiga 3000/030/16MHz - 10MB - Skilled **

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1.722 Message number 0717

Date:
Mon, 19 Feb 1996 18:10:21 -0600
From:
Stephen G.
<sgiff@AIRMAIL.NET>

Subject:
Re: Pyro Essence? when.....

At 06:22 PM 2/19/96 -0500, you wrote:

```
>As a matter of fact, no. I did, however, get my Visa bill and a charge from
>Apex
>shows up which was applied January 31. When I ordered it, they said they would
>ship it that same day. They must be sending it no-class mail.
```

```
>
>Very ticked off.
```

```
>
>
>>Hi
Hello,
```

I guess he is back to his old business practices. I sent him a check, no word for about 2 weeks now. No one answers the phone, no email.....Today I called and the phone just has a busy signal.

s.g.

Visit me at the Magick Rainbow
http://web2.airmail.net/sgiff
^^

Imagine 4,3DS, PC Pentium 66, 32 meg ram.

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1.723 Message number 0718

Date:
Tue, 20 Feb 1996 01:18:06 +0100
From:
Per Sverre Wold-Hansen
<woldh@MOTHER.NORCONNECT.NO>

Subject:

Re: Imagine 4,0 RotationAnimation

>I imagine you are trying to rotate the object through the
>stage editor - don't....

>I had this same problem, but then decided to try doing it
>through the Action editor.

>Go to your objects time lines in the Action editor, and add
>an effect line for the duration of your animation. Make this
>the rotate effect (or possibly tumble - one is for the whole
>object, the other is for subgroups only), and it will give you the
>option to rotate through x, y and/or z axis. Anyway, its
>fairly self explanatory.

I'll get in on this... I've been having the same problem:
Set at angle of rotation > 1800 and ask for rotation to 00
in the stage editor.

It just doesn't work.

OK - You may use the "Rotate2 FX", but that one doesn't
allow for smooth acc./decc. in and out of rotation.

How do you do that without manual tweaking?

** Per Sverre **
Fredrikstad Norway
woldh@sirius.no

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1.724 Message number 0719

Date:
Mon, 19 Feb 1996 19:00:03 -0800
From:
Robert Smith
<bsmith5@IX.NETCOM.COM>

Subject:

OctVolume ???

When doing a raytrace render that's not very large I keep getting a error such as "WORLD OCTVOLUME IS TOO LARGE". Can anyone explain what this means and how do I get around this problem. I am runing IMAGINE 4.0 on a 486DX2/66 with 16Mbytes of RAM under WINDOWS-95. The MEM command tells me that I have about 570K of "DOS" memory. Do I have to start using a memory manager like QEMM to get more "DOS" memory? Never had this problem when I was under DOS-5 and had QEMM running.

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1.725 Message number 0720

Date:
Mon, 19 Feb 1996 19:28:35 -0500
From:
Paul Thompson
<shinobi@GOLD.INTERLOG.COM>

Subject:

Re: Imagine 4,0 RotationAnimation
Wold-Hansen" at Feb 20, 96 01:18:06 am

> OK - You may use the "Rotate2 FX", but that one doesn't
> allow for smooth acc./decc. in and out of rotation.
>
> How do you do that without manual tweaking?

The easiest method I know of rotating with acceleration and deceleration is to create a spiral path around the rotation point. Add an axis and have it follow the path. Then you can specify acceleration and deceleration for the axis. Finally, have your rotating object track to the axis. Done.

Paul

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1.726 Message number 0721

Date:
Mon, 19 Feb 1996 18:54:53 -0800
From:
Chuck Needham
<twobit@GLOBALDIALOG.COM>

Subject:

Re: OctVolume ???

Robert Smith wrote:

>
> When doing a raytrace render that's not very large I keep getting a
> error such as "WORLD OCTVOLUME IS TOO LARGE". Can anyone explain what
> this means and how do I get around this problem.
>

I just had the same problem this week...

All you have to do is, from the Stage Editor, select an object close to 0,0,0 and shift-select each of the other objects (including lights and camera) until they are all selected, then scale the whole scene down to at least 50 %. Save the changes and re-render.

Something in your scene was sticking out beyond Imagine's world limits.

If you still get the message, scale the scene down a little more.

>From the camera's point of view, nothing will have changed because it all was scaled together.

Hope this helps.

--

Chuck Needham
2Bit Graphics
e-mail: twobit@globaldialog.com
<http://www.globaldialog.com/~twobit/>

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1.727 Message number 0722

Date:
Mon, 19 Feb 1996 23:37:34 +0100
From:
Anders Rasmussen
<ajcr@HOA.PING.DK>

Subject: Applying a single texture to multiple

Hi Atul

AV> fairly well, but I can't seem to find how to assign a single texture to
AV> multiple or grouped objects. If I select multiple objects and go to the
AV> textures box, it just keeps popping up a texture box for every single

Use the Apply function in Detail/Functions/ menu.

A mini tutorial on how to copy attributes FAST.

1. Select the object you want to copy your attribute form.
2. Then multi select the ones you want to copy the attribute to.
3. Select the Apply function.
4. Done!

--

. Regards ..
/o- Anders Rasmussen -z- ajcr@hoa.ping.dk -z- 3D Animation
Z V4 - 040 - 14 - CV64/4 - Medium ++

-- Via Xenolink 1.981, XenolinkUUCP 1.1

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1.728 Message number 0723

Date:
Mon, 19 Feb 1996 20:38:46 -0500
From:
Curtis Carlson
<Curtcee@AOL.COM>

g Impulse..

On 96-02-18 Jay Vaughan wrote about the Edimator from Impulse:

>I'm still waiting to hear from someone on my original post re: the
>Edimation system... in a nutshell, what sort of software will we be able to

>use with this system?

If you're asking about editing software such as Adobe Premiere, then my assumption from the ad was that the editing software is part of the package. If you wanted to use Premiere or Razor Pro, you would have to contact Impulse and ask them what file format is created by the Edimator board. If the file format is something proprietary, then you may not be able to use Premiere or Razor Pro or anything else. If that were the case, then you would have to use the software that ships with the Edimator. You should straighten this out with Impulse before you buy anything.

Curtis Carlson
Curtcee@aol.com

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1.729 Message number 0724

Date:
Mon, 19 Feb 1996 21:32:26 -0500
From:
Bob Sampson
<RobSampson@AOL.COM>

Subject:

Re: Memory

In a message dated 96-02-19 10:29:41 EST, you write:

>Don't worry you can raytrace a seen as complex as you like, as long as, you
>can load it. The reason why scanline drops polygons, is it has a maximum,
>number of polygons, in a scanline(horizontal pixel line).

That's interesting, and something I did not know. It seems I remember having objects drop out in trace before on me though. At least in earlier versions.

I only use scanline to check images and animate with. All my still scenes are always traced. Could anyone else confirm that trace will not drop out an object as long as the scene will load?

Bob.....
Imagine renderings.
<http://home.aol.com/robsampson>
Imagine 4.0 P90 40 meg ram average+

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1.730 Message number 0725

Date:
Mon, 19 Feb 1996 21:32:13 -0500
From:
Bob Sampson
<RobSampson@AOL.COM>

Subject:

Re: OctVolume ???

In a message dated 96-02-19 19:20:42 EST, you write:

>When doing a raytrace render that's not very large I keep getting a
>error such as "WORLD OCTVOLUME IS TOO LARGE". Can anyone explain what
>this means and how do I get around this problem. I am running IMAGINE 4.0
>on a 486DX2/66 with 16Mbytes of RAM under WINDOWS-95.

Take the entire scene when in stage editor, and select every single object, every light, and the camera and scale the entire scene down some. It will not change the camera view ect but you will not get the error message once it is scaled down sufficiently.

Bob.....
Imagine renderings.
<http://home.aol.com/robsampson>
Imagine 4.0 P90 40 meg ram average+

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1.731 Message number 0726

Date:
Mon, 19 Feb 1996 21:32:53 -0500
From:
Bob Sampson
<RobSampson@AOL.COM>

Subject:

Re: Pyro Essence? when.....

In a message dated 96-02-19 19:14:57 EST, you write:

>I guess he is back to his old business practices. I sent him a check, no
>word for about 2 weeks now. No one answers the phone, no email.....Today I
>called and the phone just has a busy signal.
>
>s.g.

Boy am I glad I waited to see how everyone else on the list did:) Sorry, not rubbing it in. Just glad I made the right decision.

Bob.....
Imagine renderings.
<http://home.aol.com/robsampson>
Imagine 4.0 P90 40 meg ram average+

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1.732 Message number 0727

Date:
Mon, 19 Feb 1996 19:35:34 -0500
From:
Ali Helmy
<helmy@VOYAGER.COM>
Subject:
<< None >>

x\>~

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1.733 Message number 0728

Date:
Mon, 19 Feb 1996 19:42:14 -0500
From:
Ali Helmy
<helmy@VOYAGER.COM>
Subject:
PC Paint Program?

I have a question, since we at Helmy Productions have moved from the Amiga platform to the PC, I am just curious about one thing. Is it really true that there is no program on the PC that compares to BRILLIANCE 2.0? I really find it hard to believe. Before you say it, Yes we do have Photoshop and also tried Paint Shop Pro, but we still haven't found a program as great as BRILLIANCE. If there is anyone out there who knows of a program similar please let us know.

Ali Helmy
Helmy Productions
helmy@voyager.com

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1.734 Message number 0729

Date:
Mon, 19 Feb 1996 21:48:17 -0600
From:
Bill Osuch
<bosuch@INTEX.NET>

Subject:

Re: PC Paint Program?

At 07:42 PM 2/19/96 -0500, you wrote:

>I have a question, since we at Helmy Productions have moved from the
>Amiga platform to the PC, I am just curious about one thing. Is it
>really true that there is no program on the PC that compares to
>BRILLIANCE 2.0? I really find it hard to believe. Before you say it,
>Yes we do have Photoshop and also tried Paint Shop Pro, but we still
>haven't found a program as great as BRILLIANCE. If there is anyone out
>there who knows of a program similar please let us know.
>

IMHO, the best PC paint program is Fractal Design Painter, coupled with a pressure sensitive drawing tablet. You can chose dozens of brush types, paper types, an "image hose", etc. The TV commercials for Coke with the animated sun were done in Fractal, along with the X-Files intro.

- Bill
bosuch@intex.net
<http://www.intex.net/~bosuch>

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1.735 Message number 0730

Date:
Mon, 19 Feb 1996 22:04:03 -0600
From:
Stephen G.
<sgiff@AIRMAIL.NET>

Subject:

Re: PC Paint Program?

At 07:42 PM 2/19/96 -0500, you wrote:

>I have a question, since we at Helmy Productions have moved from the

>Amiga platform to the PC, I am just curious about one thing. Is it
 >really true that there is no program on the PC that compares to
 >BRILLIANCE 2.0? I really find it hard to believe. Before you say it,
 >Yes we do have Photoshop and also tried Paint Shop Pro, but we still
 >haven't found a program as great as BRILLIANCE. If there is anyone out
 >there who knows of a program similar please let us know.
 >

There are many high-end paint programs available for the PC. Photoshop is really good for image editing and manipulation. I would not really call it a paint program like I would imagine Brilliance to be. You might want to check out Fractal Design Painter. It is the closest thing to a natural media paint program you will find. The latest version has features for painting directly onto video. Some other programs you might want to check out are Macromedia's XRes which allows you to load a file of any size and work on it in realtime. It loads a smaller version and then saves all of your moves and renders the mouse or tablet movements to the final picture. You also could check out Ron Scott's Hi-Rez QFX which I know very little about other than it is 32 bit painting and image program, produced here in Texas. It has typically only been sold as a higher end product through mail order. They generally advertise in CGW and other zines. There is Micrografx Picture Publisher, which I bought once but I would not buy it again. It really was not intuitive in the least bit. There are some other high end products like Time Arts Lumena, which I am not sure if it's even produced still. Painter is probably your best bet.

s.g.

Visit me at the Magick Rainbow
<http://web2.airmail.net/sgiff>
 ^^^

Imagine 4,3DS, PC Pentium 66, 32 meg ram.

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1.736 Message number 0731

Date:
 Mon, 19 Feb 1996 21:14:28 -0800
 From:
 osc
 <osc@IX.NETCOM.COM>

)

Subject:

Please Unsubscribe

PLease for the love of GOD unsubscribe me. I don't know how I got ←
 on

this list but, It was a mistake. While I am sure that you serve a
 valuable purpose, I don't have an interest in this topic. I have asked

four times to be unsubscribed. Please help me, so I can sort through my e-mail without having to look at 80 pieces.

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1.737 Message number 0732

Date:
Tue, 20 Feb 1996 00:51:31 -0500
From:
Tom Ross
<rosst@UNVAX.UNION.EDU>

Subject:

Re: PC Paint Program?

In Brilliance I've been trying to save 24-bit files, 1-by-1 ('sequential'), from an animation. No go, it turns into HAM. How, anybody?

On Mon, 19 Feb 1996, Ali Helmy wrote:

> I have a question, since we at Helmy Productions have moved from the
> Amiga platform to the PC, I am just curious about one thing. Is it
> really true that there is no program on the PC that compares to
> BRILLIANCE 2.0? I really find it hard to believe. Before you say it,
> Yes we do have Photoshop and also tried Paint Shop Pro, but we still
> haven't found a program as great as BRILLIANCE. If there is anyone out
> there who knows of a program similar please let us know.
>
> Ali Helmy
> Helmy Productions
> helmy@voyager.com
>

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1.738 Message number 0733

Date:
Tue, 20 Feb 1996 01:31:43 EST
From:
Tim Wilson [Crestline]
<76432.1122@COMPUSERVE.COM>

Subject:

BrushesOnBlobs

To Rick Beilfuss, re your message of Mon, 19 Feb 1996 15:31:13 -0600,

>>>TW: You've got to convert the object to polys and bone it to get textures/brushes to tack.

RB: I was under the impression once a blob was polyed the object was like any other object, and therefore doesn't need to be boned to tack brushes/textures.<<<

Yes, of course, you're right. I meant in order to ANIMATE the metaballs figure hierarchically with tacked textures, you have to convert to polys and use bones. If you animate the metaballs hierarchically as CSG spheres, textures won't tack to them.

Sorry, I guess my earlier comment was a little too abbreviated.

>>>But, like bones, to morph a shape change - do NOT use the shape property in states.<<<

Agreed. Morphing SHAPE will not work if you are animating metaballs hierarchically as CSGs.

-Tim Wilson
Imagine 4 on P5
Advanced- freeform modeling & animation

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1.739 Message number 0734

Date:
Tue, 20 Feb 1996 01:43:02 -0500
From:
Christopher M. Stoy
<sloth@PSU.EDU>

Subject:
Re: Real life laser

Mike van der Sommen wrote:

> > Basically, if it looks good then does it HAVE to be realistic?
>
> Hey, wait a minute here. You're confusing lasers with PHASERS.
> It's the PHASERS and DISRUPTERS that show a bright beam
> of light. Sheeesh, everyone knows that!

Ah, my fault. :-) Well, good thing that the starfighter I just made is equipped with high-energy plazma cannons... If they were lasers it would be too boring! :-)

Chris.

--

Christopher M. Stoy
cms@michelle.me.psu.edu
cms129@psu.edu
<http://michelle.me.psu.edu/sloth.html>

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1.740 Message number 0735

Date:
Tue, 20 Feb 1996 01:47:24 EST
From:
Tim Wilson [Crestline]
<76432.1122@COMPUSERVE.COM>

Subject:

Reducing Render Time

To Jaeson Koszarsky re your Some Info message of Mon, 19 Feb 1996 15:28:22 -0500,

>>>You can also opt to use brushmaps instead of procedural textures.<<<

Another good timesaver, suggested also by Tom Ross. Some of the procedural textures, especially the ones based on fractal noise, can slow rendering quite a bit as compared to brush maps. I think the size of the brush map can also effect rendering time, but not necessarily in the way you'd expect. In some circumstances, large brushmaps may actually take LESS time to render than small ones, because no interpolation may have to be calculated to blend the brush's pixels together.

-Tim

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1.741 Message number 0736

Date:
Mon, 19 Feb 1996 23:29:16 -0800
From:
Ted Stethem
<tstethem@LINKNET.KITSAP.LIB.WA.US>

Subject:

Re: Real life laser

Excuse me for continuing an off topic thread but:

If LASER stands for Light Amplification by Stimulated Emission of Radiation, what does the acronym PHASER stand for? It can't be PHoton since that is light. Been meaning to ask that question at the Trekkie conventions but never remembered or had the chance.

Anyway, this particular form of radiation must be in the visible spectrum since it can be seen. Also, did you ever notice that you can see the leading edge of the phaser as it is firing? That means the phaser beam itself is actually traveling slower than a gunpowder propelled lead bullet, giving it a velocity under several hundred feet per second. But then, in the future, I suppose everybody moves much much slower.

On Mon, 19 Feb 1996, Mike van der Sommen wrote:

```
> In a message dated 96-02-17 02:12:56 EST, you write:
>
> > It's kinda neat, but not really as impressive as the
> >"fake" lasers we see in movies.
> >
> >          Basically, if it looks good then does it HAVE to be realistic?
>
> Hey, wait a minute here. You're confusing lasers with PHASERS.
> It's the PHASERS and DISRUPTERS that show a bright beam
> of light. Sheeesh, everyone knows that!
>
> Mike van der Sommen
> Santa Barbara, Ca
> GraFX Haus BBS (805)683-1388
> Email: MikeVDS@aol.com or
>          mike.vandersommen@caddy.uu.silcom.com
>
```

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1.742 Message number 0737

Date:
Mon, 19 Feb 1996 23:46:54 -0800
From:
Ted Stethem
<tstethem@LINKNET.KITSAP.LIB.WA.US>

Subject:

Re: OctVolume ???

You will probably get a hundred answers to this question with some more technical than others. Basically, there is a limit to the size of the Imagine "universe". You can't have a scene in the stage editor that extends beyond a radius of about 16,000 Imagine units, if I remember correctly. That include lights, the camera and any objects. One way to remedy this is to select everything in the Stage Editor and scale it down until the boundaries of your scene do not extend past the limit. The

> I have a question, since we at Helmy Productions have moved from the
> Amiga platform to the PC, I am just curious about one thing. Is it
> really true that there is no program on the PC that compares to
> BRILLIANCE 2.0? I really find it hard to believe. Before you say it,
> Yes we do have Photoshop and also tried Paint Shop Pro, but we still
> haven't found a program as great as BRILLIANCE. If there is anyone out
> there who knows of a program similar please let us know.
>
> Ali Helmy
> Helmy Productions
> helmy@voyager.com
>

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1.745 Message number 0740

Date:
Tue, 20 Feb 1996 21:14:06 +1300
From:
Bill Boyce
<bilboyce@IHUG.CO.NZ>

Subject:

Re: News From Impulse

>Does that perspective window look kinda like phong shaded full color? Or
>maybe it was a bad xerography print.
>
>chuck

Better eyes than I if you can spot colour shading on a black and white
photocopy :)

It does look phong shaded though (highlight on the wheel)

--

Bill Boyce * Animation * 3D,2D even 1D (a line in your choice of colour)
Amiga & PC * Imagine 4.0 * Semi-Pro (Making money, but so much to learn)
The wages of sin is death, but the gift of God is eternal life in Christ
Jesus our Lord * Romans 6:23 * Questions welcome - no flame wars please!

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1.746 Message number 0741

Date:
Tue, 20 Feb 1996 21:14:08 +1300
From:
Bill Boyce
<bilboyce@IHUG.CO.NZ>

Subject:

Re: Some Info

At 11:02 PM 16/2/96 -0600, you wrote:

>I was just reading a zine from Canada that had some interesting info on Toy
>Story. The renderfarm used was the equivalent of 300 Cray 1 Supercomputers.
>It would have taken a single processor computer 43 years to render and each
>frame was 300 megabytes in size and took 2-12 hours to render. The systems
>used for the renderfarm were Sun Sparc dual processors.
>
>s.g.

I've seen the mention of 300Mb frames before. What they mean, I suspect, is that the data to create each frame is up to 300Mb. A film res frame would be no more 10 to 15 megs for the completed image, uncompressed.

--

Bill Boyce * Animation * 3D,2D even 1D (a line in your choice of colour)
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1.747 Message number 0742

Date:
Tue, 20 Feb 1996 21:14:11 +1300
From:
Bill Boyce
<bilboyce@IHUG.CO.NZ>

Subject:

Re: Edge Line Prob

At 12:45 AM 18/2/96 -0500, you wrote:

>I've been trying to use the "Set Edge Line," and "Fill to Edge Line" to
>seal up some sliced objects. But every time I get a "Bad Edge List -
>Ignored" and it's no go.
>

Well, I've had no problems. To be acceptable, an edge line must be closed, and all edges must be 'perimeter' edges, like the bottom of a tube. Check your edge list again, you'll almost certainly find one of those two things is the case.

--

Bill Boyce * Animation * 3D,2D even 1D (a line in your choice of colour)

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1.748 Message number 0743

Date:
Tue, 20 Feb 1996 21:14:14 +1300
From:
Bill Boyce
<bilboyce@IHUG.CO.NZ>

Subject:

Re: Edimator/Media 100 : Comparision

At 08:17 PM 17/2/96 -0800, you wrote:

>Hiya gang,

>

>Been lurking for a while, but this new brochure that I received in the mail
>from Impulse re: their limited stock of Edimator boards got me out of the
>closet and so I've got some questions for you Impulse guru's out there.

>

>I recently bought a complete Data Translation Media 100 Video editing
>system for my Australian studio, and at a glance it appears that the
>Edimator offers similar features to the Media 100 in terms of inputs and
>outputs.

Keep in mind the Edimator appears to be NTSC only, so no good to us
Australasians (or anyone outside North America and parts of Asia)

--

Bill Boyce * Animation * 3D,2D even 1D (a line in your choice of colour)
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1.749 Message number 0744

Date:
Tue, 20 Feb 1996 21:14:16 +1300
From:
Bill Boyce

<bilboyce@IHUG.CO.NZ>

Subject:

Re: Imagine 4,0 RotationAnimation

At 12:29 AM 19/2/96 GMT, you wrote:

>To all Imagine mailinglist users.

>

>I wanna make a animation on a object that will come forward and rotate
>like a ball, but I don't succe!

>

>I want to know if anyone has succeeded in letting an object rotate
>360 degrees in both x and y.

I suspect your problem is a common one. Imagine doesn't distinguish between 0 degrees and 360 degrees in the Alignment action bar. So if you tell an object to start at 0, go to 180 then to 360, it'll go to 180, then come back. If you tell it to go from 0 to 360, it'll go nowhere. You have to tell it to go from 0 to 120, then 270, then 360 (or 0) in three equal segments plus the initial one-frame start alignment.

Alternatively, use the "Rotate" Effect. Apply two, one for x one for y. This will rotate through however many degrees you feed it.

Hope this helps,

--

Bill Boyce * Animation * 3D,2D even 1D (a line in your choice of colour)
Amiga & PC * Imagine 4.0 * Semi-Pro (Making money, but so much to learn)
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1.750 Message number 0745

Date:

Tue, 20 Feb 1996 09:58:55 GMT

From:

CMC

<cmcuk@THENET.CO.UK>

Well, I am searching for some general info and hope I get some help from this address. Before I join the list and get swamped with e-mails, I have some questions:

Does the list deal with Imagine for the PC? I got Imagine 3.0 for free with a cover disk and have the option to upgrade cheaply to Imagine 4.0. But I need to know if this product is suitable even though the price may be good. I need a flexible animation tool to do anything from flying text logos to human motion. Can one do a virtual walk-through by moving a camera around? Is the learning curve steep, very steep or extremely steep? Ease of use? How

does it compare to packages like Lightwave and Truespace? What are the system requirements (processor, memory) to be able to do anything useful with it? What is the modelling capability?

Thanks in advance,

Martin Mares

CMC Ltd.

P.S. Please forward replies to my email address directly (I am not subscribing yet)

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1.751 Message number 0746

Date:
Tue, 20 Feb 1996 10:53:19 +0100
From:
Marcus Johansson
<marcus@NS.NSB.NORRKOPING.SE>

Subject:

Re: PS-Font quicky (was Re: Postscript fonts)

Conny Joensson wrote:

>However, if you wish to create an object please read on...

>

>5. "Pick" the word, or just a few of the letters if you wish

>6. Do "Add Points" from the "Object" menu

>7. Insert your desired parameters in the requester

>

> For a "basic" letter use "Extrude Depth" = 20-40, "Bevel Width" = 0,

> "Extra Width" = 0, "Bevel Depth" = 0 and make sure that "Extrude It",

> "Front Faces" and "Back Faces" are ticked. Also select "No Bevel" for both

> front and back faces. Click "Ok".

Hi.

You can also skale the axis of the spline objects before you add points, to reduce the number of points and faces(in a straight line you only need one point at each end, not 10 inbetween).

Marcus.

marcus@nsb.norrkoping.se

<http://www.nsb.norrkoping.se/~marcus/>

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1.752 Message number 0747

Date:
Tue, 20 Feb 1996 23:09:11 +1300
From:
Bill Boyce
<bilboyce@IHUG.CO.NZ>

Subject:

Need a nose...

Anyone got or seen a good (Imagine) nose? Preferably done with metaballs ie the sphere group, rather than the mesh. Needed for a project I'm working on. It's a paying job, so if it's good enough and I use it, I'll send you some money! Can't say fairer than that, can I? Please reply privately...

Thanks

Bill B
bilboyce@ihug.co.nz

--

Bill Boyce * Animation * 3D,2D even 1D (a line in your choice of colour)
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1.753 Message number 0748

Date:
Tue, 20 Feb 1996 12:55:47 +0000
From:
Jeremy Peter Hopkin
<jph@CS.NOTT.AC.UK>

Subject:

Re: Memory

<960219213225_327083941@emout10.mail.aol.com>

>>Don't worry you can raytrace a seen as complex as you like, as long as, you
>>can load it. The reason why scanline drops polygons, is it has a maximum,
>>number of polygons, in a scanline(horizontal pixel line).

>That's interesting, and something I did not know. It seems I remember having
>objects drop out in trace before on me though. At least in earlier versions.
> I only use scanline to check images and animate with. All my still scenes

>are always traced. Could anyone else confirm that trace will not drop out an
>object as long as the scene will load?

Actually, I'm quite sure, it works everytime, do seem to remember having
objects drop out, but the threshold (if ther is one) is a mite larger than
scanline.

But I can tell you why trace goes faster when you scale things up and why if
objects go outside of the ground size(on quickdraw ground), they dissappear.

Imagine uses and octtree to raytrace. This is a way of splitting up a scene
to reduce the intersection calculations.

If you set "gridsize" in stage editor to 1024, then this will outline the
object boundry _inside_ of which objects will get traced. The octree, is a
method of splitting the area up into sections of eight(I believe..), on all
three axis and then specifing whether, and ojects exist in each section. If
objects do exist in a section, then, it further subdivides etc. until either
there is only one object in each section or the maximun depth is reached.

>From this, when it raytraces, it calculates the section of the octree the
ray is in(ray comes from camera), and does its intersection calcuations, with
only and _all_of_ the things in that section.

Thus if scene is big and fills the entire section (I'm not sure whether the
camera must be in the section) and objects are spread out then the octree will
split them up nicely. However, if you objects are small and very cramped
together then the octtree will reach maximum depth before its started splitting
the scene up much, thus each ray that passes into that octtree subdivision
(almost all if it fills the camera view) will do and intersection calculation
with _every_item_in_the_scene!!!!

ok

Jeremy

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1.754 Message number 0749

Date:
Tue, 20 Feb 1996 07:26:19 -0800
From:
Chuck Needham
<twobit@GLOBALDIALOG.COM>

Subject:

Re: Real life laser

Ted Stethem wrote:

>

> Excuse me for continuing an off topic thread but:

>
 > If LASER stands for Light Amplification by Stimulated Emission of
 > Radiation, what does the acronym PHASER stand for? It can't be PHoton
 > since that is light.
 >

Ya, let's get it over with already.

Phaser is an archaic acronym for PHASed Energy Rectification. It was designed to be a replacement for the really OLD technologies of EM devices, such as lasers and particle beam accelerators.

It's all in the manual.... :)

--
 Chuck Needham
 2Bit Graphics
 e-mail: twobit@globaldialog.com
 http://www.globaldialog.com/~twobit/

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1.755 Message number 0750

Date:
 Tue, 20 Feb 1996 13:47:22 0000
 From:
 Harry Drummond
 <in4831@WLV.AC.UK>

Subject:
 Re: Postscript fonts (was: Starting)

On Mon, 19 Feb 1996, I asked for help on texturing fonts, (etc.)

Just to say thanks for the help you gave me. To Roger Straub, thanks also for the compliment; and to Conny Joensson, sorry about the cats, but if my wife ever had to choose between us, I'm not sure which way she'd jump! Besides, I like having them all around me <bg>!

Thanks again!

Harry.

```
|++++/<<+<< Harry Drummond, University of Wolverhampton
|<<+>>\<<+>/ email: H.Drummond@wlv.ac.uk
  \ |<<+>>\+++++>>\
  \+>>\ \ +>> Some days I seem to get
  \+++++>>\<<+>>| shunted every whichway...
```

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1.756 Message number 0751

Date:
Tue, 20 Feb 1996 07:40:37 -0800
From:
Chuck Needham
<twobit@GLOBALDIALOG.COM>

Subject:

Re: Need a nose...

Bill Boyce wrote:

>
> Anyone got or seen a good (Imagine) nose? Preferably done with
> meatballs
>

One we can use in public?er.. I don't have one like that.

(Okay, Okay...he wrote metaballs.) :-D

--

Chuck Needham
2Bit Graphics
e-mail: twobit@globaldialog.com
<http://www.globaldialog.com/~twobit/>

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1.757 Message number 0752

Date:
Tue, 20 Feb 1996 06:07:24 -0800
From:
Marc Reinig
<moose@ICO.COM>

Subject:

Re: Memory

>Thus if scene is big and fills the entire section (I'm not sure whether the
>camera must be in the section) and objects are spread out then the octree will
>split them up nicely. However, if you objects are small and very cramped
>together then the octtree will reach maximum depth before its started splitting

>the scene up much, thus each ray that passes into that octtree subdivision
>(almost all if it fills the camera view) will do and intersection calculation
>with `_every_item_in_the_scene!!!!`

I thought the world size was supposed to handle this. ie if all your objects are in one small area and your world is large, it will do a lot of subdivision before it even gets to the cluster, but if the world is sized to nicely bound your cluster, then they will be partitioned well. I'm pretty sure that setting world size to 0,0,0 is supposed to tell Imagine to set the world size automatically to just include the farthest objects and no more, so scaling should have no effect. Unless of course I'm wrong on this <G>

However, if you have a few objects widely spaced and a few tight clusters of lots of objects, then you will have problems since the world size will be set by the most widely dispersed objects and by the time the octree subdivides to your cluster it may not be able to help much. However, properly positioning your objects and manually setting the world size to include only the area of interest might help.

-Marco

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1.758 Message number 0753

Date:
Tue, 20 Feb 1996 15:20:07 +0200
From:
Granberg Tom
<tom.granberg@TV2.NO>

Subject:
Re: Pyro Essence? when.....

Dylan Neill:

>I can't wait! Sounds great... so er... hears your beep... Beep! Could you
>email it to me or upload it whatever. Which machine is it for? (Amiga or
>PC, I have both so just mail it to me anyway :) Is it shareware?
>
>Thanks for your time... :)

That's ok.

I got several replies about releasing the Pyro thingie, so I decided to do it tonight or maybe tomorrow.
And it should work on both Amiga and pc, without essence.

I think you would be surprised with the versatile and different things you can adapt some of the things I discovered to.

Tom

Ps. They will be available at my blueprint page, both in Hawaii and Norway.
Ps2. Hope I'll get my copy of essence soon!

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1.759 Message number 0754

Date:
Tue, 20 Feb 1996 08:23:56 -0600
From:
Marc Steinkoenig
<ST4NV@JETSON.UH.EDU>

Subject:

Re: Real life laser

Re: Phasers, etc.

I like the fact that this list isn't TOO heavily moderated, as illustrated by this way off-topic thread. Not to knock the thread... I think it's an interesting creative discussion. I have two points to bring up.

The first one is on topic (sorry, guys). I know that POV allows you to define a lightsource as a shape. For example, as a long cylinder for laser/phaser/energy weapons effects. Does Imagine have something like this? Supposing we could bend the laws of reality (like they do in Sci Fi) and make beams visible, how would you do it in Imagine?

The second one is off topic. In movies, television, etc. when they show combat, they seem to concentrate a lot on how the weapons look when they're firing or the projectiles, etc. as they hit their targets. This is mostly in Sci-Fi, but wouldn't showing just the effects of a weapon have an even more impresionable effect? For example, it's been brought up that Sci-Fi shows lasers as visible, in real life, though, the only time a laser is visible is when it is being deflected by particles in the air or has high incoherency for some reason. I think it might actually even have a more devastating effect in the mind (and actually be more realistic) if they hit their target with a flash of light and it vaporized or cooked away. This may sound silly, but imagine the modeling work you could put into it. You could have a bubbling/ warping effect on the area hit and change brushmaps through different frames of the animation to show scorching. Just off the top of my head, the bubling effect could be accomplished with a Drag Points, Magnetic in the detail editor. You can save the objects and then use them sequentially in the animation frames. There's probably a better way to do it, with morphing, etc- but I don't know how to do that yet. I'd be interested to here what you more experienced types have to say about this.

Marc

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1.760 Message number 0755

Date:
Tue, 20 Feb 1996 09:39:24 -0600
From:
Rick Beilfuss
<vview@CSWNET.COM>

Subject:

Re: Edge Line Prob

>To be acceptable, an edge line must be closed, and all edges must be 'perimeter' edges, like the bottom of an tube.

I beg to differ. Edge fill will work with single edges, and a single edge is an open edge. Edge fill will also work with any edge(s) anywhere on the object, not just the perimeter. The only rule being that when picking a set of edges, they must be contiguous.

Take two tubes, join them to be one object. Pick any edge from the middle of one tube, set edge line. Clear, and pick any edge on the other tube, fill to edge line. Should work.

One possible problem with the initial question: Make sure when multi-picking edges that you are not also picking edges on the other side of your object. This would give you non-contiguous edges which would give the error. Also make sure you clear your picks from set edge before you multipick your fill to edges, a mistake I've made many times.

Rick

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1.761 Message number 0756

Date:
Tue, 20 Feb 1996 10:47:38 -0500
From:
Bob Sampson
<RobSampson@AOL.COM>

Subject:

Divide overflow error

Ok, this is a new one. I am raytracing a complex scene and twice now it has

kicked out on abnormal program termination. This last time the message came up on the dos prompt "Divide overflow error". Anyone got any ideas of what the heck is going on?

Bob.....

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1.762 Message number 0757

Date:
Wed, 21 Feb 1996 01:45:04 +0930
From:
travis
<envision@DARWIN.TOPEND.COM.AU>

Subject:

Re: Edimator/Media 100 : Comparision

Bill Boyce wrote on 20-Feb-96, the following:

>Keep in mind the Edimator appears to be NTSC only, so no good to us
>Australasians (or anyone outside North America and parts of Asia)

It probably does do PAL as it accepts PAL on the inputs.

Not quite so sure about the so called "Broadcast Quality" SVideo output.

Maybe if it was Component video out.

and whats the 640x480 overscan video mean? Shouldn't it be about 720x480 for true overscan (NTSC).

The brochure also states that an AV drive is not necessary. I thought that AV drives were special in that they do not attempt re-calibration while in use and hence no interruptions to the data flow.

After all this you still need a real broadcast quality recorder so that you can take your masterpiece to the local TV station and have them mess with it :-)

If you are going to go broadcast quality you may as well buy an editing Betcam SP recorder and single frame to it. If you make enough money to pay the thing off, and you have to make money, (mine cost me just over \$16,000 Aussie dollars and that,s for the cheap no frills UVW1800 series) then think about something digital.

I myself would like to see a Draco (Amiga clone) with the upgraded VLAB Motion card in action. I believe they are touting a bandwidth that will handle uncompressed video. That means real broadcast quality.

Just some of my thoughts.

Travis

--

```
-----  
Amiga 4000/040 40MhzWarp/32Mb RAM \  
Amiga 3000/040 PP&S/32Mb RAM      - I'm not greedy ! I just like a lot.  
Pentium 133 32Mb EDO RAM          /  
  Err also Amiga 2500/020, CD32, Wife,2kids,dog,cat,house,2cars etc.  
                                just yer average capitalist pig :-)  
-----
```

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1.763 Message number 0758

Date:
Tue, 20 Feb 1996 16:44:00 GMT
From:
Lee Bryars
<lbryars@CIX.COMPULINK.CO.UK>

Subject:

Re: Real life laser

In-Reply-To: <01I1FGGOZCM4QPF8AL@Jetson.UH.EDU>

In Imagine you could make a cylinder, then give it Brightness and Light
in Attributes....

Lee Bryars

lbryars@cix.compulink.co.uk
100260.2407@compuserve.com
Lee.Bryars@umist.ac.uk

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1.764 Message number 0759

Date:
Tue, 20 Feb 1996 15:54:19 GMT0BST
From:
129275 J PADFIELD

<CS9H4PJQ@SWANSEA.AC.UK>

Subject:

Re: your mail

> I found a copy of wcv2pov after a reply on the list. It converts
> between 3DS, Pov, DXF, but NOT imagine (boo!). I can't remember where I
> got it from, but I think it was ftp.cdrom.com . If that doesn't work,
> mail me privately and I'll send you the archive by private mail. It's
> shareware (unregistered at the moment), so there shouldn't be a problem
> sending it.

Mmmm, sounds good to me. Would you mind sending me
a copy of that too.

Thanks in advance
Jimmy.

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1.765 Message number 0760

Date:

Tue, 20 Feb 1996 11:12:54 -0800

From:

Chuck Needham

<twobit@GLOBALDIALOG.COM>

Subject:

Re: Real life laser

Marc Steinkoenig wrote:

>
> The first one is on topic (sorry, guys). I know that POV allows you to
> define a lightsource as a shape. For example, as a long cylinder for
> laser/phaser/energy weapons effects. Does Imagine have something like
> this? Supposing we could bend the laws of reality (like they do in
> Sci Fi) and make beams visible, how would you do it in Imagine?
>

tube object, or tube within tube.

v.4.0 has variable brightness (ambience like Lightwave and 3DS) definable
on an object. also brightness maps, fog length maps, ambient light maps,
fog textures, transparency maps. (in other words, as Impulse puts it,
experiment)

you only have to be concerned with "glow" from the beam in proximity to
objects in the scene, so just put in a point/diminishing light source at
those points in the frames that the beam is "on". if you want to show a
streak of light along a wall, use a parallel/rectangular light object
with the soft edge filter. you can also use an array of rect. light
objects of varying widths and intensities. Use noise textures to simulate

density changes in the medium (atmosphere, thinly dispersed gasses in space "vacuum"). I think there is a discussion in FAQ#9.

> but wouldn't showing just the
> effects of a weapon have an even more impresionable effect?

> I think it might actually even have a more devastating
> effect in the mind (and actually be more realistic) if they hit their
> target with a flash of light and it vaporized or cooked away.
>

Hold a magnifying glass under sunlight on a variety of surfaces, thin aluminum foil for example, spray-painted thinly with the color of your choice. and watch closely the effect.

Look at the pattern of light (you don't see the beam), in a laser hit this would only be a sudden flash or lit by the superheated gasses and surface material.

I think placing a blast texture will give you the burn mark you want. A sequential transparency map on the faces effectd can show the hole heating away at he surface. A sequncial brightness map (brighter at the transparency map edge). Maybe use a bump map of some variety, say the monster texture -rotated to where the bumps show up best. Or add an elevation map of bumps to coordinate with the transparenly and brightness maps. Use the wrinkle texture to your advantage.

This is the one feature I feel is under advertised, layering and prioritizing textures, something 3Ds and Lightwave don't do" (no threads please). Use them to your advantage. All the combinations posible have yet to be explored.

Use your imagination amnd the effects of real-world instances.

--

Chuck Needham
2Bit Graphics
e-mail: twobit@globaldialog.com
<http://www.globaldialog.com/~twobit/>

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1.766 Message number 0761

Date:
Tue, 20 Feb 1996 11:16:31 -0800
From:
Chuck Needham
<twobit@GLOBALDIALOG.COM>

Subject:

Re: Divide overflow error

Bob Sampson wrote:

>
> Ok, this is a new one. I am raytracing a complex scene and twice now it has
> kicked out on abnormal program termination. This last time the message came
> up on the dos prompt "Divide overflow error". Anyone got any ideas of what
> the heck is going on?
>
> Bob.....

Undocumented feature. :)

--
Chuck Needham
2Bit Graphics
e-mail: twobit@globaldialog.com
http://www.globaldialog.com/~twobit/

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1.767 Message number 0762

Date:
Tue, 20 Feb 1996 12:16:50 -0500
From:
gregory denby
<gdenby@HELIUM.HELIOS.ND.EDU>

Subject:

Re: Pyro Essence? when....

Jim Shinosky writes:

>As a matter of fact, no. I did, however, get my Visa bill and a charge
>from>As>Apex
>shows up which was applied January 31. When I ordered it, they said they would
>ship it that same day. They must be sending it no-class mail.

I could have written that word for word!

>Very ticked off.

Very, very ticked off. I try not to flame Impulse, so do I get try and
not flame Apex too. Urk

:-[

Greg Denby

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1.768 Message number 0763

Date:
Tue, 20 Feb 1996 09:28:05 -0800
From:
John Prusinski
<jprusins@CYBERGRAFIX.COM>

Subject:
Edimator comparison?

Anyone have any idea why one would spend \$2800 (or, heaven forbid, \$5995 MSRP) for the Edimator with only composite or SVideo I/O and who's-heard-of-it Sanyo editing software, when for under \$2000 you can get the DPS Perception VR (with the capture daughterboard) and *component* I/O plus (supposedly) D1 quality, and (PC/MAC) industry-standard Premiere included?

Just wondering...

John.

John Prusinski/CyberGrafix
jprusins@cybergrafix.com
<http://www.cybergrafix.com/>

"Whoever undertakes to set himself up as judge in the field of Truth and Knowledge is shipwrecked by the laughter of the gods." A. Einstein

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1.769 Message number 0764

Date:
Tue, 20 Feb 1996 12:37:47 -0500
From:
gregory denby
<gdenby@HELIUM.HELIOS.ND.EDU>

Subject:
Pyro EssenceNow!

Depending how the mail bounces around, you all should have gotten a message about my 20 day wait on Essence. To quote myself:

>Very, very ticked.

Well, I just got a piece of mail from Steve Worley this morning apologizing for the delayed mailing and the charging of my credit card. To quote

>Stupid, but true: I underestimated the effort it'd take to

>re-release "just a few" packages.

says S. W.

For my part , apology accepted. I'm assuming that the rest of you sitting on your hands waiting will soon be getting your packages too.

Greg Denby

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1.770 Message number 0765

Date:
Tue, 20 Feb 1996 10:25:20 -0800
From:
William Bogan
<web@CVSD.CV.COM>

Subject:

PAL & NTSC

How does one tell whether or not Imagine supports PAL or NTSC? What gives it away?

Thanks,

Bill Bogan 386/40 8Mb RAM 1Mb Video Card
IMAGINE 3.0, LT and 2.0 (on my way 4.0)
web@cvsd.cv.com IML expr= Beginner+
San Diego, CA USA (or is it Intermediate-)

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1.771 Message number 0766

Date:
Tue, 20 Feb 1996 14:02:26 EST
From:
Sherman LKG2-A/R5 pole AA2 DTN 226-6992
<
<sherman@NETCAD.ENET.DEC.COM>

Subject:

Re: PAL & NTSC

FWIW, I'm doing a video project that should take a year with the end result to be both PAL- and NTSC-compatible. I've created a rendering option that does 768X576 and I do 30 frames per second. Unlike what most folks probably do (from watching mail), I don't plan to generate broadcast-quality at home. Rather, I plan to take my frames into a pro studio and have them put the final video on tape (from my CDs). I asked them about format and the above is what they recommended (768X576 @ 30fps) because it's the easiest to

convert well to both formats. I found (to my surprise) that Imagine and my PC render and display this pretty well. I also run the pics through Adobe Premiere and out a miro DC1 (at relatively low resolution - 320X240) to generate demo-quality video.

So, the short answer is that you can render for both PAL and NTSC with Imagine if you can plan on doing a conversion later on. Just render at 768X576 @30fps.

Now, my problem is that I want to generate about 8 seconds of animation per evening. I've found that it takes about 5 minutes per frame in scanline mode and about 25 minutes per frame in raytraced mode, even after doing all the recommended optimizations. So, the project has to be done scanline. The difference is that I need to do different sorts of tricks to make things look realistic in scanline that I wouldn't have to do if I went raytraced. But, that's actually okay. What's important is the story. I noticed that with Toy Story most folks were impressed the first few minutes, but after they got into the story that initial impression fell to the side. Same thing happens with music. What's most important is the content rather than using the latest technology. But, I'm rambling ...

Steve

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1.772 Message number 0767

Date:
Wed, 21 Feb 1996 08:05:50 +1300
From:
Bill Boyce
<bilboyce@IHUG.CO.NZ>

Subject:

Re: Real life laser

At 11:29 PM 19/2/96 -0800, you wrote:

> Excuse me for continuing an off topic thread but:

>

> If LASER stands for Light Amplification by Stimulated Emission of
>Radiation, what does the acronym PHASER stand for? It can't be PHoton
>since that is light. Been meaning to ask that question at the Trekkie
>conventions but never remembered or had the chance.

Oh hell, not another Star Trek thread !!!

--

Bill Boyce * Animation * 3D,2D even 1D (a line in your choice of colour)
Amiga & PC * Imagine 4.0 * Semi-Pro (Making money, but so much to learn)
The wages of sin is death, but the gift of God is eternal life in Christ
Jesus our Lord * Romans 6:23 * Questions welcome - no flame wars please!

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1.773 Message number 0768

Date:
Wed, 21 Feb 1996 08:05:53 +1300
From:
Bill Boyce
<bilboyce@IHUG.CO.NZ>

Subject:

Re: Shadows

At 09:30 AM 19/2/96 EST, you wrote:

>To Charles Blaquiere re your message of Sat, 10 Feb 1996
>

>>>> P.S. I sure would like soft shadows in scanline.<<<

> I'm kind of surprised you're still using Scanline. How about raytracing
>some arrays of lights instead? If you just want to ``take the edge off'' (as it
>were), all you need to do is replace your main light source with a group of
>about 7 dimmer lights (six in a circle, one in the middle, each with 1/7 the
>brightness of your original light). Adjust the angle and size of the light
group

>a bit, and you got a nice little soft edge on your shadows... but then, you
>already knew this, didn't you.

> Rendering time should only increase by about a factor of 2 or 3x, which
>isn't too bad.

"Isn't too bad" is in the eye of the beholder. For a commercial user rendering a
15 second TV commercial, it's an appalling time hit! O.k for stills, maybe, but
forget it for animations.

--

Bill Boyce * Animation * 3D,2D even 1D (a line in your choice of colour)
Amiga & PC * Imagine 4.0 * Semi-Pro (Making money, but so much to learn)
The wages of sin is death, but the gift of God is eternal life in Christ
Jesus our Lord * Romans 6:23 * Questions welcome - no flame wars please!

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1.774 Message number 0769

Date:
Tue, 20 Feb 1996 21:30:35 +0100
From:
Conny Joensson
<cjo@KIRUNA.SE>

Subject:

Caustic

I want to make a caustic effect. On an Amiga!

I know there is a texture to do this on the PC, but how do I go about it on my beloved A500?

I have tried the "FilNoiz2" texture but it doesn't quite produce the result that I'm after. Any ideas?

```
+-----+
| Conny Joensson | Email: cjo@kiruna.se |
| Kiruna, Sweden | http://www.is.kiruna.se/~cjo/ |
+-----+
```

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1.775 Message number 0770

Date:

Tue, 20 Feb 1996 15:22:50 -0500

From:

Jim Rix

<jim@YAKKO.CS.WMICH.EDU>

Subject:

Re: Real life laser

On Tue, 20 Feb 1996, Marc Steinkoenig wrote:

> Re: Phasers, etc.

>

> I like the fact that this list isn't TOO heavily moderated, as illustrated
> by this way off-topic thread. Not to knock the thread... I think it's an
> interesting creative discussion. I have two points to bring up.

>

> The first one is on topic (sorry, guys). I know that POV allows you to
> define a lightsource as a shape. For example, as a long cylinder for
> laser/phaser/energy weapons effects. Does Imagine have something like
> this? Supposing we could bend the laws of reality (like they do in
> Sci Fi) and make beams visible, how would you do it in Imagine?

>

Very simple.

First make a cylinder that corresponds to the shape you desire your light beam to have.

Next give it a fog length. This will allow objects to shine through the light beam.

Of course, place one end of the cylinder at the beginning of the light.

Jim Rix
<http://yakko.cs.wmich.edu/~jim>

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1.776 Message number 0771

Date:
Tue, 20 Feb 1996 22:22:02 +0100
From:
Mikael Johannsen
<mikael@PIP.DKNET.DK>

Subject:

Re: Divide overflow error

At 10.47 20-02-1996 -0500, you wrote:

>Ok, this is a new one. I am raytracing a complex scene and twice now it has
>kicked out on abnormal program termination. This last time the message came
>up on the dos prompt "Divide overflow error". Anyone got any ideas of what
>the heck is going on?
>
>Bob.....
>

Hi Bob or Rob

I've have the same problem. But I think it's due to low memory. Imagine has
a funny way of telling some things.
Try and remove some complex objects and see if it makes a difference

Mikael Johannesen
mikael@pip.dknet.dk
PC 486DX2 66Mhz, 8MB RAM, Imagine 4.0

Visit me atuhhh....umm.....DAMN, no homepage.

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1.777 Message number 0772

Date:
Tue, 20 Feb 1996 21:22:18 +0100

From:
Mikael Johannsen
<mikael@PIP.DKNET.DK>

Subject:

Re: Pyro Essence? when.....

At 17.14 19-02-1996 +0200, you wrote:

>Hi
>
>Just wonder if the guys that stated that they where still waiting for Essence,
>have gotten their copy yet?
>I HAVENT.....I'm still waiting...
>
>Tom
>

Hey, give the guy a break. It's probably just the usual postal delays. I know my Essence is in the country (Denmark) as I the post office wants to charge some import toll. So you guys its coming home.

Mikael Johannesen
mikael@pip.dknet.dk
PC 486DX2 66Mhz, 8MB RAM, Imagine 4.0

I WILL LIVE FOREVER, or die trying.

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1.778 Message number 0773

Date:
Tue, 20 Feb 1996 21:22:21 +0100
From:
Mikael Johannsen
<mikael@PIP.DKNET.DK>

Subject:

Re: Real life laser

At 09.17 19-02-1996 -0500, you wrote:

>In a message dated 96-02-17 02:12:56 EST, you write:
>
>> It's kinda neat, but not really as impressive as the
>>"fake" lasers we see in movies.
>>
>> Basically, if it looks good then does it HAVE to be realistic?
>
>Hey, wait a minute here. You're confusing lasers with PHASERS.
>It's the PHASERS and DISRUPTERS that show a bright beam
>of light. Sheeesh, everyone knows that!
>

Hey,

I wasn't talking about the laser beam, as I didn't see one on the news. I was talking about the laser CANNON. And now I suppose you're going to correct me that it's not called a laser cannon.

Mikael Johannesen
mikael@pip.dknet.dk
PC 486DX2 66Mhz, 8MB RAM, Imagine 4.0

I WILL LIVE FOREVER, or die trying.

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1.779 Message number 0774

Date:
Tue, 20 Feb 1996 16:24:51 -0500
From:
Charles Blaquiére
<bla@IO.ORG>

Subject:

Re: Edimator comparison?

On Tue, 20 Feb 1996, John Prusinski wrote:

> Anyone have any idea why one would spend \$2800 (or, heaven forbid, \$5995
> MSRP) for the Edimator with only composite or SVideo I/O and
> who's-heard-of-it Sanyo editing software, when for under \$2000 you can get
> the DPS Perception VR (with the capture daughterboard) and *component* I/O
> plus (supposedly) D1 quality, and (PC/MAC) industry-standard Premiere
included?

I had my mind set on a Perception myself, and didn't see anything in the Impulse offering to make me change my mind. I certainly appreciate their gesture, and don't mind the hurried style and (nonexistent) proofreading that much; after all, this was a "just between you and me" from Mike to currently-active users. Still, what I saw didn't seem as polished as the DPS product. I'm not saying the Edimator (and software, let's not forget that) is worse than the Perception, just that nothing in the letter sold me on those features.

One thing I noticed, was how you need to "render" image sequences out to your system hard drive, in order to use them in other software. This certainly doesn't compare with DPS' transparent "virtual file system", which makes all files stored on the Perception HD appear as normal files to outside programs, in a variety of simultaneous formats. Now that's polished.

I also like the comfort I feel thinking that I can always run out and buy editing software, like Razor Pro, that directly supports the

Perception. With the Edimator, unless third parties or Sanyo create additional software, I'm not sure what options I would have, beyond the apparently bare-bones clip list shown in the letter.

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1.780 Message number 0775

Date:
Tue, 20 Feb 1996 16:28:37 -0500
From:
Charles Blaquiere
<blaq@IO.ORG>

Subject:

Re: Edimator/Media 100 : Comparision

On Wed, 21 Feb 1996, travis wrote:

> The brochure also states that an AV drive is not necessary. I thought that AV
> drives were special in that they do not attempt re-calibration while in use
> and hence no interuptions to the data flow.

The Edimator has a 4M buffer. I assume this is what gives it the power to smooth over any burps encountered when a non-AV drive recalibrates itself. I dunno, how long is a drive unavailable when it recalibrates? 4M can hold a reasonable amount of video.

>
> After all this you still need a real broadcast quality recorder so that you
> can take your masterpiece to the local TV station and have them mess with it
> :-)

Or do what a friend does: rent a Betacam deck for the day, when you're ready to do your final transfer.

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1.781 Message number 0776

Date:
Tue, 20 Feb 1996 16:37:30 -0500
From:
Charles Blaquiere
<blaq@IO.ORG>

Subject:

Re: Bashing Impulse

On Mon, 19 Feb 1996, Tim Wilson [Crestline] wrote:

> Also, on a related note, (not directed specifically at you Stephen),
> with
> regard to the new pricing on WinImagine-- why complain about something you'll
> never have to pay? Isn't everyone here eligible for the discounts?

Well, if not aimed directly to Stephen, let me jump in. B^) Wonderful as Imagine may be, the new suggested price for the Windows version is totally out of line with the rest of the market. Unless that price is supposed to be some mythical figure with absolutely no bearing on reality, even considering the wide margin given to dealers, I find it ridiculous that WinImagine would retail for almost twice the price of, say, WinLightwave. (\$1795 vs. \$995) Even if I'll never be affected directly by this suggested price, (I phoned in my advance order this afternoon, BTW) I can still criticize Impulse for pricing Imagine way out of proportion.

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1.782 Message number 0777

Date:

Tue, 20 Feb 1996 23:10:17 +0100

From:

Soeren Birk Jacobsen
<kurgan@IMADA.OU.DK>

Subject:

Re: Imagine on an SGI!!!!

On Sat, 17 Feb 1996, Christopher M. Stoy wrote:

> Hello All,

>

> I thought you all might be interested in hearing that I've
> got Imagine running on an SGI Indigo2 122MHz computer. Yes, Imagine,
> which won't run under Windows 95, is now running happily on an
> SGI.

>

> Before you all drool all over your keyboards or hunt me
> down out of envy, you should know it is running about the same speed
> as a 386...

>

> So, how did I achieve this miracle? Well, a little program
> called SoftWindows. It is a complete 486 PC computer running in a
> window on the SGI desktop.

>

> Unless you have one kick-ass SGI, Imagine will ALWAYS run

> faster on a PC or Amiga. With Impulse's new "bleed them dry" pricing
> policy, I would hate to see what they would charge for a native SGI
> version of Imagine. :-)
>
> Later,
>
> Chris.
>
> --
> -----
> Christopher M. Stoy
> cms@michelle.me.psu.edu
> cms129@psu.edu
> http://michelle.me.psu.edu/sloth.html
>

Well this is a lot of fun, and what can you learn from this: You spend
\$?k on a Silly Graphics (NO TYPO THERE!!!), and get Intel386.00345 speed,
great huh?

I WAN'T ESCOM TO USE ALPHA, HEAR ME "ALPHA!!!" NOT SOME DANG 60?!!!

kurgan

=====
It's better to burn up than to fade away.....
=====

Soeren Birk Jacobsen
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Denmark

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fax. (+45) 66 12 10 45

www.imada.ou.dk/~kurgan

kurgan@imada.ou.dk

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1.783 Message number 0778

Date:
Tue, 20 Feb 1996 17:29:41 -0500
From:
Dick Brandt
<dbrandt@MAGICNET.NET>

Subject:

Essence Textures - Still Waiting

>Subject: Pyro Essence? when.....

>

>Hi

>Just wonder if the guys that stated that they where still waiting for Essence,
>have gotten their copy yet?

>I HAVENT.....I'm still waiting...

Neither have I, and seemingly several others are in the same boat.

FWIW, I've started Cc:ing Worley when discussing the subject either here on the
list or in private
e-mail. You may want to do likewise.

Maybe we can get his attention that way.

Dick Brandt

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1.784 Message number 0779

Date:

Tue, 20 Feb 1996 22:46:59 GMT

From:

Michael Klinteberg

<Michael.Klinteberg@MAILBOX.SWIPNET.SE>

Subject: Wanted

How about a Newsgroup (Usenet) only for Imagine 2.x -4.x. I think this
is a great idea. You could download/upplod pics, objects, tutorials
(for just some examples).

Maybe someone idiot would upload some piracy software. But then again,
you don't have download it.

What doI you IML users think

Regards

Mike (with a big :-D)

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1.785 Message number 0780

Date:
Tue, 20 Feb 1996 22:47:00 GMT
From:
Michael Klinteberg
<Michael.Klinteberg@MAILBOX.SWIPNET.SE>

Subject:

REQ: I need a objects

I desperately looking these objects

PC computer

With a tower

And a keyboard

And a monitor

Any one have these objects for sale or trade.

Regards

Mike (with a big :-D)

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1.786 Message number 0781

Date:
Tue, 20 Feb 1996 18:19:12 -0500
From:
Lars & Rene' Nilsson
<nilsson@SERVTECH.COM>

Subject:

Re: Divide overflow error

At 10:47 AM 2/20/96 -0500, Bob Sampson wrote:

>Ok, this is a new one. I am raytracing a complex scene and twice now it has
>kicked out on abnormal program termination. This last time the message came
>up on the dos prompt "Divide overflow error". Anyone got any ideas of what
>the heck is going on?

>

>Bob.....

Hi Bob,

It may not be your problem, but I just thought I'd mention that I got

that error message the first times whenever I tried to do any kind of rendering in Imagine under Win95 (shutdown to Dos of course) before I finally managed to get autoexec and config set right. So it could be a memory problem. Perhaps you're using up your memory (seeing that you have mentioned that in other posts).

Btw, it happened right away, and not in the middle of a scene. Hope this helps (prolly doesn't ;). Does the problem go away if you don't render all objects? Does it happen in a qrender? If so, does it still happen if you assign some objects a different layer and don't render them?

Regards,
Lars Nilsson

```
+-----+
| Lars & Rene' Nilsson | What more can you ask of life than |
| nilsson@servtech.com | a cat in your lap? |
+-----+
```

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1.787 Message number 0782

Date:
Wed, 21 Feb 1996 00:42:07 +0100
From:
Per Sverre Wold-Hansen
<woldh@MOTHER.NORCONNECT.NO>

Subject:
Re: Imagine 4,0 RotationAnimation

>> OK - You may use the "Rotate2 FX", but that one doesn't
>> allow for smooth acc./decc. in and out of rotation.
>>
>> How do you do that without manual tweaking?

>The easiest method I know of rotating with acceleration and deceleration
>is to create a spiral path around the rotation point. Add an axis and
>have it follow the path. Then you can specify acceleration and
>deceleration for the axis. Finally, have your rotating object track to
>the axis. Done.

>Paul

Hmm. Yes. Thanks! But why haven't the Impulse people taken the time to remedy such an obvious error (or shortcomming), I wonder.

(Sorry if my initial mailing came out as > 1800 deg. instead of > 180 deg. etc. I tried to use degree-sign. Was returned as a zero.)

Also: How do you create a "perfect circle" path-spiral in stage? Do you

split the path and move and rotate, etc., manually?

When on the topic of splines: How do you create a perfect circle in the spline editor? I've had to resort to Typesmith where I've created a circle, exported it as a Postscript Font and then imported as text in the spline editor.

** Per Sverre **
Fredrikstad Norway
woldh@sirius.no

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1.788 Message number 0783

Date:
Wed, 21 Feb 1996 00:42:14 +0100
From:
Per Sverre Wold-Hansen
<woldh@MOTHER.NORCONNECT.NO>

Subject:

Digital film resolution (Was: Some Info)

>I've seen the mention of 300Mb frames before. What they mean, I suspect, is
>that the data to create each frame is up to 300Mb. A film res frame would be
>no more
>10 to 15 megs for the completed image, uncompressed.

>Bill Boyce * Animation * 3D,2D even 1D (a line in your choice of colour)

Balancing halfway off IML topics:

To my knowledge f.ex. the Quantel Domino film image processing system operates at a maximum they term 4K. (Film digitized frame-by-frame, digitally processed, transferred back to film.)

The Domino has been extensively used on lots of present motion picture releases. I saw it demonstrated at SIGGRAPH '95 where they showed removal of wires in FX-shots where trucks are turned over during explosions, etc.

The 4K refers to horizontal pixel resolution, ie. 4000 pixels.

At a 4:3 aspect ratio this would mean 12,000K pixels at 24bit depth:

= 36MB pr frame
=====

(Just HAVE to mention: Domino plays back 24 fr/sec in full resolution, real time!)

** Per Sverre **
Fredrikstad Norway
woldh@sirius.no

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1.789 Message number 0784

Date:
Wed, 21 Feb 1996 00:42:17 +0100
From:
Per Sverre Wold-Hansen
<woldh@MOTHER.NORCONNECT.NO>

Subject:

Re: Edge Line Prob

>I've been trying to use the "Set Edge Line," and "Fill to Edge Line" to
>seal up some sliced objects. But every time I get a "Bad Edge List -
>Ignored" and it's no go.

Since I encountered problems myself in the beginning when trying
out this feature, here is a small cookbook:

1. Select the individual edges in sequence along one of the edges
where you want your seam. My experience is that You'll have to
do this MANUALLY one by one. Multipick with lasso etc. won't work.
2. Choose "Set Edge Line"
3. Deselect the edges by clicking somewhere outside the object.
4. Then repeat the process for the edges on other side of the seam.
5. Now choose menu: "Fill to Edge Line".

** Per Sverre **
Fredrikstad Norway
woldh@sirius.no

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1.790 Message number 0785

Date:
Tue, 20 Feb 1996 23:46:23 +0000
From:
Phil Stopford
<pstopfor@JESUS.OX.AC.UK>

Subject:

Re: Divide overflow error

On Tue, 20 Feb 1996, Bob Sampson wrote:

> Ok, this is a new one. I am raytracing a complex scene and twice now it has
> kicked out on abnormal program termination. This last time the message came
> up on the dos prompt "Divide overflow error". Anyone got any ideas of what
> the heck is going on?

>

> Bob.....

>

Scuse any poor typing - done my arm in shoving that damn mouse around,
but I got something like this as well and was very annoyed - right in the
middle of an animation render as well. I thought I'd left all those
crashes behind on my A500, but maybe not - least there wasn't a flashing
red box this time. (Just kidding - about the red box anyway!)

Phil.

Deeds cannot dream what dreams can do.

486DX4/100 16Mb Getting there.....

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1.791 Message number 0786

Date:
Tue, 20 Feb 1996 23:53:33 GMT
From:
Michael Klinteberg
<Michael.Klinteberg@MAILBOX.SWIPNET.SE>

Subject:

Re :SnopDos for PC

For a day or two someone requested a snopdos program that will monitor
just a bout anything you want. Well Track-it it's available at
The only drawback it's only a windows95 program (wow WOW WWOOWW)

<http://www.cris.com/~randybrg/win95/trackit.zip>

or

<http://www.cris.com/~randybrg/utills.html>

Randndys Homepage is

<http://www.cris.com/~randybrg/>

Regards

Mike (with a big :-D)

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1.792 Message number 0787

Date:
Tue, 20 Feb 1996 20:16:10 -0500
From:
Bob Sampson
<RobSampson@AOL.COM>

Subject:

Divide overflow error

My thanks to those that replied about this. As it turns out I took a couple of wild guesses myself and seem to have fixed it. I scaled my scene back up some to begin with. I had originally gotten a world oct volume message and scaled it all down for that. Perhaps to far. I also changed a couple of the shadow casting lights in the scene that did not really need to be to non shadow casting. (Eh I know, should only change one parameter at a time when tracking a problem:) In anycase one of these did the trick and the scene finished up finally. Still needs some work but everyone should get a look when I enter it in Rick's contest.:))

Bob.....

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1.793 Message number 0788

Date:
Tue, 20 Feb 1996 17:22:18 -0800
From:
Mike McCool
<mikemcoo@EFN.ORG>

Subject:

Re: Caustic

Hey Conny, et al,

Well, it IS possible to get caustix on your (hey, and don't call it lowly) Amiga 500. How? It's one of the Essence Water Textures. I managed to find both sets I and II used, with a manual for set I. If I can do it, it can be done.

^^
OO)
=x=

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1.794 Message number 0789

Date:
Tue, 20 Feb 1996 23:16:45 -0500
From:
Paul Thompson
<shinobi@GOLD.INTERLOG.COM>

Subject:

Image Needed

Fellow Imagineers, I need a high-res picture of a bio-hazard symbol. Please leave me word if you have one you can send me or if you know where on the internet I might find one.

Thanks!

Paul

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1.795 Message number 0790

Date:
Wed, 21 Feb 1996 05:40:03 +0100
From:
Mikael Johannsen
<mikael@PIP.DKNET.DK>

Subject:

Re: Bashing Impulse

At 16.37 20-02-1996 -0500, you wrote:

>On Mon, 19 Feb 1996, Tim Wilson [Crestline] wrote:

>

>Well, if not aimed directly to Stephen, let me jump in. B^) Wonderful as

>Imagine may be, the new suggested price for the Windows version is

>totally out of line with the rest of the market. Unless that price is

>supposed to be some mythical figure with absolutely no bearing on

>reality, even considering the wide margin given to dealers, I find it

>ridiculous that WinImagine would retail for almost twice the price of,

>say, WinLightwave. (\$1795 vs. \$995) Even if I'll never be affected

>directly by this suggested price, (I phoned in my advance order this

>afternoon, BTW) I can still criticize Impulse for pricing Imagine way

>out of proportion.

>

>

If you get the same features/dollar as in Imagine 4.0, then imagine what you'll get in Winimagine. It just have to be amazing when they charge this price compared to Imagine 4.0

Mikael Johannesen

mikael@pip.dknet.dk

PC 486DX2 66Mhz, 8MB RAM, Imagine 4.0

Visit me atuhhh....umm.....DAMN, no homepage.

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1.796 Message number 0791

Date:

Wed, 21 Feb 1996 05:33:45 +0100

From:

Mikael Johannesen

<mikael@PIP.DKNET.DK>

Subject:

Battletech

Hello

I just love playing Mechwarrior 2. There's nothing like blowing up a 100ton battle mech. And now for the question. Does any of you have or know where I can get some pictures of Battlemechs as I want to model them in Imagine ?

Thanks

Mikael Johannesen

mikael@pip.dknet.dk

PC 486DX2 66Mhz, 8MB RAM, Imagine 4.0

Visit me atuhhh....umm.....DAMN, no homepage.

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1.797 Message number 0792

Date:
Wed, 21 Feb 1996 17:35:35 +1300
From:
Bill Boyce
<bilboyce@IHUG.CO.NZ>

Subject:

Re: Divide overflow error

At 11:16 AM 20/2/96 -0800, you wrote:

>Bob Sampson wrote:

>>

>> Ok, this is a new one. I am raytracing a complex scene and twice now it has
>> kicked out on abnormal program termination. This last time the message came
>> up on the dos prompt "Divide overflow error". Anyone got any ideas of what
>> the heck is going on?

>>

>> Bob.....

>

Not to scare you, but this can be a motherboard fault. Is anything else on
screen,
or just that message?

--

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1.798 Message number 0793

Date:
Wed, 21 Feb 1996 17:35:38 +1300
From:
Bill Boyce
<bilboyce@IHUG.CO.NZ>

Subject:

Re: Edimator/Media 100 : Comparision

At 01:45 AM 21/2/96 +0930, you wrote:
>Bill Boyce wrote on 20-Feb-96, the following:
>
>>Keep in mind the Edimator appears to be NTSC only, so no good to us
>>Australasians (or anyone outside North America and parts of Asia)
>
>It probably does do PAL as it accepts PAL on the inputs.
>
Oops, quite right. I was basing it on the resolution quoted - 480 lines
being an NTSC-ish figure
--
Bill Boyce * Animation * 3D,2D even 1D (a line in your choice of colour)
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1.799 Message number 0794

Date:
Wed, 21 Feb 1996 05:47:31 +0100
From:
Mikael Johannsen
<mikael@PIP.DKNET.DK>
Subject: Re: Wanted

At 22.46 20-02-1996 GMT, you wrote:
>How about a Newsgroup (Usenet) only for Imagine 2.x -4.x. I think this
>is a great idea. You could download/upplod pics, objects, tutorials
>(for just some examples).
>Maybe someone idiot would upload some piracy software. But then again,
>you don't have download it.
>
>What doI you IML users think
>
>
>Regards
>
>Mike (with a big :-D)
>

A great idea, as I have some animations I want to upload.

Mikael Johannesen
mikael@pip.dknet.dk
PC 486DX2 66Mhz, 8MB RAM, Imagine 4.0

Visit me atuhhh....umm.....DAMN, no homepage.

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1.800 Message number 0795

Date:
Tue, 20 Feb 1996 23:03:54 -0800
From:
Chuck Needham
<twobit@GLOBALDIALOG.COM>

Subject:

Re: Battletech

Mikael Johannsen wrote:

>
> Hello
>
> I just love playing Mechwarrior 2. There's nothing like blowing up a 100ton
> battle mech. And now for the question. Does any of you have or know where I
> can get some pictures of Battlemechs as I want to model them in Imagine ?
>
> Thanks
>
> Mikael Johannesen
> mikael@pip.dknet.dk
> PC 486DX2 66Mhz, 8MB RAM, Imagine 4.0
>
> Visit me atuhhh....umm.....DAMN, no homepage.

There is a rather comprehensive series of tech manuals from FASA (the copyright holder) You can find them in fantasy gaming stores or in your local mega-bookstore in the games and recreation section.

later... bye,bye

--

Chuck Needham
2Bit Graphics
e-mail: twobit@globaldialog.com
<http://www.globaldialog.com/~twobit/>

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1.801 Message number 0796

Date:
Wed, 21 Feb 1996 18:03:53 +1300
From:
Bill Boyce
<bilboyce@IHUG.CO.NZ>

Subject: Re: Wanted

At 10:46 PM 20/2/96 GMT, you wrote:

>How about a NewsGroup (Usenet) only for Imagine 2.x -4.x. I think this
>is a great idea. You could download/upload pics, objects, tutorials
>(for just some examples).

>Maybe someone idiot would upload some piracy software. But then again,
>you don't have download it.

>

>What doI you IML users think

Take it or leave it. Tutorials can already be posted here, and a Usenet group isn't the greatest way to see pics - the Web is much better. And the Avalon object repository is as good a place as any for 'public' objects, so it would mainly become a place to exchange the latest versions of Imagine, Humanoid and Essence etc. one suspects.

--

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1.802 Message number 0797

Date:
Wed, 21 Feb 1996 18:09:43 +1300
From:
Bill Boyce
<bilboyce@IHUG.CO.NZ>

Subject:

Re: Not Bashing Impulse

>If you get the same features/dollar as in Imagine 4.0, then imagine what
>you'll get in Winimagine. It just have to be amazing when they charge this
>price compared to Imagine 4.0

>

>Mikael Johannesen

I have to say I think \$1695 is way out of line. I'd be happy to see it at \$995 (certainly closer to what I've paid for it!) and I think that would put it in the right place in the market. Software prices have plummeted in recent years, I can't see Impulse succeeding by bucking this. I really hope they reconsider - I'd love to see it take off.

--

Bill Boyce * Animation * 3D,2D even 1D (a line in your choice of colour)
Amiga & PC * Imagine 4.0 * Semi-Pro (Making money, but so much to learn)
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1.803 Message number 0798

Date:
Tue, 20 Feb 1996 23:59:25 EST
From:
David Nix
<WRNIX@UGA.CC.UGA.EDU>

Subject:

Re: Edimator/Media 100 : Comparision

Hey gang-

Thought I'd toss out my two cents on this edimator thread. I didnt get the brochure so I cant comment about that aspect of things. The lab I'm working in will soon be getting a media 100 so maybe I can say more about it later.

I do know that the DPS system uses the same jpeg chipset as the contraption that I use, the V-Lab Motion. I'm pretty happy with the V-Lab. Obviously, this wont be one bit of good to the PC types, but for us amigoids its been a godsend. I did notice at Siggraph in '94 the DPS guys were nerviously hovering around alot while Jorg Sprave, the president of MacroSystems demoed the system to me. For those that have never seen or used the V-Lab, it has an interface remarkably similar to that of Premier, with cut and paste editing capabilities, transitions, etc. It internally deals with CC601 standard digital video which is industry standard (Abekas, Accom, etc...) and it uses standard jpeg encoding readable by any image processing package. On the Amiga it requires a fast scsi 2 controller and drive. It does not require an AV drive, and it uses your computers ram for a buffer. On my machine for instance I could have as much as 16megs allotted for buffer space if I needed that much, but I usually keep it around five megs.

They have been Really good about software upgrades, the first four were free, and since then its been nominal, like 20 dollars or so. For out putting animations its great, and has the added bonus of being able to grab S-video as fast as you can shove it on to a drive... ie backgrounds for maps and rotoscoping.

I've pulled as much as 5 minutes uninterrupted video with an S-video output from a laserdisc and played it back side by side with the source and you'd have a really hard time spotting the difference.

It's an option I would consider if you are of the Amiga persuasion. I believe it's currently available without the audio board option for around \$1750 and if packaged with the audio card around \$2100. Oh, there's a COMPONENT RGB input/output card available too for you betacamSP types...

I have no association with these guys, except to say that the company president spent two days at Siggraph demoing it to me and I could not get him to crash it or catch him in a half truth or lie about any aspect of his product... I immediatly bought one when I returned home.

You can contact Eric Kloor at Draco Systems at 303-499-1975, and tell 'em I sent you. They also maintain a tech support number, AND a BBS where you can download upgrades and bug fixes...

OK, now back to the usual dull roar...

Dave

David Nix
Digital Media Specialist, University Computing and Network Services
Computer Graphics & Video Production
Alias Certified Level 3 Animator, 5 yrs exp.
Amiga 4000/Imagine 4.0/V-Lab Motion/OpalVision
web site at: <http://www.visart.uga.edu/Alias/DaveN/daven.html>

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1.804 Message number 0799

Date:
Wed, 21 Feb 1996 00:57:39 -0500
From:
TigerDan
<tigerdan@IX.NETCOM.COM>

Subject:
Re: PC Paint Program?

Hey there-

I too have been shocked by the lack of PC based paint programs that you can actually DO something with.

A friend of mine though, has a version of DeluxePaint II for the PC. It was written for DOS, but maybe you could still find a copy somewhere...

>TigerDan<

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1.805 Message number 0800

Date:
Wed, 21 Feb 1996 18:09:45 +1300
From:
Bill Boyce
<bilboyce@IHUG.CO.NZ>

Subject:

BattleMech Objects

(reply to a message I deleted :)

Check out your local hobby shop - there's lots of models of robot-type beasts. These model kits are always a great place to start if you have to model a car or plane or somesuch

--

Bill Boyce * Animation * 3D,2D even 1D (a line in your choice of colour)
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1.806 Message number 0801

Date:
Wed, 21 Feb 1996 18:03:45 +1300
From:
Bill Boyce
<bilboyce@IHUG.CO.NZ>

Subject:

Re: Imagine on an SGI!!!!

>Well this is a lot of fun, and what can you learn from this: You spend
>\$?k on a Silly Graphics (NO TYPO THERE!!!), and get Intel386.00345 speed,
>great huh?

>

>I WAN'T ESCOM TO USE ALPHA, HEAR ME "ALPHA!!!" NOT SOME DANG 60?!!!

>

>kurgan

Actually, the announced direction of Amiga/Escom is PowerPC. Not as quick

as Alpha, but a lot cheaper. '060 is an interim measure until they do the new hardware and O/S.

Long live Amiga (but not holding my breath...)

Bill B

--

Bill Boyce * Animation * 3D,2D even 1D (a line in your choice of colour)
Amiga & PC * Imagine 4.0 * Semi-Pro (Making money, but so much to learn)
The wages of sin is death, but the gift of God is eternal life in Christ
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1.807 Message number 0802

Date:

Wed, 21 Feb 1996 18:03:48 +1300

From:

Bill Boyce
<bilboyce@IHUG.CO.NZ>

Subject:

Re: PAL & NTSC

At 10:25 AM 20/2/96 -0800, you wrote:

>How does one tell whether or not Imagine
>supports PAL or NTSC? What gives it away?
>

Well, on a PC Imagine doesn't need to know that PAL or NTSC exist (and doesn't) It supports both in as much as you can specify which resolution it renders in. I can't remember whether it thinks there are 25 or 30 frames in a second, in the stage editor. Check that. I never look at that readout anyway, I just think in terms of frames. On the Amiga now it detects the mode the machine is running in I think (there used to be two versions) and runs in that.

--

Bill Boyce * Animation * 3D,2D even 1D (a line in your choice of colour)
Amiga & PC * Imagine 4.0 * Semi-Pro (Making money, but so much to learn)
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1.808 Message number 0803

Date:
Wed, 21 Feb 1996 00:26:36 -0600
From:
Rodney McNeel
<rodman@INFINITY.CCSI.COM>
Subject: Re: Wanted

I'm All for this idea! This would relieve a great deal of artistic pressures!
But it would have to be a place with LOTS of Space cause there's LOTS of
Imagineers waiting for this oppurtunity to display their artistic endeavours!

rodman

On Wed, 21 Feb 1996, Mikael Johannsen wrote:

> At 22.46 20-02-1996 GMT, you wrote:
> >How about a NewsGroup (Usenet) only for Imagine 2.x -4.x. I think this
> >is a great idea. You could download/uppload pics, objects, tutorials
> >(for just some examples).
> >Maybe someone idiot would upload some piracy software. But then again,
> >you don't have download it.
> >
> >What doI you IML users think
> >

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1.809 Message number 0804

Date:
Wed, 21 Feb 1996 00:36:57 -0600
From:
Stephen G.
<sgiff@AIRMAIL.NET>
Subject: Re: Battletech

At 05:33 AM 2/21/96 +0100, you wrote:

>Hello
>
>I just love playing Mechwarrior 2. There's nothing like blowing up a 100ton
>battle mech. And now for the question. Does any of you have or know where I
>can get some pictures of Battlemechs as I want to model them in Imagine ?
>
>Thanks
>
>Mikael Johannesen
>mikael@pip.dknet.dk
>PC 486DX2 66Mhz, 8MB RAM, Imagine 4.0
>

>Visit me atuhhh....umm.....DAMN, no homepage.

>

Many comic book and game stores carry FASA's Battletech books which contain very detailed drawings of Battlemech's.

s.g.

Visit me at the Magick Rainbow

<http://web2.airmail.net/sgiff>

^^

Imagine 4,3DS, PC Pentium 66, 32 meg ram.

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1.810 Message number 0805

Date:

Wed, 21 Feb 1996 08:40:57 +0100

From:

Ernesto Poveda Cortes

<a00448@DTIC.UA.ES>

Subject:

Re: Applying a single texture to multiple objects

at Feb 19, 96 07:25:34 am

>

> This is something I've tried to figure out for a while but can't.
> I've been using Imagine for a month or so, and have learned how to use it
> fairly well, but I can't seem to find how to assign a single texture to
> multiple or grouped objects. If I select multiple objects and go to the
> textures box, it just keeps popping up a texture box for every single
> object I selected! So far the fastest alternative I've found is setting
> the attributes to what I want, saving them to a file, and then just
> clicking on "Load" from each attribute box and pressing return, which is
> still INCREDIBLY annoying when I need to change the color of 50 objects...

>

> Atul

>

Hi Atul,

In the texture box there must be a little box in which stands something similar to 'apply to child'; that is, if you apply a texture to a parent axis and check this item, it must be applied to all its childs. On the other hand to apply an attribute to a set of objects, simply apply it to one, then multi-select the rest of they and use the menu Functions->Apply and presto!

Hope this helps!

--

A4000,040@25Mzh,6Mg,120HD Imagine 4.0 Medium User! // There can
E-mail: a00448@eps.ua.es, a00448@i3a.dtic.ua.es \// be only one
Real Name: ~Ernesto Poveda Cortes~ I am STILL not a number =^)

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1.811 Message number 0806

Date:
Wed, 21 Feb 1996 09:17:51 +0100
From:
Martin Caspersson
<SA9418@IDA.UTB.HB.SE>

Subject:

Re: Imagine on an SGI!!!!

> I WAN'T ESCOM TO USE ALPHA, HEAR ME "ALPHA!!!" NOT SOME DANG 60?!!!
>

Can you afford an alpha? I sure can't!!!! The 21164 is the fastest
processor in the world but also the most expensive.

** Martin Caspersson Email: SA9418@IDA.UTB.HB.SE **

"A little nonsense now and then is cherished by the wisest men"
- Willy Wonka

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1.812 Message number 0807

Date:
Wed, 21 Feb 1996 03:24:50 -0500
From:
Tom Ross
<rosst@UNVAX.UNION.EDU>

Subject:

Re: PC Paint Program?

>

Warms muh heart. I know only Amiga. Another effect of this is that I'm shocked at most of the prices of software on other platforms.

Agreed DPaint, esp III, is a marvelous creature and I was lucky that it was the first piece of software I got to know. Its capabilities aside, the MANUAL is a model in good, clear writing and organization. They also use humor helpfully. BUT how can I animate in 24-bit in Brilliance?

On Tue, 20 Feb 1996, Ted Stethem wrote:

> This response is not intended to start a platform war but it is really
> amazing that the PC, with an estimated installed user base of 100 million
> machines, is so sorely lacking in paint and animation programs that
> compare to Deluxe Paint and Brilliance on the Amiga.

> Before you say I am an ignorant a** who doesn't know sh** about PC's,
> let me say that after 7 years as an Amiga diehard, I now have a 120 MHz
> Pentium with Windhose95 and I have used PC's at my job for several years.
> I even remember using Windoze 1 on a real IBM 8086 PC.

> And I have looked high and low for any DOS/Win paint and animation
> program that compares with Brilliance and Deluxe Paint, or Photogenics
> and Personal Paint. Yep, Photoshop and Fractal Design Painter are very
> powerful image processing and paint programs, respectively. But as far
> as animation is concerned, forget it.

> I am sure this void will be filled eventually and somebody will make a
> fortune when they do it. I don't have any direct experience with it but
> I understand Autodesk Animator Pro V2 is fairly close to DPaint in
> animation capabilities and is not too outrageously priced. I have also
> heard that TV Paint is being ported over to the PC but it has been only a
> rumor so far. I don't know why EA doesn't port DPaintV over to the PC,
> they could make a fortune doing it but who knows?

> And in my computing environment, despite all the PC vs. Amiga platform
> wars that have flared on the old IML, my PC and Amiga co-exist very
> nicely, complimenting each other's limitations. It does get to be a
> double handful though with my left hand on the PC mouse and my right hand on
> the Amiga mouse. Now, if I could just get a multitasking OS upgrade for
> my brain, or maybe a multi-threaded brain upgrade.....

>

> On Mon, 19 Feb 1996, Ali Helmy wrote:

>

> > I have a question, since we at Helmy Productions have moved from the
> > Amiga platform to the PC, I am just curious about one thing. Is it
> > really true that there is no program on the PC that compares to
> > BRILLIANCE 2.0? I really find it hard to believe. Before you say it,
> > Yes we do have Photoshop and also tried Paint Shop Pro, but we still
> > haven't found a program as great as BRILLIANCE. If there is anyone out
> > there who knows of a program similar please let us know.

> >

> > Ali Helmy

> > Helmy Productions

> > helmy@voyager.com

> >

>

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1.813 Message number 0808

Date:
Wed, 21 Feb 1996 03:30:50 -0500
From:
Tom Ross
<rosst@UNVAX.UNION.EDU>

Subject:

Re: Need a nose...

Hmmmm. Seems there's a famous (underground) 2D animation called The Nose.

On Tue, 20 Feb 1996, Bill Boyce wrote:

> Anyone got or seen a good (Imagine) nose? Preferably done with metaballs
> ie the sphere group, rather than the mesh. Needed for a project I'm
> working on. It's a paying job, so if it's good enough and I use it,
> I'll send you some money! Can't say fairer than that, can I?
> Please reply privately...
>
> Thanks
>
> Bill B
> bilboyce@ihug.co.nz
> --
> Bill Boyce * Animation * 3D,2D even 1D (a line in your choice of colour)
> Amiga & PC * Imagine 4.0 * Semi-Pro (Making money, but so much to learn)
> The wages of sin is death, but the gift of God is eternal life in Christ
> Jesus our Lord * Romans 6:23 * Questions welcome - no flame wars please!
>

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1.814 Message number 0809

Date:
Wed, 21 Feb 1996 03:38:45 -0500
From:
Tom Ross
<rosst@UNVAX.UNION.EDU>

Subject:

Re: Need a nose...

Know the '30s Depression song "One Metaball"? And of course "Beware of

the Blob."

On Tue, 20 Feb 1996, Chuck Needham wrote:

```
> Bill Boyce wrote:
> >
> > Anyone got or seen a good (Imagine) nose? Preferably done with
> > meatballs
> >
> >
> > One we can use in public? .....er.. I don't have one like that.
> >
> (Okay, Okay...he wrote metaballs.) :-D
> >
> >
> --
> Chuck Needham
> 2Bit Graphics
> e-mail: twobit@globaldialog.com
> http://www.globaldialog.com/~twobit/
>
```

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1.815 Message number 0810

```
Date:
Wed, 21 Feb 1996 08:58:44 BST
From:
J.M.Dempsey
<MCAI4JMD@IST4.CO.UMIST.AC.UK>
```

Subject:

```
Hello There!
---
```

Just a little note to say hello to everyone on this list,

John (UMIST,Manchester,UK)

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1.816 Message number 0811

```
Date:
Wed, 21 Feb 1996 22:26:30 +1300
```

From:
Bill Boyce
<bilboyce@IHUG.CO.NZ>
Subject: Re: Wanted

At 12:26 AM 21/2/96 -0600, you wrote:

>I'm All for this idea! This would relieve a great deal of artistic pressures!
>But it would have to be a place with LOTS of Space cause there's LOTS of
>Imagineers waiting for this oppurtunity to display their artistic endeavours!
>

> rodman

As I understand it, ever news server holds all messages locally, so size is a moot point, it doesn't really exist in one place. Could be wrong, but I'm pretty surethat's how it works.

--
Bill Boyce * Animation * 3D,2D even 1D (a line in your choice of colour)
Amiga & PC * Imagine 4.0 * Semi-Pro (Making money, but so much to learn)
The wages of sin is death, but the gift of God is eternal life in Christ
Jesus our Lord * Romans 6:23 * Questions welcome - no flame wars please!

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1.817 Message number 0812

Date:
Wed, 21 Feb 1996 22:26:27 +1300
From:
Bill Boyce
<bilboyce@IHUG.CO.NZ>
Subject:
Re: Need a nose...

Well, I got (well, expecting) one nose and lots of goofing off...

Made my own with Metaballs. Wow, is all I can say. If you haven't played with metaballs, do so. I modelled a nose with plasticene, digitised front side and top views and used them as backdrop templates. You need lots of spheres, but the result is well worth it. Check out some of the magazine articles about it, and the ad's for the 3D Studio version to get an idea of the kind of sphere densities needed. I started out with a loose group and got discouraged. Keeping track of the spheres is hard - no easy way to name them for selection like subgroups. Actually, I guess you could hierarchically link them and give the parents names... Hmmm. That might work.

Sorry, thinking out loud, as it were. Anyway, they make for wonderful clay-mation like objects which can be smoothed easily or left looking a little lumpy for 'character'.

P.S. substitute blobs for metaballs in the above before Chuck has another go ...

Oh, and I found a 'bug' in imagines phong routines or somesuch. I started out making the nose using slices and graph paper. I made half a nose then copied/scaled -1/join/merge to make a whole nose. Result : a seam where the join was when rendered. Couldn't get rid of it. Checked the points were joined individually, all that palaver, no dice. Tried smoothing, no dice. Does Imagine care about adjoining faces being disparate 'numbers' or something? Hello, Tim W.?? Had anything like this, you master-modeller, you?

--

Bill Boyce * Animation * 3D,2D even 1D (a line in your choice of colour)
 Amiga & PC * Imagine 4.0 * Semi-Pro (Making money, but so much to learn)
 The wages of sin is death, but the gift of God is eternal life in Christ
 Jesus our Lord * Romans 6:23 * Questions welcome - no flame wars please!

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1.818 Message number 0813

Date:
 Wed, 21 Feb 1996 11:45:43 GMT
 From:
 Matthew Clemence
 <mcllem@MEDPHYS.UCL.AC.UK>

Subject: Amigas and PC's (was PC paint Programe)

A little off topic but something that might be of interest, I saw a new product for the Amiga announced last week called Siamese. It allows a PC to be connected via a SCSI interface to the amiga, merging the video signals so that one monitor can be used (must obviously be capable of VGA). So you have one monitor, mouse, keyboard and two computers. Run imaging on both! halve your rendering time!, easy access to both hard disks etc. Have best of both worlds, I don't know how much it is however so watch this space.

Matthew

--

 Dr. Matthew Clemence _____ email mcllem@medphys.ucl.ac.uk
 University College London
 11-20 Shropshire House,
 London, England
 +44 171 387 9300 x 8448/8264
 +44 181 442 1832 Home

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1.819 Message number 0814

Date:
Wed, 21 Feb 1996 08:26:46 GMT
From:
Shane Amerman
<shane@INTELUS.COM>

Subject:
Greetings and A question.

Hi,

My name is Shane Amerman and I'm new here to the Imagine list.

I just recieved a working version of Imagine 3.0 out of PCAnswers mag. I have used Imagine before, but not in a long time. I was hoping that I could get a few pointers or tutorials as the PCAnswers mag does not have GREAT instructions.

My biggest question right now is, how do I morph from one object to another in the action editor.

Thanks
Shane
Shane Amerman
shane@intelus.com
<http://www.intelus.com/users/shane/shane.html>

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1.820 Message number 0815

Date:
Wed, 21 Feb 1996 14:29:42 CET
From:
HAINZ, EXI, ODER SO AEHNLICH ...
<
<exner@CHCLU.CHEMIE.UNI-KONSTANZ.DE>

Subject:
Imagine & Cybergfx

I need some help for my retina z3 board. recently, i wanted to change the drivers to cybergfx. Everthings works fine (with the demo ver. of cybgfx), but Imagine wont. Even any screenpromotor like newmode works.

Is there a possibility force Imagine to work with cybergfx ?

Should I try the newest version of cybergfx ?

At the moment I'm running my Amiga with Retinaemu. If anybody knows a solution to my problem ...

thanks, Michael

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1.821 Message number 0816

Date:
Wed, 21 Feb 1996 08:35:25 -0500
From:
Lars & Rene' Nilsson
<nilsson@SERVTECH.COM>

Subject:

Re: Imagine on an SGI!!!!

At 06:03 PM 2/21/96 +1300, Bill Boyce wrote:

>>Well this is a lot of fun, and what can you learn from this: You spend
>>\$?k on a Silly Graphics (NO TYPO THERE!!!), and get Intel386.00345 speed,
>>great huh?

>>

>>I WAN'T ESCOM TO USE ALPHA, HEAR ME "ALPHA!!!" NOT SOME DANG 60?!!!

[Just a note: This Amiga would be working just as well/badly as the silly graphics you call it when running Imagine. Think about it. Of course, you might not be interested in running Imagine on it at all for all I know.]

>>

>>kurgan

>

>Actually, the announced direction of Amiga/Escom is PowerPC. Not as quick
>as Alpha, but a lot cheaper. '060 is an interim measure until they do the
>new hardware and O/S.

>

>Long live Amiga (but not holding my breath...)

>

>Bill B

Howdy,

Just a thought... (I don't have an Amiga, but replying anyway) Be aware of the fact that you wouldn't be able to run your precious Imagine well on a computer for which it isn't compiled. Just look at the subject of these messages again. ;) If you're lucky, the OS would be native and the 680x0 code of Imagine would have to be run through an emulator, or if you're not lucky (as the case is with PowerMacs), parts of the OS being emulated too.

Of course, should Impulse get one of these machines and compile Imagine for it it would be a moot point. But would they get an Alpha/PPC Amiga or not, and would they spend time and energy needed?

But, as Tim "The Toolman" Taylor puts it, More Power. :) It's always nice to have. ;)

Regards,
Lars Nilsson

```
+-----+
| Lars & Rene' Nilsson | What more can you ask of life than |
| nilsson@servtech.com | a cat in your lap?                |
+-----+
```

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1.822 Message number 0817

Date:
Wed, 21 Feb 1996 09:09:35 -0500
From:
Chris
<hades@AMANDA.DORSAI.ORG>

Subject:
divide overflow error

hello all.
i thought i'd introduce myself now, given that this message sortof applied to me...anyway
i've been working with imagine for about two years now -- sometimes less frequently than others. i've pretty much been using it for free, first from the 3d modeling lab disk and now from the computer arts cd. i'll probably upgrade to v.4 in a month or two. i've gotten very good at simply model creation (e.g. a lamppost, powerline or cup -- stuff like that-- however i'm still very scared by the idea of really large, complex objects (like a spaceship, or a building)
right now i'm actually trying to model a large scene -- an industrial-lit-by-streetlights type of thing, but i'm very unsatisfied with it. i believe this has to do with the lighting, and the fact that the scene is not quite as realistic as i'd like it to be
but: about the divide overflow error:
i got that too. while rendering a particle cube jello thing bouncing around in raytrace, about three frames from the end, i was dropped to dos and the friendly "please remember what you were doing and call impulse" message. after checking if i was out of disk space, and being about to reboot my computer, i suddenly got a divide overflow message.
do'h, i knew they lied about fixing the pentium bug... <-:
anyway, my other question is: did the computer artist 3.0 come with less textures than the regular 3.0? i notice people talking about 3.0 textures all the time, that i don't seem to have. it might just be that the textures were introduced later in 3.x, but i don't know

thanks
--chris

```
>-----  
>  
>Date: Tue, 20 Feb 1996 18:19:12 -0500  
>From: Lars & Rene' Nilsson <nilsson@SERVTECH.COM>  
>Subject: Re: Divide overflow error  
>  
>At 10:47 AM 2/20/96 -0500, Bob Sampson wrote:  
>>Ok, this is a new one. I am raytracing a complex scene and twice now it has  
>>kicked out on abnormal program termination. This last time the message came  
>>up on the dos prompt "Divide overflow error". Anyone got any ideas of what  
>>the heck is going on?  
>>  
>>Bob.....  
>  
>Hi Bob,  
>  
>It may not be your problem, but I just thought I'd mention that I got  
>that error message the first times whenever I tried to do any kind of  
>rendering in Imagine under Win95 (shutdown to Dos of course) before I  
>finally managed to get autoexec and config set right. So it could be  
>a memory problem. Perhaps you're using up your memory (seeing that you  
>have mentioned that in other posts).  
>Btw, it happened right away, and not in the middle of a scene. Hope  
>this helps (prolly doesn't ;). Does the problem go away if you don't  
>render all objects? Does it happen in a qrender? If so, does it still  
>happen if you assign some objects a different layer and don't render  
>them?  
>  
>Regards,  
>Lars Nilsson  
>+-----+  
>| Lars & Rene' Nilsson | What more can you ask of life than |  
>| nilsson@servtech.com | a cat in your lap? |  
>+-----+
```

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1.823 Message number 0818

Date:
Wed, 21 Feb 1996 09:19:09 -0500
From:
Mike van der Sommen
<MikeVDS@AOL.COM>
Subject:
Re: Divide overflow error

In a message dated 96-02-20 10:53:14 EST, you write:

>Ok, this is a new one. I am raytracing a complex scene and twice now it has
>kicked out on abnormal program termination. This last time the message came
>up on the dos prompt "Divide overflow error". Anyone got any ideas of what
>the heck is going on?

Last time I got Divide Overflow Errors it had to do with memory wait-state configurations. Check your CMOS advanced chipset options. If it's set to 1 wait state, change it to 0 (or visaversa). See if that helps.

ps. Have you added more memory lately?

Mike van der Sommen
Santa Barbara, Ca
GraFX Haus BBS (805)683-1388
Email: MikeVDS@aol.com or
mike.vandersommen@caddy.uu.silcom.com

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1.824 Message number 0819

Date:
Wed, 21 Feb 1996 09:19:49 -0500
From:
Mike van der Sommen
<MikeVDS@AOL.COM>

Subject: Re: Wanted

In a message dated 96-02-20 18:09:33 EST, you write:

>How about a Newsgroup (Usenet) only for Imagine 2.x -4.x. I think this
>is a great idea. You could download/upload pics, objects, tutorials
>(for just some examples).

If you build it...I will come.

Mike van der Sommen
Santa Barbara, Ca
GraFX Haus BBS (805)683-1388
Email: MikeVDS@aol.com or
mike.vandersommen@caddy.uu.silcom.com

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1.825 Message number 0820

Date:
Wed, 21 Feb 1996 09:19:38 -0500
From:
Mike van der Sommen
<MikeVDS@AOL.COM>

Subject:

Re: Bashing Impulse

In a message dated 96-02-20 23:46:23 EST, you write:

>If you get the same features/dollar as in Imagine 4.0, then imagine what
>you'll get in WinImagine. It just have to be amazing when they charge this
>price compared to Imagine 4.0

I think they simply want CGW to take WinImagine seriously. The only way to do that is price it in the stratosphere. Fishermen do the same thing. It's called spitting on the bait. :)

Mike van der Sommen
Santa Barbara, Ca
GraFX Haus BBS (805)683-1388
Email: MikeVDS@aol.com or
mike.vandersommen@caddy.uu.silcom.com

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1.826 Message number 0821

Date:
Wed, 21 Feb 1996 07:04:49 -0800
From:
Larry Fuller
<lfuller1@IX.NETCOM.COM>

Subject:

Imagine Channel on IRC

I have been visiting various places on IRC (International Relay Chat) and, upon obtaining a listing of current channels, I found one called Imagine, on two or three occasions.

However, when I tried to visit it, I got the "You need an invite to enter this channel" box.

Does anyone know if that channel is related to our favorite 3D program and, if so, what is the point of having an invite only requirement.

Hail, hail, rock, and roll.

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1.827 Message number 0822

Date:
Wed, 21 Feb 1996 07:56:23 -0800
From:
William Bogan
<web@CVSD.CV.COM>

Subject: TriSpectives

FWIW-

There is a new player in the game. TriSpectives, an ACIS based modeler with animation, predefined primitive shapes as well as other objects - e.g. piggy bank, etc.

I've seen only the demo CD on a Pentium 60 under Win95. It's seemed slow, but has a plethora of objects, some interesting techniques for rotation, moving etc. Didn't get to play with any animation yet.

It is supposed to list for \$495 US. A co-worker brought it back from a show in S.F. last week.

Bill Bogan 386/40 8Mb RAM 1Mb Video Card
IMAGINE 3.0, LT and 2.0 (on my way 4.0)
web@cvsd.cv.com IML expr= Beginner+
San Diego, CA USA (or is it Intermediate-)

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1.828 Message number 0823

Date:
Wed, 21 Feb 1996 09:50:03 +119304028
From:
Ing. Alexander Owen Wallace
<awallace@ALPHA1.SAL.UADEC.MX>

Subject: Re: Wanted

I really would like that, I think all ways of getting and giving

information about imagine is only for the benefit of the users.

That would not make me leave the list, it's totally different, I feel like all the members of the list are talking to each other in the back of the monitor when I'm in front of the TELNET screen :)

Greetings

```
-----  
| IE. Alexander Wallace           |  
| awallace@alpha.sal.uadec.mx    |  
| Imagine 3.0 PC DX2 @66 8 MB    |  
| Beginner+                       |  
-----
```

On Tue, 20 Feb 1996, Michael Klinteberg wrote:

```
> How about a NewsGroup (Usenet) only for Imagine 2.x -4.x. I think this  
> is a great idea. You could download/upload pics, objects, tutorials  
> (for just some examples).  
> Maybe someone idiot would upload some piracy software. But then again,  
> you don't have download it.  
>  
> What do I you IML users think  
>  
>  
> Regards  
>  
> Mike (with a big :-D)
```

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1.829 Message number 0824

```
Date:  
Wed, 21 Feb 1996 08:38:16 -0800  
From:  
John Prusinski  
<jprusins@CYBERGRAFIX.COM>
```

Subject:

```
Re: PC Paint Program?  
---
```

```
> I too have been shocked by the lack of PC based paint programs that  
> you can  
> actually DO  
> something with.  
> A friend of mine though, has a version of DeluxePaint II for the  
> PC. It was  
> written for  
> DOS, but maybe you could still find a copy somewhere...
```

>

Sorry, I can't resist jumping in on this anymore... What planet does one have to come from to consider a 5-year old 4-or-8-bit paint program preferable to a high-resolution 32-bit natural media program (Fractal Painter)? I admit that the animation tools in Painter are fairly basic and fairly slow, but for still images... I mean PLEASE! I haven't tried anything on any platform (including Quantel) that is capable of more stunning imagery. No platform wars, please, I'm also an Amiga user (thru Dpaint IV); I'm also an MFA in painting, so I'm pretty picky and quite knowledgeable when it comes to painting and drawing in *any* medium...

Let's get real!

John.

John Prusinski/CyberGrafix
jprusins@cybergrafix.com
<http://www.cybergrafix.com/>

"Whoever undertakes to set himself up as judge in the field of Truth and Knowledge is shipwrecked by the laughter of the gods." A. Einstein

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1.830 Message number 0825

Date:
Wed, 21 Feb 1996 12:14:47 -0500
From:
Bob Sampson
<RobSampson@AOL.COM>

Subject:

Re: Divide overflow error

In a message dated 96-02-20 23:46:58 EST, you write:

>Not to scare you, but this can be a motherboard fault. Is anything else on
>screen,
>or just that message?

It was Imagine. Somehow. After scaling the scene back up some it went away.

Bob...

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1.831 Message number 0826

Date:
Wed, 21 Feb 1996 12:15:13 -0500
From:
Bob Sampson
<RobSampson@AOL.COM>

Subject:

Re: Divide overflow error

In a message dated 96-02-21 09:21:15 EST, you write:

>Last time I got Divide Overflow Errors it had to do with memory wait-state
>configurations. Check your CMOS advanced chipset options. If it's set to
>1 wait state, change it to 0 (or visaversa). See if that helps.
>
>ps. Have you added more memory lately?

Actually Mike I rerendered after scaling eh scene up and changing a couple of shadow casting lights to non shadowcasting and it did not return. It is the complex set of models I have done from a sheer size in megabytes approach. I have heard allot in the past about Imagine in earlier versions having trouble with memory, ect and so I suspect that was what it was.

Bob.....

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1.832 Message number 0827

Date:
Wed, 21 Feb 1996 14:16:25 -0500
From:
Anita Vandenbeld
<yku02978@YORKU.CA>

Subject:

Re: PC Paint Program?

John Prusinski wrote:

> Sorry, I can't resist jumping in on this anymore... What planet does
> one have to come from to consider a 5-year old 4-or-8-bit paint
> program preferable to a high-resolution 32-bit natural media program
> (Fractal Painter)? I admit that the animation tools in Painter are
> fairly slow

The kind of planet where you spend 90% of your time in DOS, programming, occational game playing, and running Imagine. The kind of planet where you want to quickly pop into your painting program to adjust a universal palette or adjust a pixel or two. The kind where you can, with a fill and a few sweeps of the airbrush create a quite and dirty global

brushmap without waiting 5 minutes for your flavour of Windoze to load. The kind of planet where you type dpaint, select load and have it convert those 90 frames you just rendered into an anim in no time flat. Right now I'm stuck using a combination of NeoPaint, GWS (Graphics Workshop), and VFD (video for DOS) to get something that falls FAR short of what DPaint IV gave me. Remember, you have to consider the person needs before casting judgement on what they're asking for...

...wishing I still had an Amiga with DPaint...

----- yku02978@yorku.ca -----
Imagine 3.0 - 486/66, 12 MB RAM, Beginner+ - Games Programmer

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1.833 Message number 0828

Date:
Wed, 21 Feb 1996 15:35:54 -0500
From:
Lars & Rene' Nilsson
<nilsson@SERVTECH.COM>

Subject: Re: Wanted

At 10:26 PM 2/21/96 +1300, Bill Boyce wrote:

>At 12:26 AM 21/2/96 -0600, you wrote:

>>I'm All for this idea! This would relieve a great deal of artistic pressures!

>>But it would have to be a place with LOTS of Space cause there's LOTS of

>>Imagineers waiting for this opportunity to display their artistic endeavours!

>>

>> rodman

>As I understand it, ever news server holds all messages locally, so size is

>a moot point, it doesn't really exist in one place. Could be wrong, but I'm

>pretty surethat's how it works.

Hi,

You're right. It is kept locally at each server. One negative thing about posting binaries to a usenet group is that it sooner or later is removed from the servers as they need to free up space for new posting. And just because you can see it on your server it doesn't mean everyone else will see it on theirs. When this happens you can't tell someone to get it there without someone posting it again. All in all, I prefer FTP and WWW. And for those that can't do FTP readily there's always FTP-by-email. Of course, there are people that can't put up pages but still want to show the rest of the world what they've created. For those it could be a good medium.

Regards,
Lars Nilsson

+-----+

1.835 Message number 0830

Date:
Tue, 20 Feb 1996 23:00:23 +0100
From:
Anders Rasmussen
<ajcr@HOA.PING.DK>

Subject:
Plug'ins for Imagine?

Hi All.

Just ONE question ..

How come there hasn't been any effects releases for Imagine? I mean stuff like the particles and rotate (could sure use a v3 :). But howcome? Gravity and collision would be nice! :)

--

. Regards ..

/o- Anders Rasmussen -z- ajcr@hoa.ping.dk -z- 3D Animation
Z V4 - 040 - 14 - CV64/4 - Medium ++

-- Via Xenolink 1.981, XenolinkUUCP 1.1

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1.836 Message number 0831

Date:
Wed, 21 Feb 1996 16:18:47 -0500
From:
Bob Sampson
<RobSampson@AOL.COM>

Subject:
The Nursery

For anyone who is interested, I have a new image on my page called "The Nursery".
Take a look.

Bob.....
Imagine renderings.
<http://home.aol.com/robsampson>
Imagine 4.0 P90 40 meg ram average+

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1.837 Message number 0832

Date:
Wed, 21 Feb 1996 16:26:27 -0500
From:
Bob Sampson
<RobSampson@AOL.COM>

Subject:

Re: PC Paint Program?

In a message dated 96-02-21 15:39:04 EST, you write:

>...wishing I still had an Amiga with DPaint...

They are cheaper than dirt anymore, should be no shortage of people looking to offload them.

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1.838 Message number 0833

Date:
Wed, 21 Feb 1996 17:04:19 -0500
From:
Ash Wyllie
<ashw@LR.NET>

Subject: Re: Wanted

>At 10:46 PM 20/2/96 GMT, you wrote:

>>How about a NewsGroup (Usenet) only for Imagine 2.x -4.x. I think this
>>is a great idea. You could download/upplod pics, objects, tutorials
>>(for just some examples).

>>Maybe someone idiot would upload some piracy software. But then again,
>>you don't have download it.

>>

>>What doI you IML users think

>Take it or leave it. Tutorials can already be posted here, and a Usenet
>group isn't the greatest way to see pics - the Web is much better. And
>the Avalon object repository is as good a place as any for 'public'
>objects, so it would mainly become a place to exchange the latest
>versions of Imagine, Humanoid and Essence etc. one suspects.

>--

>Bill Boyce * Animation * 3D,2D even 1D (a line in your choice of colour)

>Amiga & PC * Imagine 4.0 * Semi-Pro (Making money, but so much to learn)

>The wages of sin is death, but the gift of God is eternal life in Christ
>Jesus our Lord * Romans 6:23 * Questions welcome - no flame wars please!

I think a better idea would be a ftp site limited to members of this mailing list. I do not know if this is possible though.

-ash

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1.839 Message number 0834

Date:
Wed, 21 Feb 1996 17:04:23 -0500
From:
Ash Wyllie
<ashw@LR.NET>

Subject:

Re: Not Bashing Impulse

>>If you get the same features/dollar as in Imagine 4.0, then imagine what
>>you'll get in WinImagine. It just have to be amazing when they charge this
>>price compared to Imagine 4.0
>>
>>Mikael Johannesen

>I have to say I think \$1695 is way out of line. I'd be happy to see it
>at \$995 (certainly closer to what I've paid for it!) and I think that
>would put it in the right place in the market. Software prices have
>plummeted in recent years, I can't see Impulse succeeding by bucking
>this. I really hope they reconsider - I'd love to see it take off.
>--

>Bill Boyce * Animation * 3D,2D even 1D (a line in your choice of colour)
>Amiga & PC * Imagine 4.0 * Semi-Pro (Making money, but so much to learn)
>The wages of sin is death, but the gift of God is eternal life in Christ
>Jesus our Lord * Romans 6:23 * Questions welcome - no flame wars please!

Mike suggested that the new highr price for WinImagine was to get the rest of the world to take Imagine seriously.

-ash

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1.840 Message number 0835

Date:
Wed, 21 Feb 1996 16:15:22 -0800
From:
Chuck Needham
<twobit@GLOBALDIALOG.COM>

Subject:

Re: PC Paint Program?

Tom Ross wrote:

>
> BUT how can I animate in 24-bit in Brilliance?
>

You can't.

Brilliance only works in standard AMIGA bit depths and display modes:
2,4,8,16,32 colors for original Amigas,64 for HalfBright modes,
....256 colors for AGA machines.

TrueBrilliance can't either. Its animation modes only work with HAM6 and
HAM8 animations, not TRUECOLOR. You only get to paint in HAM6 if you dont
have a A1200 or A4000, even though the internal color space may be
24-bit.

TRUECOLOR color buffers can be set to 15-bit or 24-bit for working with
individual images only.

Flame Digital Creations if you have to for not having the foresight to
know what you really wanted to do. :)

I have heard from the rumormill that Digital Creations/Play, Inc. has a
Killer Digital Non-Linear Editor in developement that has the
mother-of-all-paint-programs included. (Not-ready-for-prime-time)

Sorry I couldn't be more helpfull. :((sigh)

--
Chuck Needham
2Bit Graphics
e-mail: twobit@globaldialog.com
<http://www.globaldialog.com/~twobit/>

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1.841 Message number 0836

Date:
Wed, 21 Feb 1996 16:31:03 -0600

From:
Marc Steinkoenig
<ST4NV@JETSON.UH.EDU>

Subject:

Re: PC Paint Program?

You know, there is Delux Paint for Dos somewhere. I think it came out MANY years back. I'm not sure it's the same, but the last time I saw a copy it was in the bargain rack at Bizmart. It sounds to me like you want to do pixel editing/art. In this case, I don't think FDP is right for what you want to do. The output can be quite large. I remember I surfed around for a good pixel editor and finally stopped at NeoPaint. It's not a bad program (I think) and it does have some great drawing tools. If you want to do sprites, though, I suggest you look for something more tailored to your needs. Look around some FTP sites for sprite editors and try out a few. It may not have the same feel as DP, but hopefully you'll be better able to work on small scale work such as sprites.

Working with small images in Neopaint can be tricky, I know. But give it a while. Play around with it a bit. The zoom ability isn't quite as great as most other paint programs, but maybe all it takes is just retraining your eyes. No one ever said switching platforms would be easy.

Marc (I also wish I had an Amiga... just for fun)

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1.842 Message number 0837

Date:
Wed, 21 Feb 1996 17:55:57 -0500
From:
Jon Rubin
<floater@INTERPORT.NET>

Subject:

Re: Dino Lighting

Tim,

Thanks for your response to my question regarding the lighting on your dinos. Your use of large arrays to create a more "realistic" ambient lighting is ingenious.

As I come from a film background (and I teach both film production and computer animation), I generally use as few lights as possible to create a strong sense of directional or "motivated" lighting. The trick is then to fill and model the rest of the scene, which is much more difficult in Imagine than in the real world, since light doesn't bounce or diffuse in Imagine's world. I have somewhat successfully varied ambient lighting by "projecting" lights through highly filtered gradient-mapped planes. But your approach with large arrays really creates deepening tones in areas

that are more enclosed. Thanks.

Jon Rubin

>>>>Could you please enlighten me as to how and where you might use so many
>lights?<<<
> In the case of the dino cover, I used 33 dim lights in spherical arrays
>around the scene to simulate ambient light from the sky and ground. It's
>still a
>technique I'm experimenting with, so the results weren't perfect. There
>are some
>areas where you can see the effect though. Compare the darkness inside the
>dino's
>mouth to the darkness of the closest jaw muscle. Both are in shadow, but
>the jaw
>muscle is lighter because more of the ``ambient`` lights are reaching it. Also
>look at the area just behind the other dino's thigh, and you'll see a darkening
>there for the same reason.
>
>-Tim Wilson
>Imagine 4 on P5
>Advanced- freeform modeling & animation

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1.843 Message number 0838

Date:
Wed, 21 Feb 1996 17:56:08 -0500
From:
Jon Rubin
<floater@INTERPORT.NET>

Subject:
Re: Edge Line Prob

Per and others,

Thanks for your response to my earlier post. It seems my problem stemmed from broken edges that were produced by Imagine's slice routine. After reading Per's post I went in and looked very carefully and found a couple of missing edges in the sliced objects.

Jon

>>I've been trying to use the "Set Edge Line," and "Fill to Edge Line" to
>>seal up some sliced objects. But every time I get a "Bad Edge List -
>>Ignored" and it's no go.
>
>
>1. Select the individual edges in sequence along one of the edges
> where you want your seam. My experience is that You'll have to

> do this MANUALLY one by one. Multipick with lasso etc. won't work.
>

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1.844 Message number 0839

Date:
Wed, 21 Feb 1996 17:56:16 -0500
From:
Jon Rubin
<floater@INTERPORT.NET>

Subject:

SoftImage Educational Price

In the "just thought you might like to know" department:

I was amazed to find out today that the educational price (they really check you out to make sure) for SoftImage NT is only \$1000! It is only available for machines actually located at a school, not for teacher's or student's personal machines, but it is still remarkable, given that 3 years ago SoftImage cost 50K.

I guess Microsoft is pretty serious about 3d (they bought SoftImage last year). There is one big catch though: the minimum memory it will run on is 64Mb, and 128Mb is highly recommended for animations of any complexity.

Jon Rubin

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1.845 Message number 0840

Date:
Wed, 21 Feb 1996 17:25:42 -0800
From:
Chuck Needham
<twobit@GLOBALDIALOG.COM>

Subject:

Re: The Nursery

Bob Sampson wrote:

>
> For anyone who is interested, I have a new image on my page called "The
> Nursery".

> Take a look.
>
> Bob.....
> Imagine renderings.
> <http://home.aol.com/robsampson>
> Imagine 4.0 P90 40 meg ram average+

This isn't your contest entry, I hope.

I've been there, I think, when I was just a pupa. ;-D

--

Chuck Needham
2Bit Graphics
e-mail: twobit@globaldialog.com
<http://www.globaldialog.com/~twobit/>

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1.846 Message number 0841

Date:
Wed, 21 Feb 1996 18:16:09 PST
From:
Imagine Subscriber
<bob_landry@CORP.CUBIC.COM>

Subject:

Re: TriSpectives

On Wed, 21 Feb 1996 07:56:23 -0800 William Bogan wrote:
>There is a new player in the game. TriSpectives, an
>ACIS based modeler with animation, predefined primitive
>shapes as well as other objects - e.g. piggy bank, etc.

I e-mailed the company(3D EYE) some months back after reading about the product in CAD REPORT. What do you know, about a week later I find a beta version of the program in my mail box. FYI; 3D Eye is the company that Eric Haines of Ray Tracing

News fame, works for. The time clock on the beta version has run out now, but here's what I learned about it in the short time I had to use it.

1. It only runs under Win95, comes on CD-ROM.
2. You need a fast machine <read P5-100+>
3. The more memory you have the better. 16meg+ at the minimum.
4. Quality of rendering was poor in the beta ver.
5. It has animation features though I didn't get much of a chance to play them. I think at the time it was just walk through.
6. I found the modeler pretty cool though. They coined a new type of object called intelli-shapes. They range from simple primitives to complex shapes you create yourself. The nice thing about them is they have built in smarts. They know about other intelli-shapes in your workspace and you can snap to

surfaces or tangent points on other objects. In this fashion you can use them to build more complex objects much the same as POV's CSG, but easier. Once you've built a more complex object there are features to chamfer or fillet the intersections. Its hard to explain but it worked pretty cool.

7. The DXF export allowed for different mesh complexities, and worked well with Imagine. They also exported to POV, though I think it was in the form of triangles.

I liked the program, primarily for the modeler and DXF export. I believe it is available in two retail versions. I don't now specifics on what the differences are. Street price I think was \$249.00 and \$499.00.

Just checked their Web Site and they have a 30 day trial on CD available. Check it out at:

<http://www.eye.com>

Name: Bob Landry
Imagine 4.0, P90, 16 meg ram, Intermediate
Home Page: <http://www.n2.net/blandry>
E-mail work: bob_landry@corp.cubic.com
E-mail home: blandry@n2.net
Date: 02/21/96
Time: 18:16:09

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1.847 Message number 0842

Date:
Wed, 21 Feb 1996 20:27:36 -0500
From:
Bob Sampson
<RobSampson@AOL.COM>

Subject:

Re: The Nursery

In a message dated 96-02-21 19:30:08 EST, you write:

>This isn't your contest entry, I hope.

Err yeah actually. Well I wasnt thinking about winning anywaze. Besides Grandberg said he was entering so there wasn't much use in trying to come up with something real special. But hey, maybe I can place or show:)

>

>I've been there, I think, when I was just a pupa.

Hehe I came from the third chamber from the left.:)<VBG>

Bob.....
 Imagine renderings.
<http://home.aol.com/robsampson>
 Imagine 4.0 P90 40 meg ram average+

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1.848 Message number 0843

Date:
 Wed, 21 Feb 1996 18:31:14 -0800
 From:
 Drift Dennis
 <drift@NIGHTHAWK.COM>

Subject: Re: Wanted

At 18:03 2/21/96 +1300, you wrote:

>At 10:46 PM 20/2/96 GMT, you wrote:

>>How about a NewsGroup (Usenet) only for Imagine 2.x -4.x. I think this
 >>is a great idea. You could download/uppload pics, objects, tutorials
 >>(for just some examples).

>Take it or leave it. Tutorials can already be posted here, and a Usenet
 >group isn't the greatest way to see pics - the Web is much better. And
 >the Avalon object repository is as good a place as any for 'public'
 >objects, so it would mainly become a place to exchange the latest
 >versions of Imagine, Humanoid and Essence etc. one suspects.

>--

Personnally I like the idea, instead of trying for hours at a time to
 find a place to squeeze onto aminet, I haven't tried avalon, don't know where it
 is or how to get there, in fact I haven't been able to get into aminet since I
 changed FTP programs. I would love to have a newsgroup for FAQ's, tutorial
 depository
 and other goodies...

Drift

 Drift Dennis

{kc7ot}

drift@nighthawk.com

May The Force Be With You

NightHawk Production

3D graphics and animation

9403 Marilla Dr

Lakeside, California

92040-2801

PHONE 619-390-8375

FAX 619-390-8375

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***^
^^^^

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1.849 Message number 0844

Date:
Wed, 21 Feb 1996 18:22:56 -0800
From:
Drift Dennis
<drift@NIGHTHAWK.COM>

Subject: Imagine/VRML

I have been playing with VRML for a few weeks now and Iam getting very frustrated. I can create nice lo-poly objects with lovely maps and textures only to have the whole thing fall apart when I try to run them through FOUNTAIN by Caligari. Missing faces, no textures, no maps, lucky if I can get basic attributes.

What am I getting at with all this?

Would some programming guru out there PLEASE write a converter to produce a VRML file from Imagine using the objects and staging files? I would thing we could truly wow them out there if we could show of our stuff with VRML and JAVA scripts created from staging files and associated objects, textures, and maps.

Please
Somebody

Drift

Drift Dennis
{kc7ot}
drift@nighthawk.com

May The Force Be With You

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A2k-030@50mhz+20Meg/A4k-040@40Mhz+50Meg/PAR/1stopMusicShop/+6gigHDspace&PC+20Meg
***^
^^^^

 Drift Dennis

{kc7ot}

drift@nighthawk.com

May The Force Be With You

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***^

^

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1.850 Message number 0845

Date:

Wed, 21 Feb 1996 22:13:52 -0800

From:

Chuck Needham

<twobit@GLOBALDIALOG.COM>

Subject:

Re: The Nursery

Bob Sampson wrote:

>

> In a message dated 96-02-21 19:30:08 EST, you write:

>

> >This isn't your contest entry, I hope.

>

> Err yeah actually. Well I wasnt thinking about winning anywaze. Besides

> Grandberg said he was entering so there wasn't much use in trying to come up

> with something real special.

Bob, Bob, Bob....

I wasn't puttin ya down,... If some of the newbees see what they're up
 against before they submit theirs, they may not. there aint nothin
 Grandberg can do that we can't...I mean, we're all usin the same
 software, right? (well, version differences allowed). We might think He
 has a few tricks up his sleeve, but we havent seen what a few desperate
 people might do. There are some GREAT ideas out there. Some got real

jobs, some don't. I, for one, need some incentive to explore areas unknown. To THINK what no one has THUNK before (or at least some obscure thought that has been somehow passed over, ready to be pulled, stretched, distorted and made again into something no one will recognize).

(I'm good at that.) :)

We got some EXCEPTIONAL tools in this software, Lets find out what they can be used for. Maybe someone has used the "Dino Skin" to create the look of stacked boulders on a distand mountainside, or "Statue" to give cliff walls the feel of shale or sandstone stratafication, or use "Iris" as watermellon like striping of some alien cactus plant. Don't use a texture for what it sounds like it should make, but what, with some stretch of the IMAGINation, what we could make it be.

WE ARE ALL GODS! (who require no sacrifice , I should add.) (grin)

--

Chuck Needham
2Bit Graphics
e-mail: twobit@globaldialog.com
<http://www.globaldialog.com/~twobit/>

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1.851 Message number 0846

Date:
Wed, 21 Feb 1996 20:19:42 -0600
From:
Rick Beilfuss
<vview@CSWNET.COM>

Subject:

Re: Imagine 4,0 RotationAnimation

To rotate an object, its much easier with states then with paths and tracking, etc. Make your object a child of a parent axis. Pick the parent and make a default state. Rotate your object 120 degrees, save parent as second state. Rotate your object once more 120 degrees, save as third state. Now morph between the three states. The numbers of frames for each state will determine acceleration and deceleration.

Why would you want to create a perfect spline circle? You can't do anything with it, and when you import it into the detail editor you get a privitive disk, if you extruded it, you get a primitive tube. Save the extra steps and just add them in detail. Or use a csg sphere for a perfect sphere.

Rick

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1.852 Message number 0847

Date:
Wed, 21 Feb 1996 20:08:07 -0600
From:
Rick Beilfuss
<vview@CSWNET.COM>

Subject:

Re: Image Needed

>I need a high-res picture of a bio-hazard symbol.

If all else fails, look on the web under "haz-mat" or "bio-hazard". I'm sure someone will have the symbol you need on their web page.

Rick

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1.853 Message number 0848

Date:
Wed, 21 Feb 1996 20:57:01 -0800
From:
Mike McCool
<mikemcoo@EFN.ORG>

Subject:

MoreDavid'sThanGoliaths

On Wed, 21 Feb 1996, Chuck Needham wrote:

> I wasn't puttin ya down,... If some of the newbees see what they're up
> against before they submit theirs, they may not. there aint nothin
> Grandberg can do that we can't...I mean, we're all usin the same

Right on post, you. And hey, renderbrat's proven his capabilities in space and in war machines,--which kind of leaves the field wide open for peace-time applications of Imagine, doesn't it? And right here on earth?

Y'all remember earth, right? It's where we were all born and live. It's the subject of that crackin' new sci-fi show on the Cat Network called TERRA: YOU MIGHT AS WELL LOVE IT CAUSE THERE'S NOWHERE ELSE TO GO.

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1.854 Message number 0849

Date:
Thu, 22 Feb 1996 01:10:35 -0500
From:
Lars & Rene' Nilsson
<nilsson@SERVTECH.COM>

Subject:

Re: SoftImage Educational Price

At 05:56 PM 2/21/96 -0500, Jon Rubin wrote:

>I was amazed to find out today that the educational price (they really
>check you out to make sure) for SoftImage NT is only \$1000! It is only
>available for machines actually located at a school, not for teacher's or
>student's personal machines, but it is still remarkable, given that 3 years
>ago SoftImage cost 50K.

If I'm not mistaken the list price is something like \$8000, and about
\$15,000 if you buy an Intergraph TDZ computer bundled with it. I believe
that makes either the computer or the program reduced in price, take
your pick.

Regards,
Lars Nilsson

```
+-----+
| Lars & Rene' Nilsson | What more can you ask of life than |
| nilsson@servtech.com | a cat in your lap? |
+-----+
```

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1.855 Message number 0850

Date:
Wed, 21 Feb 1996 22:13:49 -0700
From:
Roger Straub
<straub@CSN.NET>

Subject:

Re: Bashing Impulse

On Wed, 21 Feb 1996, Mike van der Sommen wrote:

> In a message dated 96-02-20 23:46:23 EST, you write:
>
> >If you get the same features/dollar as in Imagine 4.0, then imagine what
> >you'll get in WinImagine. It just have to be amazing when they charge this
> >price compared to Imagine 4.0
>
> I think they simply want CGW to take WinImagine seriously. The only
> way to do that is price it in the stratosphere. Fishermen do the same
> thing. It's called spitting on the bait. :)

I agree completely. Also, even if something RETAILS for \$1695, the street price is going to be about \$700 - about what you can get Lightwave for. Retail price doesn't count, street price does. (related thought: Guns don't kill people. I do. =)

>
> Mike van der Sommen
> Santa Barbara, Ca
> GraFX Haus BBS (805)683-1388
> Email: MikeVDS@aol.com or
> mike.vandersommen@caddy.uu.silcom.com
>

--
"There is no love sincerer than the love of food." -- George Bernard Shaw

See ya,
Ben

** Imagine 4.0 - Amiga 3000/030/16MHz - 10MB - Skilled **

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1.856 Message number 0851

Date:
Wed, 21 Feb 1996 22:19:32 -0700
From:
Roger Straub
<straub@CSN.NET>

Subject:
Re: Plug'ins for Imagine?

On Tue, 20 Feb 1996, Anders Rasmussen wrote:

> Hi All.
>
> Just ONE question ..
>

> How come there hasn't been any effects releases for Imagine? I mean stuff
 > like the particles and rotate (could sure use a v3 :). But howcome?
 > Gravity and collision would be nice! :)

Because Impulse hasn't told us how the FX mods work yet. They released a document on the format for procedural textures and the TDDD object file format, but nothing on FX, a couple years back. It's still available on Aminet. I guess they're holding out on the FX docs until they convert to DLLs for Windies. Presumably, they will have a different format for Amiga, too, so any information released now would be obsolete in about a month.

>
 > --
 >
 > . Regards ..
 > /o- Anders Rasmussen -z- ajcr@hoa.ping.dk -z- 3D Animation
 > Z V4 - 040 - 14 - CV64/4 - Medium ++
 >
 > -- Via Xenolink 1.981, XenolinkUUCP 1.1
 >

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1.857 Message number 0852

Date:
 Wed, 21 Feb 1996 22:22:00 -0800
 From:
 John Prusinski
 <jprusins@CYBERGRAFIX.COM>

Subject:
 Re: PC Paint Program?

>Remember, you have to consider the person
 >needs before casting judgement on what they're asking for...
 >
 >...wishing I still had an Amiga with DPaint...
 >

You are, of course, right... I was responding (a bit emotionally) to the claim by the original poster that he was "shocked by the complete lack of paint programs on the PC that you can do ANYTHING with!" I should have realized that what he probably meant was a DOS low resolution paint program that a hobbyist could use to make dithered, low bit-depth animations :^).

John.

John Prusinski/CyberGrafix
 jprusins@cybergrafix.com
 http://www.cybergrafix.com/

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1.859 Message number 0854

Date:
Thu, 22 Feb 1996 08:11:36 +0100
From:
Carlos Martinez
<cjmg@BERNIA.DRAGONET.ES>

Subject:

subscribe

Hello, I=B4m a Imagine user, and I would Like to know how, can I do to participate in the Imagine Mailing List ?.
Thanks.
Carlos

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1.860 Message number 0855

Date:
Thu, 22 Feb 1996 17:05:49 +0930
From:
travis
<envision@DARWIN.TOPEND.COM.AU>

Subject:

Re: Bashing Impulse

Tim Wilson [Crestline] wrote on 21-Feb-96, the following:

>with its wealth of onboard features, superior modeling, raytracing
>technology, and much longer history than most other program
>Even though Impulse has been giving it away at a pittance until now, it is
>still one of the best 3D programs around.

Yes it is very good, It would be even better if Impulse fixed the very serious Index of Refraction bug in the PC version. NO matter what IOR you use in the PC version it bends light too far.

How's about it Impulse, Fix it please!

Travis.

--

```
-----  
Amiga 4000/040 40MhzWarp/32Mb RAM \  
Amiga 3000/040 PP&S/32Mb RAM      - I'm not greedy ! I just like a lot.  
Pentium 133 32Mb EDO RAM          /  
  Err also Amiga 2500/020, CD32, Wife,2kids,dog,cat,house,2cars etc.  
                                just yer average capitalist pig :-)  
-----
```

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1.861 Message number 0856

Date:
Thu, 22 Feb 1996 03:28:03 -0500
From:
Tom Ross
<rosst@UNVAX.UNION.EDU>

Subject:

Re: Caustic

Essence, Vol I, I think. Still texture great: I haven't been able to animate it properly.

On Tue, 20 Feb 1996, Conny Joensson wrote:

```
> I want to make a caustic effect. On an Amiga!  
>  
> I know there is a texture to do this on the PC, but how do I go about it on my  
> beloved A500?  
>  
> I have tried the "FilNoiz2" texture but it doesn't quite produce the result  
> that I'm after. Any ideas?  
>  
> +-----+  
> | Conny Joensson | Email: cjo@kiruna.se |  
> | Kiruna, Sweden | http://www.is.kiruna.se/~cjo/ |  
> +-----+  
>
```

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1.862 Message number 0857

Date:
Wed, 21 Feb 1996 15:47:07 RSA
From:
Ben Lombard
<benl@TNET.CO.ZA>

Subject: Re: Wanted

Great thought!!! have been looking for a Usenet newsgroup like this!
Hope it happens soon! :)
Even posting and getting animations on would be a fantastic idea.

From
Ben Lombard

Benl@Vines.tnet.co.za

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1.863 Message number 0858

Date:
Thu, 22 Feb 1996 02:09:45 -0700
From:
Dave Wilson
<darius@CONNECT.AB.CA>

Subject: Re: Wanted

At 10:46 PM 2/20/96 GMT, you wrote:

>How about a NewsGroup (Usenet) only for Imagine 2.x -4.x. I think this
>is a great idea. You could download/upload pics, objects, tutorials
>(for just some examples).

>Maybe someone idiot would upload some piracy software. But then again,
>you don't have download it.

>

>What doI you IML users think

>

>

>Regards

>

>Mike (with a big :-D)

>

>

Udderly wunderfull, can you set it up though?

^^

| Dave Wilson (aka - Darius R. Kane, The Highlander) |

| BrainWave Productions Inc. - For Art's Sake |

>find a place to squeeze onto aminet, I haven't tried avalon, don't know where it
>is or how to get there, in fact I haven't been able to get into aminet since I
>changed FTP programs. I would love to have a newsgroup for FAQ's, tutorial
>depository and other goodies...
> Drift
Try the web -
http://www.uni-hamburg.de/World/Playground/aminet/aminet_homepage.html
for aminet. Most of the sites have web access now, which makes it easier to get
onto. (Certainly not Aminets fault if you have software problems at your end...)

Avalon is at
<http://www.avalon.com>
I think. Certainly at www.viewpoint.com, it's newish home. A great archive,
with most files having Gif stamps of the object to look at before downloading.

Have fun!

--

Bill Boyce * Animation * 3D,2D even 1D (a line in your choice of colour)
Amiga & PC * Imagine 4.0 * Semi-Pro (Making money, but so much to learn)
The wages of sin is death, but the gift of God is eternal life in Christ
Jesus our Lord * Romans 6:23 * Questions welcome - no flame wars please!

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1.866 Message number 0861

Date:
Thu, 22 Feb 1996 22:08:42 +1300
From:
Bill Boyce
<bilboyce@IHUG.CO.NZ>

Subject:

Re: Imagine on an SGI!!!!

>Of course, should Impulse get one of these machines and compile Imagine
>for it it would be a moot point. But would they get an Alpha/PPC Amiga
>or not, and would they spend time and energy needed?

Given the suspicion we have that we don't even have an '040 version of
Imagine, it would certainly seem that a PowerPC version would be a bit
much to hope for!

I can well imagine it being a long time before enough PPC Amiga's are out
there for it to be worth there (or anyone else's) while.

--

Bill Boyce * Animation * 3D,2D even 1D (a line in your choice of colour)
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The wages of sin is death, but the gift of God is eternal life in Christ
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1.867 Message number 0862

Date:
Thu, 22 Feb 1996 22:08:55 +1300
From:
Bill Boyce
<bilboyce@IHUG.CO.NZ>

Subject:

Re: Greetings and A question.

At 08:26 AM 21/2/96 GMT, you wrote:

>My biggest question right now is, how do I morph from one object to
>another in the action editor.

>

>Thanks

>Shane

The objects need the same surface (same point/edges/faces) count to do a T2-type morph. If possible, create the objects from a common start object, or create one by editing the other. Then load the first object as frame one in the actor bar, and object two on the same actor bar from frame 2 to whatever frame the morph needs to end on.

That's the short answer, and the place to start. Come back to us when you've got to grips with it.

Good luck (you'll need it!)

--

Bill Boyce * Animation * 3D,2D even 1D (a line in your choice of colour)
Amiga & PC * Imagine 4.0 * Semi-Pro (Making money, but so much to learn)
The wages of sin is death, but the gift of God is eternal life in Christ
Jesus our Lord * Romans 6:23 * Questions welcome - no flame wars please!

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1.868 Message number 0863

Date:
Thu, 22 Feb 1996 22:08:47 +1300
From:
Bill Boyce

<bilboyce@IHUG.CO.NZ>

Subject:

Re: The Nursery

Chuck said -

>WE ARE ALL GODS! (who require no sacrifice , I should add.) (grin)

If we're the gods, the universe is in trouble...

(particularly if Chuck's one :)

--

Bill Boyce * Animation * 3D,2D even 1D (a line in your choice of colour)
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Jesus our Lord * Romans 6:23 * Questions welcome - no flame wars please!

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1.869 Message number 0864

Date:

Thu, 22 Feb 1996 22:08:58 +1300

From:

Bill Boyce

<bilboyce@IHUG.CO.NZ>

Subject:

Nyah nyah nyah-nyah nyah

Check this out form the latest from Tesselation Times, survey of 3D Artist readers:

Software popularity:

-snip-

13.8% Imagine

10.6% LightWave 3D

approx 30% more use Imagine than use Lightwave (but we all know which is best, anyway)

To get on the TESS E-mail broadcast, send a simple "subscribe" message to <join.tess@3dartist.com>. Well worthwhile, a regular (weekly?) update on what's happening in 3D.

--

Bill Boyce * Animation * 3D,2D even 1D (a line in your choice of colour)
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1.870 Message number 0865

Date:
Thu, 22 Feb 1996 22:08:53 +1300
From:
Bill Boyce
<bilboyce@IHUG.CO.NZ>

Subject:

Re: PC Paint Program?

At 02:16 PM 21/2/96 -0500, you wrote:

>John Prusinski wrote:

>> Sorry, I can't resist jumping in on this anymore... What planet does
>> one have to come from to consider a 5-year old 4-or-8-bit paint
>> program preferable to a high-resolution 32-bit natural media program
>> (Fractal Painter)? I admit that the animation tools in Painter are
>> fairly slow
>

>The kind of planet where you spend 90% of your time in DOS, programming,
>occasional game playing, and running Imagine. The kind of planet where
>you want to quickly pop into your painting program to adjust a universal
>palette or adjust a pixel or two.

Amen. DPaint is great for quick-and-dirty, and indispensable for animation.
Also, DPaint is not "a 5-year old 4-or-8-bit paint program". It's still
current - recently got V5 - and edits in up to 18bit, and has natural-media
tools. Not what I use it for (got Opalpaint, soon to get a Pentium and
Fractal), just correcting a point. I've seen nothing on the PC which comes
close for speed, flexibility and ease of use. Wish there was, but there's not.
Pretty rare you need 24 bit to edit and animate a company logo, or do cel
animation.

Horses for courses, seems to be the lesson. There's just no PC horse for the
course...

--

Bill Boyce * Animation * 3D,2D even 1D (a line in your choice of colour)
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1.871 Message number 0866

Date:
Thu, 22 Feb 1996 11:48:25 +0100

From:
Per Sverre Wold-Hansen
<woldh@MOTHER.NORCONNECT.NO>

Subject:

Re: Imagine 4,0 RotationAnimation
<312BD2BE.6103@cswnet.com>

>Why would you want to create a perfect spline circle? You can't do
>anything with it, and when you import it into the detail editor you get
>a primitive disk, if you extruded it, you get a primitive tube. Save the

>Rick

Obviously it works, but its so much more convenient when making
a logo in the splines editor, and you need 15 circular,
bevelled holes in it.

Just a mention...

** Per Sverre **
Fredrikstad Norway
woldh@sirius.no

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1.872 Message number 0867

Date:
Thu, 22 Feb 1996 11:13:07 BST
From:
J.M.Dempsey
<MCAI4JMD@IST4.CO.UMIST.AC.UK>

Subject:

Re: Greetings and A question.

hello,

to put it rather bluntly the so-called "tutorial" as
featured in PC answers was completely pointless. All it showed you
how to do was bring up a wireframe from memory,move/rotate it then
render it. No telling how to create wireframe models in the first
place , no telling of the uses of different editors etc. I am really
into raytracing and have used a few scene discription langs. and I
was really excited about the prospect of having a "full" version
originally costing stlg500? Anyway this meant that I spent the fiver on
the mag only to find myself rooting around the software aimlessly
because of the lack of info in it. I'm still rooting, does anyone
know of any info resources for IM 3.0 on the net or anywhere I'm
desperate...It's so frustrating to have a piece of software which you
can tell is really good but not being able to do sod all with it!
{well nearly sod all}

Any replies will be gratefully recieved

John (UMIST Manchester)

mcai4jmd@stud.umist.ac.uk

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1.873 Message number 0868

Date:
Thu, 22 Feb 1996 11:45:10 +0000
From:
stuarth
<stuarth@BOURNEMOUTH.AC.UK>

Subject:

PC Card Trouble

Just a quickie.

I'm having trouble getting Imagine 3.0 to work with a Cirrus logic GD524xx graphics card, the mouse only goes half-way across the screen. Any suggestions would be greatly appreciated.

Have a good one.

Stu.

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1.874 Message number 0869

Date:
Thu, 22 Feb 1996 09:56:39 -0500
From:
Ben Alkov
<balkov@VNET.NET>

Subject:

IML-FAQ #11?

Questions:

1) When (if at all) is the iml-faq #11 expected to come out?

2) Would it be possible to create a diff type version, so I don't have to print the whole d**n thing every time?

Thanks,

ben

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1.875 Message number 0870

Date:
Thu, 22 Feb 1996 08:58:23 -0600
From:
Rick Beilfuss
<vview@CSWNET.COM>

Subject:

Re: PC Card Trouble

>the mouse only goes half-way across the screen

It seems I've seen this problem a long time ago, but can't remember the solution then. I would start with an updated mouse driver since that is almost always the answer to mouse problems.

Rick

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1.876 Message number 0871

Date:
Thu, 22 Feb 1996 07:45:20 -0800
From:
John Prusinski
<jprusins@CYBERGRAFIX.COM>

Subject:

Re: PC Paint Program?

>Bill Boyce wrote:

>

>Amen. DPaint is great for quick-and-dirty, and indispensable for animation.

>Also, DPaint is not "a 5-year old 4-or-8-bit paint program".

Like the other response to my original post, you must have missed what I was responding to:

The note I was responding to suggested looking for DPaint *2* for PC, which is at least "5 years old". I'm not sure what the last PC version was, but I know they stopped before V.

>Pretty rare you need 24 bit to edit and animate a company logo, or do cel
>animation.

Actually, I use it all the time... even for 2D animation, the smoother gradients and better antialiasing are noticeable.

>Horses for courses, seems to be the lesson. There's just no PC horse for the
>course...

Like the last reponse noted, you have to be aware of the "course" you're talking about. I loved Dpaint for a long time, but I'm finding (and getting the message from my clients) that the work I've been producing with my Pentium is the highest quality I've ever done.

John.

John Prusinski/CyberGrafix
jprusins@cybergrafix.com
<http://www.cybergrafix.com/>

"Whoever undertakes to set himself up as judge in the field of Truth and Knowledge is shipwrecked by the laughter of the gods." A. Einstein

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1.877 Message number 0872

Date:
Thu, 22 Feb 1996 09:54:39 +119304028
From:
Ing. Alexander Owen Wallace
<awallace@ALPHA1.SAL.UADEC.MX>

Subject:

Re: PC Card Trouble

Hi there, I use one of those cards too, and the problem has nothing to do with your graphics adapter, It happens with some mouse drivers, I've seen it in a couple of machines with different video cards, just use another mouse driver.

Have a nice day!

```
-----  
| IE. Alexander Wallace          |  
| awallace@alpha.sal.uadec.mx   |  
| Imagine 3.0 PC DX2 @66 8 MB   |  
| Inter+                         |  
-----
```

On Thu, 22 Feb 1996, stuarth wrote:

```
> Just a quickie.  
>  
> I'm having trouble getting Imagine 3.0 to work with a Cirrus logic  
> GD524xx graphics card, the mouse only goes half-way across the screen.  
> Any suggestions would be greatly appreciated.  
>  
> Have a good one.  
>  
>           Stu.
```

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1.878 Message number 0873

```
Date:  
Thu, 22 Feb 1996 08:37:20 -0800  
From:  
Ted Stethem  
<tstethem@LINKNET.KITSAP.LIB.WA.US>  
Subject:  
Re: Spider  
---
```

William,

Finally got around to viewing your animations and just wanted to compliment you on your masterful use of particles. The use of the synchronized music with your logo animation was really nice, too. Maybe you might want to share a tip or two on how you got that fade-in transition effect from particles to characters?

On Tue, 13 Feb 1996, William Christjaener wrote:

```
> Just finished an animated mechanical spider walking thru a blinding snowstorm  
> (using particles) that looks kind of neat, located at:  
>  
> http://www.tc.umn.edu/nlhome/g091/chris113/anim.htm  
> --  
> William Christjaener  
> e-mail: Sculptor3d@aol.com  
> web: http://www.umn.edu/nlhome/g091/chris113/  
>
```

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1.879 Message number 0874

Date:
Thu, 22 Feb 1996 15:38:28 0000
From:
Harry Drummond
<in4831@WLV.AC.UK>

Subject:

Re: PC Card Trouble

At 11:45 22/02/96 +0000, you wrote:

>Just a quickie.

>

>I'm having trouble getting Imagine 3.0 to work with a Cirrus logic
>GD524xx graphics card, the mouse only goes half-way across the screen.
>Any suggestions would be greatly appreciated.

>

>Have a good one.

>

> Stu.

>

I'm not at home to check my own machine, but this sounds like the card I've
got (the 1Mb model), and it works fine.

Harry

```
|++++/<<++++< Harry Drummond, University of Wolverhampton
|<<++++>>\<<++++/ email: H.Drummond@wlv.ac.uk
\ |<<++++>>\+++++>>\
\++>>\ \ \++>> Some days I seem to get
\+++++>>\<<++++>>| shunted every whichway...
```

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1.880 Message number 0875

Date:
Thu, 22 Feb 1996 11:48:39 -0600
From:
Rick Beilfuss
<vview@CSWNET.COM>

Subject:

Re: Imagine 4,0 RotationAnimation

>Obviously it works, but its so much more convenient when making a logo in the splines editor, and you need 15 circular, bevelled holes in it.

I'm sorry, I misunderstood what you were trying to do. Since you really want circles in the spline editor, do this in spline editor:

Add an axis and pick it.

Add knot mode and add a knot 2 squares below the axis. For direction go to the right and make a horizontal line.

Next point goes 2 squares to the right of the axis. This tangent goes straight up for a vertical line.

Next point straight up 2 squares from axis and tangent straight left for horizontal line.

Next point straight left 2 squares from axis and tangent down for vertical line.

Last point on first point and you should have a perfect, round circle.

Now you can extrude just like a font with bevels, etc.

This still won't do what you want to do. As far as I know the spline editor doesn't support booleans, so you can't make holes with your circle.

Rick

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1.881 Message number 0876

Date:

Thu, 22 Feb 1996 11:53:27 -0800

From:

Jynx

<premiergfx@LIBERTY.LIBERTY.COM>

Subject: Re: Wanted

On Thu, 22 Feb 1996, Dave Wilson wrote:

> At 10:46 PM 2/20/96 GMT, you wrote:

> >How about a NewsGroup (Usenet) only for Imagine 2.x -4.x. I think this

> >is a great idea. You could download/upload pics, objects, tutorials

> >(for just some examples).

> >Maybe someone idiot would upload some piracy software. But then again,
> >you don't have download it.
> >
> >What doI you IML users think

I think this sounds good to me.... Anything so that we dont have to hear
people wine about this and that... I like people that are serious about
their software....

Brent Warp
Premier Productions

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1.882 Message number 0877

Date:
Fri, 23 Feb 1996 06:29:24 +0930
From:
travis
<envision@DARWIN.TOPEND.COM.AU>

Subject:
DINO

Greetings,

Are ther any models of T-REX the dinosaur out there. PD or low cost.

Travis.

--

Amiga 4000/040 40MhzWarp/32Mb RAM \
Amiga 3000/040 PP&S/32Mb RAM - I'm not greedy ! I just like a lot.
Pentium 133 32Mb EDO RAM /
Err also Amiga 2500/020, CD32, Wife,2kids,dog,cat,house,2cars etc.
just yer average capitalist pig :-)

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1.883 Message number 0878

Date:
Thu, 22 Feb 1996 22:29:33 +0100
From:
Conny Joensson
<cjo@KIRUNA.SE>

Subject:

Re: Caustic

About my caustic-question:

Mike McCool and Tom Ross recommended using some Essence texture.

Well, problem is that I don't have Essence. And while I'm sure that they are great textures I don't have any plans on buying them.

So, if you guys and guyas don't mind; any other ideas for caustics?

```
+-----+  
| Conny Joensson | Email: cjo@kiruna.se |  
| Kiruna, Sweden | http://www.is.kiruna.se/~cjo/ |  
+-----+
```

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1.884 Message number 0879

Date:
Thu, 22 Feb 1996 22:31:02 +0100
From:
Soeren Birk Jacobsen
<kurgan@IMADA.OU.DK>

Subject:

Re: Edimator/Media 100 : Comparision

Well we tried the DPS PAR for a few months, and maybe the signal is allright but the image is NOT!!, try to do a white-black gradient, and it will look like a fluffy blanket with coffee stains all over!!!

my two coins...

kurgan

```
=====
```

It's better to burn up than to fade away.....

```
=====
```

Soeren Birk Jacobsen

Reventlowsvej 59
DK-5000 Odense C
Denmark

Tel. (+45) 66 14 79 67, (+45) 40 911 646
fax. (+45) 66 12 10 45

www.imada.ou.dk/~kurgan

kurgan@imada.ou.dk

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1.885 Message number 0880

Date:
Thu, 22 Feb 1996 22:34:35 +0100
From:
Soeren Birk Jacobsen
<kurgan@IMADA.OU.DK>

Subject:

Re: Imagine on an SGI!!!!

On Wed, 21 Feb 1996, Bill Boyce wrote:

> >Well this is a lot of fun, and what can you learn from this: You spend
> >\$?k on a Silly Graphics (NO TYPO THERE!!!), and get Intel386.00345 speed,
> >great huh?
> >
> >I WAN'T ESCOM TO USE ALPHA, HEAR ME "ALPHA!!!" NOT SOME DANG 60?!!!
> >
> >kurgan
>
> Actually, the announced direction of Amiga/Escom is PowerPC. Not as quick
> as Alpha, but a lot cheaper. '060 is an interim measure until they do the
> new hardware and O/S.
>
> Long live Amiga (but not holding my breath...)
>
> Bill B
> --
> Bill Boyce * Animation * 3D,2D even 1D (a line in your choice of colour)
> Amiga & PC * Imagine 4.0 * Semi-Pro (Making money, but so much to learn)
> The wages of sin is death, but the gift of God is eternal life in Christ
> Jesus our Lord * Romans 6:23 * Questions welcome - no flame wars please!
>

PLEASE NOTE I WROTE 60? I'M FULLY AWARE OF THE 601/603 powerless plans of
ESCOM, how can they support a company like Motorola after what they did to
the Amiga (i.e. no chips... sorry!)

kurgan

=====
It's better to burn up than to fade away.....
=====

Soeren Birk Jacobsen
Reventlowsvej 59
DK-5000 Odense C
Denmark

Tel. (+45) 66 14 79 67, (+45) 40 911 646
fax. (+45) 66 12 10 45

www.imada.ou.dk/~kurgan

kurgan@imada.ou.dk

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1.886 Message number 0881

Date:
Thu, 22 Feb 1996 22:37:47 +0100
From:
Soeren Birk Jacobsen
<kurgan@IMADA.OU.DK>

Subject:
Re: Imagine on an SGI!!!!

On Wed, 21 Feb 1996, Martin Caspersson wrote:

> > I WAN'T ESCOM TO USE ALPHA, HEAR ME "ALPHA!!!" NOT SOME DANG 60?!!!
> >
>
> Can you afford an alpha? I sure can't!!!! The 21164 is the fastest
> processor in the world but also the most expensive.
>
>
> *****
> ** Martin Caspersson Email: SA9418@IDA.UTB.HB.SE **
> *****
>
> "A little nonsense now and then is cherished by the wisest men"
> - Willy Wonka
>

To your information I can, in the tax-hell of Denmark, get a 21064 Alpha computer with an 17" monitor 16Megs ram at approx \$4000.- that isn't too bad I think.

At \$5000.- you'd get a Matrox Millenium, and a 1GB disk and a faster proc.

kurgan

=====
It's better to burn up than to fade away.....
=====

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1.887 Message number 0882

Date:
Thu, 22 Feb 1996 16:56:59 -0500
From:
Lars & Rene' Nilsson
<nilsson@SERVTECH.COM>

Subject: Spline circle [was Re: Imagine 4,0 RotationAnimation]

At 11:48 AM 2/22/96 -0600, Rick Beilfuss wrote:

>This still won't do what you want to do. As far as I know the spline
>editor doesn't support booleans, so you can't make holes with your
>circle.

Howdy,

Well, it depends on whether he makes the circle in the object he wants to create. I distinctly remember seeing O's being done for example. ;) So, given that he makes his circle on the same axis as the logo it should work properly.

But it won't copy with two different objects. They will just be extruded as two different letters would if you typed them in Load Font.

And for all those people that have problems with certain letters in Load Font (given that they appear on screen at first), it's very easy to do reproduce the problem with a userdefined path. Just add an axis

and add two points to it so it's like a circle (more or less, italic 'o' would be close to the point), then edit the knots so you get a shape resembling either an 8 or the infinity symbol. Now try to extrude it. It won't work. The same thing can happen with certain fonts and letters. So if it ever happens, check out the knots in the letters or symbols, chances are there are two knots close to each other that makes the path cross itself. Just fiddle with them until it gets straightened out. The knots can be so close the appear to be just one. It has happened to me.

Of course, you could just choose another font and be done with it. ;)

Regards,
Lars Nilsson

```
+-----+
| Lars & Rene' Nilsson | What more can you ask of life than |
| nilsson@servtech.com | a cat in your lap? |
+-----+
```

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1.888 Message number 0883

Date:
Thu, 22 Feb 1996 15:27:08 -0700
From:
Roger Straub
<straub@CSN.NET>

Subject:
Re: Nyah nyah nyah-nyah nyah

On Thu, 22 Feb 1996, Bill Boyce wrote:

> Check this out form the latest from Tesselation Times, survey of 3D Artist
> readers:
>
> Software popularity:
> -snip-
> 13.8% Imagine
> 10.6% LightWave 3D
>
> approx 30% more use Imagine than use Lightwave (but we all know which is
> best, anyway)

Hey, could you post the rest of this list? I managed to delete my last Tess. Thanx. =)

>
> To get on the TESS E-mail broadcast, send a simple "subscribe" message to
> <join.tess@3dartist.com>. Well worthwhile, a regular (weekly?) update on
> what's happening in 3D.

> --
> Bill Boyce * Animation * 3D,2D even 1D (a line in your choice of colour)
> Amiga & PC * Imagine 4.0 * Semi-Pro (Making money, but so much to learn)
> The wages of sin is death, but the gift of God is eternal life in Christ
> Jesus our Lord * Romans 6:23 * Questions welcome - no flame wars please!
>

--
"There is no love sincerer than the love of food." -- George Bernard Shaw

See ya,
Ben

** Imagine 4.0 - Amiga 3000/030/16MHz - 10MB - Skilled **

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1.889 Message number 0884

Date:
Thu, 22 Feb 1996 15:31:15 -0700
From:
Roger Straub
<straub@CSN.NET>

Subject:
Re: Caustic

On Thu, 22 Feb 1996, Conny Joensson wrote:

> About my caustic-question:
>
> Mike McCool and Tom Ross recommended using some Essence texture.
>
> Well, problem is that I don't have Essence. And while I'm sure that they are
> great textures I don't have any plans on buying them.
>
> So, if you guys and guyas don't mind; any other ideas for caustics?

How about the DancSprk texture? With the proper settings, this could
produce some pretty nice effects.

>
> +-----+
> | Conny Joensson | Email: cjo@kiruna.se |
> | Kiruna, Sweden | http://www.is.kiruna.se/~cjo/ |
> +-----+
>

--
"There is no love sincerer than the love of food." -- George Bernard Shaw

See ya,
Ben

** Imagine 4.0 - Amiga 3000/030/16MHz - 10MB - Skilled **

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1.890 Message number 0885

Date:
Fri, 23 Feb 1996 00:35:37 +0100
From:
Per Sverre Wold-Hansen
<woldh@MOTHER.NORCONNECT.NO>

Subject: Splines!! (Was: Imagine 4,0 RotationAnimation)
<312CAC77.490B@cswnet.com>

>>....., but its so much more convenient when
>>makinga logo in the splines editor, and you need 15 circular,
>>bevelled holes in it.

>I'm sorry, I misunderstood what you were trying to do. Since you really
>>want circles in the spline editor, do this in spline editor:
>...[SNIPPED]

But its not a problem for ME anymore!! As I mentioned earlier I used
Typesmith (I'm on Amiga) to make a perfect circle, then exported it
as a Postscript font (called it "Circle.pfb") which Imagine can import.

So whenever I need a circle NOW I just ask for the letter "O" in
the splines editor with "Load font", using my Circle.pfb -PSfont,
or load a previously made circle spline object.

>This still won't do what you want to do. As far as I know the spline
>editor doesn't support booleans, so you can't make holes with your
>circle.

>Rick

I think you should take a second look at the workings of the
splines editor. Obviously you do not know that you may JOIN
the splines. So here's a brief description of what I did:

- - - -

I first made the outline of the logo, then loaded my circle and
scaled it to size, copied/pasted it 14 times and moved them all into
place (on the backdrop), selected all splines. Then joined them.

The "Add Points" now (already) gave me what I was after.

- - - -

So this is how it works (remember ONE Spline object; ie ONE axis!):
Outer spline is "main object". A new inner complete spline is a hole.
A further spline within THAT one would be a new solid body, etc.

Similar: Two complete spline outlines BESIDE each other on the
same axis would make two solid bodies on the same object axis
when extruded (Add Points).

An easy way to try this out is to first complete an outer
spline, then start again on a second one inside (just continue to
add knots on the same axis) and complete that one. An "Add Points"
now will give you an object with a hole.

(Tip: Remember to scale UP the spline AXIS (!) (Shift S) before "Add
Points". This will reduce the number of points in the final object)

(Another one for those who didn't know: You may "Break" a full
spline outline at any point (in "Pick Knots") to a single spline-line
(which won't extrude to anything), - and then CONTINUE to "Add
Knots" by starting at either end, and then add any number of knots
to another completion of a full outline at the opposite end.)

In all: The spline editor is a small wonder within a wonder
(despite.. etc.)

** Per Sverre **
Fredrikstad Norway
woldh@sirius.no

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1.891 Message number 0886

Date:
Thu, 22 Feb 1996 18:01:17 -0600
From:
Stephen G.
<sgiff@AIRMAIL.NET>

Subject:
The Tess Pole

Excerpt from TESS:

608.08 - Who Reads 3D ARTIST?

During 1995, 68% of new and renewing subscribers (and a few people updating
their survey info) used a form that included a questionnaire. Of those, an
astonishing 82% filled out the survey. Here are result highlights:

69.9% are moderately to very experienced 3D users
59.6% are professional 3D users
25.8% are new to 3D graphics
58.7% use 3D Studio
84.7% use PCs (including 12.1% who also use Macs)
20.3% use Macs
34.7% purchase 3D models
33.6% use service bureaus

Software popularity:

58.7% 3D Studio (44.4% of these buy IPAS programs)
30.9% Animator Pro
30.4% AutoCAD
23.4% Vistapro
18.8% trueSpace
13.8% Animation Master
13.8% Imagine
12.2% POV-Ray
10.6% LightWave 3D

More than half of 3D ARTIST's paid readership now gets the magazine via newsstands and bookstores. A look at subscribers recruited from among those readers indicates that single copy sales are reaching more newcomers and more users of a greater variety of 3D software.

I would love to know who this pole was sent out to, what were the questions etc. I find it hard to believe that LW came out last even though I'm not defending them. I also wonder why they put autocad as well as vistapro and animator pro in the same group as the 3D programs. They should have done a pole of 3D programs alone. Next they say that 20% of their users are Mac people yet none of the programs except AM is even available on the Mac. Something smells rotten here.

s.g.

Visit me at the Magick Rainbow
<http://web2.airmail.net/sgiff>
^^

Imagine 4,3DS, PC Pentium 66, 32 meg ram.

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1.892 Message number 0887

Date:
Thu, 22 Feb 1996 17:37:31 -0600
From:
Stephen G.
<sgiff@AIRMAIL.NET>

Subject:

Re: Greetings and A question.

At 11:13 AM 2/22/96 BST, you wrote:

```
>hello,  
>  
>         to put it rather bluntly the so-called "tutorial" as  
>featured in PC answers was completely pointless. ...<Stuff Deleted> I'm  
>desperate...It's so frustrating to have a piece of software which you  
>can tell is really good but not being able to do sod all with it!  
>{well nearly sod all}  
>  
>  
> Any replies will be gratefully recieved
```

Check out this Site at Connie's. It has many tutorials on it. BTW, you can find more tutorials on some of the other Imagine Web Pages and also on the Aminet.

<http://www.is.kiruna.se/~cjo/d2i/INDEX.html>

s.g.

Visit me at the Magick Rainbow

<http://web2.airmail.net/sgiff>

^^

Imagine 4,3DS, PC Pentium 66, 32 meg ram.

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1.893 Message number 0888

Date:
Thu, 22 Feb 1996 20:06:35 -0800
From:
Robert Smith
<bsmith5@IX.NETCOM.COM>

Subject:

Re: OctVolume ???

Thanks, that did it.

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1.894 Message number 0889

Date:
Thu, 22 Feb 1996 19:57:20 +0100
From:
Anders Rasmussen
<ajcr@HOA.PING.DK>

Subject:
MoreDavid'sThanGoliaths

In a message of 21 Feb 96 Mike McCool wrote to me:

Hi Mike

MM> TERRA: YOU MIGHT AS WELL LOVE IT CAUSE THERE'S NOWHERE ELSE TO GO.

CyberSpace?

--

. Regards ..
/o- Anders Rasmussen -z- ajcr@hoa.ping.dk -z- 3D Animation
Z V4 - 040 - 14 - CV64/4 - Medium ++

-- Via Xenolink 1.981, XenolinkUUCP 1.1

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1.895 Message number 0890

Date:
Thu, 22 Feb 1996 19:54:37 +0100
From:
Anders Rasmussen
<ajcr@HOA.PING.DK>

Subject:
Plug'ins for Imagine?

In a message of 21 Feb 96 Roger Straub wrote to me:

Hi Roger

AR>> How come there hasn't been any effects releases for Imagine? I mean stuff
AR>> like the particles and rotate (could sure use a v3 :). But howcome?
AR>> Gravity and collision would be nice! :)

RS> Because Impulse hasn't told us how the FX mods work yet. They released

So why have they waited? What have they been afraid of? Like 3DS and
Lightwave who already has the Plugins .. jesus I would sure give my right
arm for the information on how to make the FX's.

I can't figure out Impulse strategi .. IF they got one.

RS> available on Aminet. I guess they're holding out on the FX docs
RS> until they convert to DLLs for Windies. Presumably, they will have
RS> a different format for Amiga, too, so any information released now
RS> would be obsolete in about a month.

So basicly there's going to be a hole new line of FX's in a diffrent
format then the old ones? Okey .. so maybe that's not so bad.

BUT!. If they did, or had, made the old FX code public, would't you think
there could have been alot more awesome FX today? Not to mention that the
3rd party plugins would blow your socks off? I just hope we see some in the
future ..

--

. Regards ..
/o- Anders Rasmussen -z- ajcr@hoa.ping.dk -z- 3D Animation
Z V4 - 040 - 14 - CV64/4 - Medium ++

-- Via Xenolink 1.981, XenolinkUUCP 1.1

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1.896 Message number 0891

Date:
Thu, 22 Feb 1996 02:04:47 GMT
From:
Duncan
<dunc@ERASER.DEMON.CO.UK>

Subject:

Re: Imagine Channel on IRC
<IMAGINE@sjvm.stjohns.edu> (on Wed, 21 Feb 96 ←
07:04:49)

Hello Larry, On Wed, 21 Feb 96, You Wrote:

LF.>I have been visiting various places on IRC (International Relay Chat)
LF.>and, upon obtaining a listing of current channels, I found one called
LF.>Imagine, on two or three occasions.

LF.>

LF.>Does anyone know if that channel is related to our favorite 3D program
LF.>and, if so, what is the point of having an invite only requirement.

Normally it isnt -I got some wierd stuff about satan on there one night !
It all really depends on who gets there first

--

dunc@eraser.demon.co.uk

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1.897 Message number 0892

Date:
Thu, 22 Feb 1996 19:04:29 -0800
From:
Mike McCool
<mikemcoo@EFN.ORG>

Subject:

Re: The Tess Pole

On Thu, 22 Feb 1996, Stephen G. wrote:

> I would love to know who this pole was sent out to, what were the questions
> etc. I find it hard to believe that LW came out last even though I'm not
> defending them. I also wonder why they put autocad as well as vistapro and
> animator pro in the same group as the 3D programs. They should have done a
> pole of 3D programs alone. Next they say that 20% of their users are Mac
> people yet none of the programs except AM is even available on the Mac.
> Something smells rotten here.
>

Hey Stephen, et al,

Funny, this same topic came up yesterday on the LW list. I actually
subscribe to Tesselation Times, and have gotten a copy of 3D-Artist.

I've gotta say, after about a month of the weekly e-mailed Tesselation
times, I delete them now unread. The most disorganized and poorly edited
mish-mash of information you can imagine, from supposed professionals.

If any of you involved in the publication of Tesselation Times are reading
this, please, learn to edit. Do your readers an immense favor and master
the use of the tab key.

(These guys are famous for two and three-page long paragraphs. It's like
choking down a horse blanket).

The magazine was cool enough, but whether I'd ever actually subscribe to
it . . .

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1.898 Message number 0893

Date:
Thu, 22 Feb 1996 19:05:29 -0800
From:
Mike McCool
<mikemcoo@EFN.ORG>

Subject:
Re: MoreDavid'sThanGoliaths

>
> MM> TERRA: YOU MIGHT AS WELL LOVE IT CAUSE THERE'S NOWHERE ELSE TO GO.
>
> CyberSpace?
>

Right on, Anders! I had that one coming.

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1.899 Message number 0894

Date:
Thu, 22 Feb 1996 22:39:48 +0100
From:
Soeren Birk Jacobsen
<kurgan@IMADA.OU.DK>

Subject:
Re: Imagine on an SGI!!!!

On Thu, 22 Feb 1996, Bill Boyce wrote:

> >Of course, should Impulse get one of these machines and compile Imagine
> >for it it would be a moot point. But would they get an Alpha/PPC Amiga
> >or not, and would they spend time and energy needed?
>
> Given the suspicion we have that we don't even have an '040 version of
> Imagine, it would certainly seem that a PowerPC version would be a bit
> much to hope for!
>
> I can well imagine it being a long time before enough PPC Amiga's are out
> there for it to be worth there (or anyone else's) while.
> --
> Bill Boyce * Animation * 3D,2D even 1D (a line in your choice of colour)
> Amiga & PC * Imagine 4.0 * Semi-Pro (Making money, but so much to learn)
> The wages of sin is death, but the gift of God is eternal life in Christ
> Jesus our Lord * Romans 6:23 * Questions welcome - no flame wars please!
>

GIGGLE!

=====
It's better to burn up than to fade away.....
=====

Soeren Birk Jacobsen
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kurgan@imada.ou.dk

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1.900 Message number 0895

Date:
Thu, 22 Feb 1996 19:27:47 -0800
From:
John Prusinski
<jprusins@CYBERGRAFIX.COM>

Subject: Upper case

Has anyone else noticed that the upper case "X" when entering text into the Add Font requester (PC) is apparently defined as a hotkey to erase all the text you've entered in the requester? The only workaround I've managed to come up with so far is to enter a lower case "x" and then scale it up to match the size of the other letters in the word. Fortunately, so far I've only had to use fonts in which the lower case "x" looks pretty much like a small version of the uppercase one... this is not the case with all fonts however.

Am I doing something wrong or is this just an annoying little user-FIENDLY "feature"?

John.

John Prusinski/CyberGrafix
jprusins@cybergrafix.com
<http://www.cybergrafix.com/>

"Whoever undertakes to set himself up as judge in the field of Truth and Knowledge is shipwrecked by the laughter of the gods." A. Einstein

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1.901 Message number 0896

Date:
Fri, 23 Feb 1996 13:49:47 EST
From:
Robin Luiten
<luiten@TRANTOR.NMSD.OZ.AU>

Subject: Re: Upper case

> Has anyone else noticed that the upper case "X" when entering text into the
> Add Font requester (PC) is apparently defined as a hotkey to erase all the
> text you've entered in the requester? The only workaround I've managed to
> come up with so far is to enter a lower case "x" and then scale it up to
> match the size of the other letters in the word. Fortunately, so far I've
> only had to use fonts in which the lower case "x" looks pretty much like a
> small version of the uppercase one... this is not the case with all fonts
> however.

>

> Am I doing something wrong or is this just an annoying little user-FIENDLY
> "feature"?

I had an experience once with Imagine on a Notebook, and it had no Right Alt Key. [stuffs you up for all the keyboard shortcuts.] Anyway I found out that the right shift key does the same function.

Now to a bit of history - on the Amiga the Right Amiga key is used for all the shortcut keys and there is an OS feature in string fields in requesters where by the string field can be cleared by a Right-Amiga-X key press.

For the PC Impulse has mapped the right shift and right alt keys to act like a Right Amiga key. Therefore I think this is what might be causing the problem. [They added the string clearing function to be consistent.]

Have you tried using the left shift key when typing the upper case. If you have and you still have the problem - then - RATS!!!!.

You also might try the capslock key. If you havn't.

I hope this has helped.

Robin Luiten

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1.902 Message number 0897

Date:
Thu, 22 Feb 1996 02:47:01 GMT
From:
Duncan
<dunc@ERASER.DEMON.CO.UK>

Subject:

Re: REQ: I need a objects
<IMAGINE@SJUVM.STJOHNS.EDU> (on Tue, 20 Feb 96 ↔
22:47:00)

Hello Michael, On Tue, 20 Feb 96, You Wrote:

MK.>I desperately looking these objects
MK.> PC computer
MK.>With a tower
MK.>And a keyboard
MK.>And a monitor

Theres was a keyboard on Tomahawk Not sure about the others though Aminet ?
always worth a trawl

I have the keyboard if you want it mail me at mailserver@eraser.demon.co.uk
with 'GET Keyboard.lha' in the body of the text and you will recieve an
automated reply with the file uuencoded (Oh yeah its in Lighwave format.... Hey
im not doing everything ;-)

--

dunc@eraser.demon.co.uk

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1.903 Message number 0898

Date:
Fri, 23 Feb 1996 00:24:57 -0500
From:
Jon Rubin
<floater@INTERPORT.NET>

Subject:

Light Control

Is there a way to control individual light parameters from the Stage or
must you go back and forth to Action?

Jon Rubin

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1.904 Message number 0899

Date:
Fri, 23 Feb 1996 01:09:43 -0500
From:
Charles Blaquiere
<blaq@IO.ORG>

Subject:

Re: Need a nose...

On Wed, 21 Feb 1996, Bill Boyce wrote:

> Oh, and I found a 'bug' in imagines phong routines or somesuch. I started
> out making the nose using slices and graph paper. I made half a nose then
> copied/scaled -l/join/merge to make a whole nose. Result : a seam where
> the join was when rendered. Couldn't get rid of it. Checked the points were
> joined individually, all that palaver, no dice. Tried smoothing, no dice.
> Does Imagine care about adjoining faces being disparate 'numbers' or something?

Here's a theory: when you joined the two objects into one, the edges
running along the center were defined as Sharp Edges, and no amount of
merging or smoothing helped any. Try selecting all edges and Make Soft
Edges, see if that helps.

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1.905 Message number 0900

Date:
Fri, 23 Feb 1996 01:57:10 -0500
From:
Lars & Rene' Nilsson
<nilsson@SERVTECH.COM>

Subject:

Re: The Tess Pole

At 06:01 PM 2/22/96 -0600, Stephen G. wrote:

>I would love to know who this pole was sent out to, what were the questions
>etc. I find it hard to believe that LW came out last even though I'm not
>defending them. I also wonder why they put autocad as well as vistapro and
>animator pro in the same group as the 3D programs. They should have done a
>pole of 3D programs alone. Next they say that 20% of their users are Mac
>people yet none of the programs except AM is even available on the Mac.
>Something smells rotten here.

Hi,

It probably wasn't as much as poll as the question 'What CG software do you use?' (Well, that's a poll too, I guess). Limiting it to just 3D animation programs would perhaps serve the same purpose as asking people what SGI they use if you're interested in finding out as much as possible about what people you're reaching.

And if 20% of the readers use Macs it doesn't mean anything more than that. Just getting a picture of their readers.

As for Lightwave, perhaps the users of LW read Video Toaster instead of 3D Artist since it's more or less dedicated to them.

Anyway, what do I know about polling? :)

Regards,
Lars Nilsson

```
+-----+
| Lars & Rene' Nilsson | What more can you ask of life than |
| nilsson@servtech.com | a cat in your lap? |
+-----+
```

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1.906 Message number 0901

Date:
Fri, 23 Feb 1996 17:03:07 +0930
From:
travis
<envision@DARWIN.TOPEND.COM.AU>

Subject:

Re: Caustic

>About my caustic-question:

>Mike McCool and Tom Ross recommended using some Essence texture.

>Well, problem is that I don't have Essence. And while I'm sure that they are >great textures I don't have any plans on buying them.

>So, if you guys and guyas don't mind; any other ideas for caustics?

Just a thought, Havn't tried it myself.

Something like the wormvein texture on a large plane above your scene. Maybe even a ground object. Then apply the transpar texture to convert from colour (color for you Americans :-)) to transparency. Place a light above the plane/ground object so that the light is projected to your scene below through the wormvein/transpar combination. If you thnk about it the colours

(colors :-)) used on thw wormvein texture should be black/white.

Sounds like it would work in theory.

Travis.

--

```
-----  
Amiga 4000/040 40MhzWarp/32Mb RAM \  
Amiga 3000/040 PP&S/32Mb RAM      - I'm not greedy ! I just like a lot.  
Pentium 133 32Mb EDO RAM          /  
  Err also Amiga 2500/020, CD32, Wife,2kids,dog,cat,house,2cars etc.  
                                just yer average capitalist pig :-)  
-----
```

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1.907 Message number 0902

Date:
Fri, 23 Feb 1996 03:34:47 -0500
From:
Bob Sampson
<RobSampson@AOL.COM>

Subject:

Re: Light Control

In a message dated 96-02-23 01:24:36 EST, you write:

>Is there a way to control individual light parameters from the Stage or
>must you go back and forth to Action?
>
>Jon Rubin

The best way is to not use the stage editor light objects. Create your lights in the detail editor and save them in their own directory so they are always available for other projects. Spot lights, caustics, ect. Then when you want to modify them you can do so now in the stage editor and save them again on the spot. Stage editor lighting is really only good for a quick setup to look at how the scene is progressing. I also recommend you take a look at using lighting arrays like Tim Wilson's. They seem to give better results than the soft shadow feature of Imagine's lights, although there is a price to pay in render times even with a Pentium.

Bob.....

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1.908 Message number 0903

Date:
Fri, 23 Feb 1996 05:15:07 EST
From:
Tim Wilson [Crestline]
<76432.1122@COMPUSERVE.COM>

Subject:

The Tess Poll

To Stephen G., re your message of Thu, 22 Feb 1996,

>>>Something smells rotten here.<<<

Whoaa there!... I think folks might be gettin' the wrong idea about this survey. ``Software popularity`` was probably an unfortunate choice of words. All the results represent is the percentage of 3D Artist's readers that use each program. Undoubtedly, the reason LW scored so low is that LW users get most of their information elsewhere (like VTU and LightwavePro), and don't subscribe as much to 3D Artist.

I'm quite sure the survey is in no way intended to indicate the popularity of 3D programs at large. (If it did, the Imagine figures would naturally be bigger than all the rest.) It's just a profile of 3D Artist's readership, mainly to help developers decide whether to advertise, or send press releases, and such.

>>>I would love to know who this pole was sent out to, what were the questions etc. <<<

No mystery there. It's right on the subscription form in each issue.

Bill Allen and I have been acquainted for quite some time, and there is no other publisher I know of in this industry that takes his role as editor more seriously, and has greater concern about accuracy and detail. To paraphrase-- 3D Artist is not Hamlet's Denmark.

On a related note, almost from Bill's very lips-- 3D Artist would be only too happy to publish more articles on Imagine, but they never receive any! They get tons of articles from 3D Studio users, but precious few from others. They're trying to give more balanced coverage, consequently articles on Imagine will receive high priority for publication. If you're interested, give him a call, I'm sure he'll be very happy to talk to you.

-Tim Wilson
Imagine 4.0 on P5
Advanced- freeform modeling & animation

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1.909 Message number 0904

Date:
 Fri, 23 Feb 1996 06:18:07 -0500
 From:
 Tom Ross
 <rosst@UNVAX.UNION.EDU>

Subject:

Re: Caustic

On Thu, 22 Feb 1996, Conny Joensson wrote:

```
> About my caustic-question:
>
> Mike McCool and Tom Ross recommended using some Essence texture.
>
> Well, problem is that I don't have Essence. And while I'm sure that they are
> great textures I don't have any plans on buying them.
>
> So, if you guys and guyas don't mind; any other ideas for caustics?
>
> +-----+
> | Conny Joensson | Email: cjo@kiruna.se |
> | Kiruna, Sweden | http://www.is.kiruna.se/~cjo/ |
> +-----+
```

Well, you might be able to MAKE a 3D Caustic -- a long, writhing, semitransparent worm? -- if it doesn't make YOU caustic first!

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1.910 Message number 0905

Date:
 Fri, 23 Feb 1996 05:33:26 EST
 From:
 Tim Wilson [Crestline]
 <76432.1122@COMPUSERVE.COM>

Subject:

Dino Lighting

To Jon Rubin re your message of Wed, 21 Feb 1996,

>>>I have somewhat successfully varied ambient lighting by "projecting" lights through highly filtered gradient-mapped planes. But your approach with large arrays really creates deepening tones in areas that are more enclosed.<<<

I tried your approach of using filtering surfaces with the arrays too and it hammered the rendering time. I think there might be an even better way of

simulating radiosity and diffuse light though, using ``molecular blurring`` on raytraced reflections. This is one of the other features I've been urging Impulse to implement (a blur level for reflections). I've experimented with bump maps, and bump textures, but haven't been very pleased with the results so far. But I'll probably try working with this some more, because it has alot less overhead than the global light arrays, and (if done right) it should fill shadows with a nicer range of subtle hues.

Just so you know, I didn't design the arrays for this initially. I was trying to simulate the soft light coming in through a window, and the soft shadows it creates. Arrays can't be beat for that.

-Tim

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1.911 Message number 0906

Date:
Fri, 23 Feb 1996 08:19:12 -0800
From:
William Christjaener
<chris113@GOLD.TC.UMN.EDU>

Subject:

Re: Spider

Ted Stethem wrote:

>
> William,
> Finally got around to viewing your animations and just wanted to
> compliment you on your masterful use of particles. The use of the
> synchronized music with your logo animation was really nice, too. Maybe
> you might want to share a tip or two on how you got that fade-in
> transition effect from particles to characters?

Thanks for the compliments. The text had the linear texture applied to it, and also had two states - transparent and visible. It's gradually revealed over time using the linear texture. The sphere with particles just passes in front of the text, and it was just trial and error trying to get them matched up.

--

William Christjaener
e-mail: Sculptor3d@aol.com
web: <http://www.umn.edu/nlhome/g091/chris113/>

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1.912 Message number 0907

Date:
Fri, 23 Feb 1996 15:35:53 +0200
From:
Granberg Tom
<tom.granberg@TV2.NO>

Subject:
The first Pyrotechnics tutor....

Here it is, after a long time of waiting I should imagine?!

<http://www.heathcomm.no/~gfxdude/bluep.htm>

<http://www.websharx.com/~gfxdude/bluep.htm>

For you that dont have a netscape compatible browser, go to this adress:

<http://www.heathcomm.no/~gfxdude/archive>

<http://www.websharx.com/~gfxdude/archive>

And download these files:

Pyro.txt
Pyro.jpg
Bang1.jpg
Anim4.zip
Anim3.zip
Anim2.zip
Objects.zip

Hope this will be of help for those who like to blowup stuff. Give me some feedback on it will ya'

Tom

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1.913 Message number 0908

Date:
Fri, 23 Feb 1996 16:40:56 +0200
From:
Granberg Tom
<tom.granberg@TV2.NO>

Subject:
FWD:Something funny

Of topic fun stuff, got it a few days ago, dead funny...

Tom

>>David Barnett's reflections:

>>

>>> 10 top reasons computers must be male.

>>>

>>> 10. They have a lot of data but are still clueless.

>>> 9. A better model is always just around the corner.

>>> 8. They look nice and shiny until you bring them home.

>>> 7. It is always necessary to have a backup.

>>> 6. They'll do whatever you say if you push the right buttons.

>>> 5. The best part of having either one is the games you can play.

>>> 4. In order to get their attention, you have to turn them on.

>>> 3. The lights are on but nobody's home.

>>> 2. Big power surges knock them out for the night.

>>> 1. Size does matter

>>

>>

>>>> > Top 10 reasons compilers must be female:

>>>> > =====

>>>> >

>>>> > 10. Picky, picky, picky.

>>>> > 9. They hear what you say, but not what you mean.

>>>> > 8. Beauty is only shell deep.

>>>> > 7. When you ask what's wrong, they say "nothing".

>>>> > 6. Can produce incorrect results with alarming speed.

>>>> > 5. Always turn simple statements into big productions.

>>>> > 4. Smalltalk is important.

>>>> > 3. You do the same thing for years, and suddenly it's wrong.

>>>> > 2. They make you take the garbage out.

>>>> > 1. Miss a period and they go wild

>>

>>-----

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1.914 Message number 0909

Date:

Fri, 23 Feb 1996 16:43:57 +0200

From:

Granberg Tom

<tom.granberg@TV2.NO>

Subject:

Regarding oil-tanker in Millford Haven

Something more funny...

Tom

>>Actual radio conversation released by the Chief of Naval Operations, 10-10-95.

>>

>>>>
>>>> #1: Please divert your course 15 degrees to the North to avoid a
>>>> collision.
>>>>
>>>> #2: Recommend you divert YOUR course 15 degrees to South to avoid a
>>>> collision.
>>>>
>>>> #1: This is the Captain of a US Navy ship. I say again, divert YOUR
>>>> course.
>>>>
>>>> #2: No way!. I say again, you divert YOUR course.
>>>>
>>>> #1. THIS IS THE AIRCRAFT CARRIER ENTERPRISE, WE ARE A LARGE WARSHIP OF
>>>> THE US NAVY. DIVERT YOUR COURSE NOW!
>>>>
>>>> #2. This is a lighthouse. Your call....

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1.915 Message number 0910

Date:
Fri, 23 Feb 1996 17:42:31 +0100
From:
Ernesto Poveda Cortes
<a00448@DTIC.UA.ES>

Subject:
Re: Light Control
23, 96 00:24:57 am

>
> Is there a way to control individual light parameters from the Stage or
> must you go back and forth to Action?

>
> Jon Rubin
>

You can use lights crated from an axis in Detail, so you can modify them
in the Stage as a normal obj :)

--

A4000,040@25Mzh,6Mg,120HD Imagine 4.0 Medium User! // There can
E-mail: a00448@eps.ua.es, a00448@i3a.dtic.ua.es \// be only one
Real Name: ~Ernesto Poveda Cortes~ I am STILL not a number =^)

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1.916 Message number 0911

Date:
Fri, 23 Feb 1996 09:03:00 -0800
From:
John Prusinski
<jprusins@CYBERGRAFIX.COM>

Subject: Re: Upper case

>> Has anyone else noticed that the upper case "X" when entering text into the
>> Add Font requester (PC) is apparently defined as a hotkey to erase all the
>> text you've entered in the requester?

>For the PC Impulse has mapped the right shift and right alt keys to act like
>a Right Amiga key. Therefore I think this is what might be causing the problem.
>[They added the string clearing function to be consistent.]

>

>Have you tried using the left shift key when typing the upper case. If you have
>and you still have the problem - then - RATS!!!!.

>

>You also might try the capslock key. If you havn't.

>

>Robin Luiten

>

It WORKED! Thanks, Robin. I had tried capslock, with no success, but it
turns out that using the left shift key is the solution. (I rendered the
word "HEXEN" in honor of the game, as a test!)

I'm still a bit annoyed that it never occurred to the programmers that using
any shift key as a remap from a function key might cause problems with text
entry... but hey :^)

John.

John Prusinski/CyberGrafix
jprusins@cybergrafix.com
<http://www.cybergrafix.com/>

"Whoever undertakes to set himself up as judge in the field of Truth and
Knowledge is shipwrecked by the laughter of the gods." A. Einstein

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1.917 Message number 0912

Date:
Fri, 23 Feb 1996 10:21:45 -0800
From:

Mike McCool
<mikemcoo@EFN.ORG>

Subject:

tomahawk?

On Thu, 22 Feb 1996, Duncan wrote:

> There's was a keyboard on Tomahawk Not sure about the others though Aminet ?

Speak of this site, has anyone been able to access it lately? Seems like it's been down for months.

I've been trying to find a train object, any kind, and the Avalon site claims to have a bunch of trains, but, when you check them out, all the file sizes are 0K. Which means there's nothing there.

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1.918 Message number 0913

Date:
Fri, 23 Feb 1996 13:31:20 -0500
From:
Bob Sampson
<RobSampson@AOL.COM>

Subject:

Re: Regarding oil-tanker in Millford Haven

In a message dated 96-02-23 10:49:52 EST, you write:

>>>Actual radio conversation released by the Chief of Naval Operations,
>10-10-95.
>>>

This is an old joke and not true. Anyone even remotely familiar with navigation at sea would understand this. It was however quite funny the first time I heard it.

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1.919 Message number 0914

Date:
Fri, 23 Feb 1996 13:06:43 +0100

From:
Anders Lundholm
<lund@HOA.PING.DK>
Subject:
God damn archives, please!

I believe we agreed on not using this Mailing list for binaries. So could people please control their 'c:Add System: forever to IML:' lusts ?!

Small binaries are ok, but these huge texture archives .. please!

And please, stop the 'Enterprise this, Enterprise that' discussion. It's awfully offtopic (Imho). People are starting to leave this rather nice place!

--

Anders Lundholm . Alien Workshop (Tm) Computer Graphics
Modeling & Animation . Lund@Hoa.Ping.Dk . Scoopex.Com

-- Via Xenolink 1.981, XenolinkUUCP 1.1

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1.920 Message number 0915

Date:
Fri, 23 Feb 1996 10:44:35 PST
From:
Steve McLaughlin
<stevemcl@VNET.IBM.COM>
Subject:
Book on the Detail editor?

Hi, Did that guy ever publish that book on how to use the detail EDITOR?
That was advertised here about a month or 2 ago?

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1.921 Message number 0916

Date:
Fri, 23 Feb 1996 10:40:10 -0800
From:

Kevin Alvarado
<kra@ROCKY.AESTHETIC.COM>

Subject:

Re: tomahawk?

> There was a keyboard on Tomahawk Not sure about the others though Aminet ?
> Speak of this site, has anyone been able to access it lately?
> Seems like it's been down for months.

It's back up I was on it yesterday and today.
<http://aminet.com/aminet/>

-KV-

--

Life is hard and nothing is easily given...
If you want anything out of life you have to fight for it...
Prepare for Kombat!

kra@aesthetic.com

- - - - -

Kevin Alvarado
(714) 597-4995
Aesthetic Solutions
92 Argonaut, Suite #220
Aliso Viejo, CA 92656

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1.922 Message number 0917

Date:
Fri, 23 Feb 1996 14:28:36 -0800
From:
Chuck Needham
<twobit@GLOBALDIALOG.COM>

Subject:

Re: God damn archives, please!

Anders Lundholm wrote:
> snip!!

Okay, NOW you've done it....(giggle)

Would that be a "Free Enterrprise Zone"?...or an "Enterprise Free Zone"

--

Chuck Needham
2Bit Graphics
e-mail: twobit@globaldialog.com

<http://www.globaldialog.com/~twobit/>

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1.923 Message number 0918

Date:
Fri, 23 Feb 1996 14:34:30 -0800
From:
Chuck Needham
<twobit@GLOBALDIALOG.COM>

Subject:

Re: Book on the Detail editor?

Steve McLaughlin wrote:

>

> Hi, Did that guy ever publish that book on how to use the detail EDITOR?

> That was advertised here about a month or 2 ago?

Check your mail much?

I don't think we will be seeing it soon....there weren't too many positive responses, or not enough advance orders to pay for publishing.

The publisher seemed rather sad.

--

Chuck Needham
2Bit Graphics
e-mail: twobit@globaldialog.com
<http://www.globaldialog.com/~twobit/>

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1.924 Message number 0919

Date:
Fri, 23 Feb 1996 20:26:49 +0100
From:
Anders Lundholm
<lund@HOA.PING.DK>

Subject:

Nyah nyah nyah-nyah nyah

Hi Bill ...

BB> approx 30% more use Imagine than use Lightwave (but we all know which
BB> is best, anyway)

Yup, better phone Foundation Imagin' right now and have a serious talk with
one or two of the fellows playing hard over there :)

--

Anders Lundholm . Alien Workshop (Tm) Computer Graphics
Modeling & Animation . Lund@Hoa.Ping.Dk . Scoopex.Com

-- Via Xenolink 1.981, XenolinkUUCP 1.1

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1.925 Message number 0920

Date:
Fri, 23 Feb 1996 22:15:44 +0000
From:
Chris Hall
<Chris.Hall@DIAL.PIPEX.COM>

Subject:

Re: Imagine/VRML

At 06:22 PM 2/21/96 -0800, you wrote:

> I have been playing with VRML for a few weeks now and Iam getting
>very frustrated. I can create nice lo-poly objects with lovely maps and
>textures only to have the whole thing fall apart when I try to run them
>through FOUNTAIN by Caligari. Missing faces, no textures, no maps, lucky
>if I can get basic attributes.
> What am I getting at with all this?
> Would some programming guru out there PLEASE write a converter to
>produce a VRML file from Imagine using the objects and staging files? I would
>thing we could truly wow them out there if we could show of our stuff with VRML
>and JAVA scripts created from staging files and associated objects, textures,
>and maps.
> Please
> Somebody
> Drift

I've been playing with this as well. As far as I can tell the only
attributes taken by fountain are the colors. The image maps and textures are
disregarded. I have noticed that you have to turn the "shininess" right down
in fountain otherwise when you save and view with another VRML browser the
objects look really shiny.

As for missing faces I had this as well. A couple of things seemed
to do the trick. Join/Merge your final object in a single object. Just a
single axis. Place the axis in the approximate middle. Save. Load into
fountain and check fix normals. The object may still look wrong but try
saving the scene, createing a blank new scence to get rid of the last one

and then load it back in. It `_should_` look correct.

I am currently waiting for my web server to come back online so I can upload my VRML stuff. If anyone is interested I'll post a message saying when I finally get around to it. Any more questions just ask, I'll see what I can make up :)

Chris Hall.

Imagine 4.0, PC Pentium 90, 16Mb ram, beginner+ user.

```
|-----|\
| E- mail me at : chris.hall@dial.pipex.com ||
| Visit the Virtual Gallery at Web Shack:  ||
|      http://www.nether.net/~shortie      ||
|                                           ||
| Today's lucky lottery numbers are :-    ||
|           40 05 17 37 35 07            ||
|-----||
|\-----\
```

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1.926 Message number 0921

```
Date:
Fri, 23 Feb 1996 17:33:25 -0500
From:
Jim Shinosky
<tracker@EN.COM>
```

Subject:

ESSENCE!

For those of you wondering, I finally recieved my copy of Essence I and II. I've only browsed through the two spiral-bound manuals so far and I'm impressed. Not to bash Impulse, but the quality of these manuals far outshines anything they have released. Add to that the impressive array of truly exciting textures (with pictures of them) and you have a worthwhile investment on your hands. This pretty much makes up for the delay in shipping.

I still have a little problem with the way that was handled though. If they had said it would take 4-6 weeks I wouldn't have minded. But they said they were shipping it out the same day I ordered it and that I should get it in a few days. When you expect something in a few days and you still haven't recieved anything after 3 weeks it worries you a little. Especially when you see that your credit card was billed the second you ordered it and you can't get a hold of the company that sold you the product.

So, to sum it all up, if you're willing to put up with the wait I think you'll be pleased at what you get. Plus, those of you that have yet to order will know what to expect. Hope this helps.

Jim Shinosky

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1.927 Message number 0922

Date:
Fri, 23 Feb 1996 17:42:28 -0500
From:
Dick Brandt
<dbrandt@MAGICNET.NET>

Subject: Essence Textures Received

For those of you who ordered the Essence textures from Steve Worley and have been waiting to receive them - mine finally arrived today via US Mail.

Dick Brandt

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1.928 Message number 0923

Date:
Fri, 23 Feb 1996 16:08:08 -0700
From:
Roger Straub
<straub@CSN.NET>

Subject: Re: Upper case

On Thu, 22 Feb 1996, John Prusinski wrote:

> Has anyone else noticed that the upper case "X" when entering text into the
> Add Font requester (PC) is apparently defined as a hotkey to erase all the
> text you've entered in the requester?

[snippage]

>

> Am I doing something wrong or is this just an annoying little user-FIENDLY
> "feature"?

>

I think this is a bug. On Amiga, right-Amiga X is used universally for clearing a text entry box. Are you sure you aren't pressing the right Alt key? =) If so, this is definitely a bug.

> John.
> _____
> John Prusinski/CyberGrafix
> jprusins@cybergrafix.com
> http://www.cybergrafix.com/
>
> "Whoever undertakes to set himself up as judge in the field of Truth and
> Knowledge is shipwrecked by the laughter of the gods." A. Einstein
>

--

"There is no love sincerer than the love of food." -- George Bernard Shaw

See ya,
Ben

** Imagine 4.0 - Amiga 3000/030/16MHz - 10MB - Skilled **

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1.929 Message number 0924

Date:
Fri, 23 Feb 1996 23:30:47 GMT
From:
Michael Klinteberg
<Michael.Klinteberg@MAILBOX.SWIPNET.SE>
Subject: Re: Wanted

On Wed, 21 Feb 1996 09:19:49 -0500, Mike van der Sommen
<MikeVDS@AOL.COM> wrote:

>
>If you build it...I will come.
>
I would love to but, sorry I can't and don't know how
Regards

Mike (with a big :-D)

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1.930 Message number 0925

Date:
Fri, 23 Feb 1996 23:30:48 GMT
From:
Michael Klinteberg
<Michael.Klinteberg@MAILBOX.SWIPNET.SE>
Subject: Re: Wanted

Hi everybody on the list.

I'm the guy who wrote the first message on this "binary" thing.
The idea came when someone posted binary files on the IML.
Personally I think that's great but for some people they actually have
to pay money to use the Net. Andso on.

I don't have the right tools to start an Ftp site or an WWW site. My
Internet provider does not support this. Maybe someone else could do
this, otherwise the Usenet groups is the maybe the only thing that is
possible for us.
Question is. How do you create a new Usenet groups.

I would be great to have a Alt.binary.Imagine. and not have to search
the hole world for Imagine x.x only things

Regards

Mike (with a big :-D)

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1.931 Message number 0926

Date:
Sat, 24 Feb 1996 00:27:14 +0100
From:
Anders Lundholm
<lund@HOA.PING.DK>
Subject: imagine reviews

Hi Bill ...

BB> I spend anything from 5 to 10 hours a day in Imagine - it's the basis
BB> of my Animation business and for professional use it kicks ass for
BB> modelling, depth of features etc.

Don't you ever want to quit using Imagine and start on some really advanced
software like Alias or SoftImage (mostly Alias) ?!

- I'm off to Alias (ofcourse, if you have the possibility to use it, it'd
be a shame not to take advantage of it) - I've only seen a few number of

people on this list familiar with Alias, such as David Nix!

--

Anders Lundholm . Alien Workshop (Tm) Computer Graphics
Modeling & Animation . Lund@Hoa.Ping.Dk . Scoopex.Com

-- Via Xenolink 1.981, XenolinkUUCP 1.1

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1.932 Message number 0927

Date:
Fri, 23 Feb 1996 22:19:02 -0500
From:
Prophet
<jbk4@PSU.EDU>

Subject:

Re: EssencePC

>To: Multiple recipients of list IMAGINE <IMAGINE@SJVVM.STJOHNS.EDU>
>

> For those of you wondering, I finally recieved my copy of Essence I and II.

>I've only browsed through the two spiral-bound manuals so far and I'm
>impressed. Not to bash Impulse, but the quality of these manuals far
>outshines anything they have released. Add to that the impressive array of
>truly exciting textures (with pictures of them) and you have a worthwhile
>investment on your hands. This pretty much makes up for the delay in
>shipping.

> I still have a little problem with the way that was handled
>though. If they had said it would take 4-6 weeks I wouldn't have
>minded. But they said they were shipping it out the same day I ordered
>it and that I should get it in a few days. When you expect something in
>a few days and you still haven't recieved anything after 3 weeks it
>worries you a little. Especially when you see that your credit card was
>billed the second you ordered it and you can't get a hold of the company
>that sold you the product.

> So, to sum it all up, if you're willing to put up with the wait I
>think you'll be pleased at what you get. Plus, those of you that have
>yet to order will know what to expect. Hope this helps.

>
>Jim Shinosky

>
>
>
>
>

Lucky you. I can't even order it yet. Several calls have only resulted in an answering machine. I've left messages twice but there have been no return calls or email replies.

Jaeson K.

```

( | \      ( / \      ( )      _ / )
 )| )_     / / /     / / /     ( X )
( | / ~ \ / \ ) / --- ~ / ) / ) / ) / ~ \ / \ ) / _
 )ll/ 1/ \_ ( / ( / ( / / / / / \_ ( )
 ( _____ )      ( _ /      ( )

```

Jaeson Koszarsky

Amiga 3000

 cyberprophet@psu.edu

 68040 (68060 MkII soon)

jbk4@email.psu.edu

24Megs-ZIP

OS3.1, ShapeShifter

Imagine4.0, pro+

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1.933 Message number 0928

Date:

Sat, 24 Feb 1996 04:28:00 +0100

From:

Mikael Johannsen

<mikael@PIP.DKNET.DK>

Subject:

Re: Regarding oil-tanker in Millford Haven

At 16.43 23-02-1996 +0200, you wrote:

>Something more funny...

>Tom

>

>>>Actual radio conversation released by the Chief of Naval Operations,
 10-10-95.

>>>

>>>>

>>>> #1: Please divert your course 15 degrees to the North to avoid a
 collision.

>>>>

>>>> #2: Recommend you divert YOUR course 15 degrees to South to avoid a
 collision.

>>>>

>>>> #1: This is the Captain of a US Navy ship. I say again, divert YOUR
 course.

>>>>

>>>> #2: No way!. I say again, you divert YOUR course.

>>>>

>>>> #1. THIS IS THE AIRCRAFT CARRIER ENTERPRISE, WE ARE A LARGE WARSHIP OF
 THE US NAVY. DIVERT YOUR COURSE NOW!

>>>>

>>>> #2. This is a lighthouse. Your call....

>
>

Very funny.
I heard it first time on The Tonight show with Jay Leno.

Mikael Johannesen
mikael@pip.dknet.dk
PC 486DX2 66Mhz, 8MB RAM, Imagine 4.0

Visit me atuhhh....umm.....DAMN, no homepage.

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1.934 Message number 0929

Date:
Fri, 23 Feb 1996 22:29:54 -0500
From:
Tom Ross
<rosst@UNVAX.UNION.EDU>

Subject:

Re: Alias

On Sat, 24 Feb 1996, Anders Lundholm wrote:

> Hi Bill ...
>
> BB> I spend anything from 5 to 10 hours a day in Imagine - it's the basis
> BB> of my Animation business and for professional use it kicks ass for
> BB> modelling, depth of features etc.
>
> Don't you ever want to quit using Imagine and start on some really advanced
> software like Alias or SoftImage (mostly Alias) ?!
>
> - I'm off to Alias (ofcourse, if you have the possibility to use it, it'd
> be a shame not to take advance of it) - I've only seen a few number of
> people on this list familiar with Alias, such as David Nix!
>
I forget what's cool about Alias - - tell me, please.

What happened to WaveFront?

Real 3D is no slouch but kinda nasty to learn. Esp Newtonian physics,
ALSO now will figure out how clothes will hang on people!?! Any of these
other programs do that?

I notice, if Toy Story is any benchmark, that clothes are still a great
hangup (AS IT WERE!) for the 3D modeler. Remember the diaper in Tin Toy?

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1.935 Message number 0930

Date:
Sat, 24 Feb 1996 04:40:36 +0100
From:
Mikael Johannsen
<mikael@PIP.DKNET.DK>

Subject: Re: God damn archives, please!

At 13.06 23-02-1996 +0100, you wrote:

> I believe we agreed on not using this Mailing list for binaries. So could
> people please control their 'c:Add System: forever to IML:' lusts ?!

>

>

> Small binaries are ok, but these huge texture archives .. please!

>

> And please, stop the 'Enterprise this, Enterprise that' discussion. It's
> awfully offtopic (Imho). People are starting to leave this rather nice
> place!

>

>--

> Anders Lundholm . Alien Workshop (Tm) Computer Graphics
> Modeling & Animation . Lund@Hoa.Ping.Dk . Scoopex.Com

>

>-- Via Xenolink 1.981, XenolinkUUCP 1.1

>

>

Hello Anders.

WHAT huge texture archives?

Have you sent out your attribs archive yet? I havn't received any.

Mikael Johannesen
mikael@pip.dknet.dk
PC 486DX2 66Mhz, 8MB RAM, Imagine 4.0

Visit me atuhhh....umm.....DAMN, no homepage.

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1.936 Message number 0931

Date:
Fri, 23 Feb 1996 20:49:21 -0800
From:
Mike McCool
<mikemcoo@EFN.ORG>

Subject:

Re: tomahawk?

On Fri, 23 Feb 1996, Kevin Alvarado wrote:

> > > Tomahawk < < <
> > Speak of this site, has anyone been able to access it lately?
> > Seems like it's been down for months.
>
> It's back up I was on it yesterday and today.
> <http://aminet.com/aminet/>

Excuse my bad syntax, Kevin,--but it's the TOMAHAWK site I'm referring to.

And it seems that, since AVALON got gobbled by viewpoint, they're not quite the same. The best Lightwave site seems to be down for the count, and the next best one seems to be in danger of suffocation.

Anyway, anybody know where I can find a train object? Thanks.

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1.937 Message number 0932

Date:
Sat, 24 Feb 1996 00:30:30 -0500
From:
Nancy Jacobs & John Schmitz
<illusory@INTERRAMP.COM>

Subject:

Essence for WinImagine

Does anyone know whether the essence textures Steve Worley is currently offering for PC will work on WinImagine ?

Nancy
illusory@interramp.com

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1.938 Message number 0933

Date:
Sat, 24 Feb 1996 02:24:03 -0500
From:
Lars & Rene' Nilsson
<nilsson@SERVTECH.COM>

Subject:

Re: Essence for WinImagine

At 12:30 AM 2/24/96 -0500, Nancy Jacobs & John Schmitz wrote:
>Does anyone know whether the essence textures Steve Worley is currently
offering
> for PC will work on WinImagine ?
>

Wouldn't count on it. DLL's are the ticket for WinImagine which means
he'd have to rewrite them. Whether he would is a different question.

Regards,
Lars Nilsson

```
+-----+  
| Lars & Rene' Nilsson | What more can you ask of life than |  
| nilsson@servtech.com | a cat in your lap? |  
+-----+
```

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1.939 Message number 0934

Date:
Sat, 24 Feb 1996 03:51:29 EST
From:
David Nix
<WRNIX@UGA.CC.UGA.EDU>

Subject:

Re: The Tess Poll
<76432.1122@COMPUSERVE.COM>

Hey everybody-

I'd like to second something that Tim Wilson said about 3D Artist and Bill Allen, the editor. I've had an occasion or two to speak to Bill on the phone and he has actively sought out articles on Imagine, tutorials and what not.

Several months ago I even posted here repeating his request for submissions about Imagine, tips, tricks, etc... Several people here should consider sending him some of the tutorials and neat projects that have been discussed here.

Here's your chance for fame and fortune! Recognition by your peers. All that good stuff. I'm a miserable writer or else I'd do it myself. Just look at what kind of response we had to Tim's cover and related article.

I wont name names, but several folks I've had communications with could come up with a few simple and concise bits of info that a lot of people could benefit from...

Who knows, your work could be seen by the right person, and that GOOD gig might materialize.

My two bits...

Dave

David Nix
Digital Media Specialist, University Computing and Network Services
Computer Graphics & Video Production
Alias Certified Level 3 Animator, 5 yrs exp.
Amiga 4000/Imagine 4.0/V-Lab Motion/OpalVision
web site at: <http://www.visart.uga.edu/Alias/DaveN/daven.html>

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1.940 Message number 0935

Date:
Sat, 24 Feb 1996 22:34:40 +1300
From:
Bill Boyce
<bilboyce@IHUG.CO.NZ>

Subject:
Re: Need a nose without a seam...

At 01:09 AM 23/2/96 -0500, you wrote:
>Here's a theory: when you joined the two objects into one, the edges
>running along the center were defined as Sharp Edges, and no amount of
>merging or smoothing helped any. Try selecting all edges and Make Soft
>Edges, see if that helps.

Nope, been there. No Through Road. But thanks for the thought.

--
Bill Boyce * Animation * 3D, 2D even 1D (a line in your choice of colour)
Amiga & PC * Imagine 4.0 * Semi-Pro (Making money, but so much to learn)
The wages of sin is death, but the gift of God is eternal life in Christ
Jesus our Lord * Romans 6:23 * Questions welcome - no flame wars please!

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1.941 Message number 0936

Date:
Sat, 24 Feb 1996 22:34:43 +1300
From:
Bill Boyce
<bilboyce@IHUG.CO.NZ>

Subject:

Re: PC Paint Program?

At 07:45 AM 22/2/96 -0800, you wrote:

>>Bill Boyce wrote:
>>Amen. DPaint is great for quick-and-dirty, and indispensable for animation.
>>Also, DPaint is not "a 5-year old 4-or-8-bit paint program".
>Like the other response to my original post, you must have missed what I was
>responding to:
>The note I was responding to suggested looking for DPaint *2* for PC, which
>is at least "5 years old". I'm not sure what the last PC version was, but I
>know they stopped before V.

Sorry, more a response to the general tone of a few of the responses. Shooting
from the lip again... :)
V2 was the last for PC, I think

>Like the last reponse noted, you have to be aware of the "course" you're
>talking about. I loved Dpaint for a long time, but I'm finding (and getting
>the message from my clients) that the work I've been producing with my
>Pentium is the highest quality I've ever done.
>
>John.

I am certainly looking forward to getting a P5 166 soon and Fractal Painter.
Oh, and Win Imagine, of course, just to keep us on topic :)

Wonder how it will go on a Pentium Pro? Apparently the floating point
performance is much better than the Pentium, and WinImagine will (should)
be 32 bit, since they're saying Win95 an NT versions will be on the CD.

--

Bill Boyce * Animation * 3D,2D even 1D (a line in your choice of colour)
Amiga & PC * Imagine 4.0 * Semi-Pro (Making money, but so much to learn)
The wages of sin is death, but the gift of God is eternal life in Christ
Jesus our Lord * Romans 6:23 * Questions welcome - no flame wars please!

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1.942 Message number 0937

Date:
Sat, 24 Feb 1996 22:34:45 +1300
From:
Bill Boyce
<bilboyce@IHUG.CO.NZ>

Subject:

Re: Regarding oil-tanker in Millford Haven

At 04:43 PM 23/2/96 +0200, you wrote:

>Something more funny...

>Tom

>

>>>Actual radio conversation released by the Chief of Naval Operations,
10-10-95.

>>>

>>>>

>>>> #1: Please divert your course 15 degrees to the North to avoid a
>>>> collision.

Our Minister drags this one out at least once a year ... an oldie, but a goodie.
Certainly not true, though!

--

Bill Boyce * Animation * 3D,2D even 1D (a line in your choice of colour)
Amiga & PC * Imagine 4.0 * Semi-Pro (Making money, but so much to learn)
The wages of sin is death, but the gift of God is eternal life in Christ
Jesus our Lord * Romans 6:23 * Questions welcome - no flame wars please!

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1.943 Message number 0938

Date:
Sat, 24 Feb 1996 22:34:35 +1300
From:
Bill Boyce
<bilboyce@IHUG.CO.NZ>

Subject:

Re: imagine reviews

At 12:27 AM 24/2/96 +0100, you wrote:

>Hi Bill ...

> BB> I spend anything from 5 to 10 hours a day in Imagine - it's the basis

> BB> of my Animation business and for professional use it kicks ass for

> BB> modelling, depth of features etc.

>Don't you ever want to quit using Imagine and start on some really advanced

>software like Alias or SoftImage (mostly Alias) ?!

>- I'm off to Alias (ofcourse, if you have the possibility to use it, it'd

>be a shame not to take advance of it) - I've only seen a few number of

>people on this list familiar with Alias, such as David Nix!
> Anders Lundholm . Alien Workshop (Tm) Computer Graphics

Oh, how I wish. SGI's are still so expensive, though. Realistically US\$10K as a start point. But yes, I would love to go to Alias, or SoftImage. Come to think of it, with SoftImage out for WinNT, things are getting within reach. Wouldn't be hard to spend more on the software than the machine!

Have fun on Alias. I've seen the tutorial vid's, and it does look nice. Let us know how you get on.

--

Bill Boyce * Animation * 3D,2D even 1D (a line in your choice of colour)
Amiga & PC * Imagine 4.0 * Semi-Pro (Making money, but so much to learn)
The wages of sin is death, but the gift of God is eternal life in Christ
Jesus our Lord * Romans 6:23 * Questions welcome - no flame wars please!

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1.944 Message number 0939

Date:
Sat, 24 Feb 1996 13:07:38 +0100
From:
Conny Joensson
<cjo@KIRUNA.SE>
Subject: Re: Wanted
<312e4970.11585557@mailbox.swipnet.se>

Hi,

I've been following these threads on binary newsgroups and ftp or www sites with quite some interest. To put it shortly; it would be GREAT.

I must agree with those that prefer ftp or www before usenet, since all newsgroups aren't distributed everywhere. For instance, most of the .binary groups are not kept by my Internet provider.

As most of you know I've got a homepage up, and I've tried to make it as Imagine useful as possible, and since I see people recommend my pages here on the IML and in newsgroups and since it has been announced a "four star site" by Magellan (their highest rating:) I obviously must have done something right. :)

I would love to include such an "Imagine Archive" in my Corner since we do have an anonymous ftp server running as well, but I just don't have the time to maintain such a thing.

Surely there must be someone else on this list that has ftp-server-access themselves or some acquaintance that do.

Please everyone: Think! Make an effort! Where can we put such a thing?

An alternative would be to use some site(s) that already exist, and my first thought would be; Aminet.

But it would mean that they would have to add a few new directories and I don't know how happy they would be about that.

Anybody got any connections with some Aminet people?

Another possibility could be Viewpoint. I don't know how they would pose themselves to maintaining a public ftp archive with 3d stuff. Something that they are used to getting payed for.

Naturally, there's also coolfun. But somehow I just don't see it happening.

Come on you dudes and dudettes; use your grey ones. Where? How?

```
+-----+
| Conny Joensson | Email: cjo@kiruna.se |
| Kiruna, Sweden | http://www.is.kiruna.se/~cjo/ |
+-----+
```

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1.945 Message number 0940

Date:
Sat, 24 Feb 1996 12:07:35 +0100
From:
Anders Lundholm
<lund@HOA.PING.DK>

Subject:
Imagine on an SGI!!!!

Hi Soeren ...

SBJ> PLEASE NOTE I WROTE 60? I'M FULLY AWARE OF THE 601/603 powerless
SBJ> plans of ESCOM, how can they support a company like Motorola after what
they
SBJ> did to the Amiga (i.e. no chips... sorry!)

SBJ> Soeren Birk Jacobsen

I thought the discussion were about Impulse should be considered as a developer for Silicon Graphics ?! I have mailed several letters to Mike H, suggesting them to port Imagine for this platform. Mike H's answers are mostly dealing with the little amount of potential users out there willing to support Imagine.

Considering the things people on this list are doing on low-end systems like 486's and 040\060's I'm more than sure that scenarios created using an Indigo^2 High Impact will make great impact in both game industries and general entertainment areas. Just my humble thoughts ...

--

Anders Lundholm . Alien Workshop (Tm) Computer Graphics
Modeling & Animation . Lund@Hoa.Ping.Dk . Scoopex.Com

-- Via Xenolink 1.981, XenolinkUUCP 1.1

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1.946 Message number 0941

Date:
Sat, 24 Feb 1996 17:55:13 +0100
From:
Mikael Johannsen
<mikael@PIP.DKNET.DK>

Subject:

Essence

Hi.

Finally got my Essence from the toll office. It added \$35 to the price tag.
DAMN IMPORT TOLL.
Well what can I say, Essence is fantastic!

I have some trouble loading some of the attribs, I get a "bad chunk size".
Does anyone has this problem and has it been fixed? Also in the Manual
Addendum it says that there is a project file for rendering all the textures
in one image for easy reference. I can't find this file, do any of you
Essence guys have one?

Mikael Johannesen
mikael@pip.dknet.dk
PC 486DX2 66Mhz, 8MB RAM, Imagine 4.0

Visit me atuhhh....umm.....DAMN, no homepage.

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1.947 Message number 0942

Date:
Sat, 24 Feb 1996 16:30:39 +0100
From:
Anders Lundholm

<lund@HOA.PING.DK>

Subject:

Rob's Questions pic

Hi Bob ...

People are talking about your pictures, and I'd like to see a few of your best renderings. I therefore ask you to send a selected number of pictures using UUencoding to my Email address. I'm an articlewriter (so-called 3D-Modeling and Animation in general + hardware testing) and I constantly need Images for my articles. I have done a lot of Images myself, but as time go by, I can't keep up with the need.

Keep up the good work!

--

Anders Lundholm . Alien Workshop (Tm) Computer Graphics
Modeling & Animation . Lund@Hoa.Ping.Dk . Scoopex.Com

-- Via Xenolink 1.981, XenolinkUUCP 1.1

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1.948 Message number 0943

Date:

Sat, 24 Feb 1996 16:39:20 +0100

From:

Anders Lundholm

<lund@HOA.PING.DK>

Subject:

Lensflares?

Hi Per ...

PSW> They didn't look like lensflares I've seen anywhere...

Why not try to create your own set of lensflares ?! .. Everybody is talking about doing 'lensflares' like the ones in Lightwave, but there are infact possibilities to create stunning effects in Imagine without using 'standard plasma lensflares'. You could invent another kind of lensflares, giving the same effect but not looking like lensflares. It's hard to explain, but I think it's all about going your own ways ...

PSW> I DID get my wonderful myriad of dancing and flaring electrons
PSW> inside a tube.

Yes, the lightwave lensflares are really great. Too bad Impulse never wanted to give us the same options for creating these effects!

PSW> In my opinion this represents one of Imagine's MAJOR deficiencies!

Amen!

--

Anders Lundholm . Alien Workshop (Tm) Computer Graphics
Modeling & Animation . Lund@Hoa.Ping.Dk . Scoopex.Com

-- Via Xenolink 1.981, XenolinkUUCP 1.1

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1.949 Message number 0944

Date:
Sat, 24 Feb 1996 10:22:36 +0000
From:
fredster@DIGISYS.NET
<

Subject: Re: Wanted

> I've been following these threads on binary newsgroups and ftp or www sites
> with quite some interest. To put it shortly; it would be GREAT.

It sure would.

> Surely there must be someone else on this list that has ftp-server-access
> themselves or some acquaintance that do.

Next month I may be able to get a 56k line into where I work (from there a T1 to the net), and if I can, I'm hoping to set up an Imagine ftp and web site. There'd be web pages to put up picture for folks with no homepages of their own, links to other pages, resources etc.. The ftp site would have objects, texture maps, and a place for IML'rs to put temporary stuff.

None of this is at all guarenteed(where's that darn spell checker!), but I'm working on it, and a lot depends on things happening that are beyond my control. But since we're on the subject, I thought I'd let you folks know.

Fred Aderhold
fredster@digisys.net
<http://www.digisys.net/users/fredster>

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Subject:

Re: Howdy

-- [From: Dennis Wong * EMC.Ver #2.3] --

On Feb 18 you wrote:

>>The normal on these polygons are flipped so you are seeing the back side of the polygon (which appears as a hole). I don't know the exact reason why but many converters do this when converting to Imagine TDDD (or maybe more correctly, Imagine does this to imported objects). IImagine doesn't care about the direction of normals, when the object is made within Imagine. You might try some object converter that will flip the polygons so all the normals are facing out.<<

Well Ted,

I didn't have an object converter available for my pc, but it just so happens that I was cleaning out my closet the other day and I came across an old dusty copy of Pixel 3D Pro (Axiom)!

I thought I had tossed it out with some of my other Amiga ware, but luckily, no. It has a nice feature to flip unwanted polygons in Turbo/Imagine objects. So, I fired up my old A2000, transferred my objects from the pc side, and "magically" fixed the problem.

Boy, am I glad I found it.

Thanks for the insight!.

Dennis Wong
J.L. Denser, Inc.

***** 727-1438@MCIMail ***** 75245.44@compuserve.com *****

PC 486DX2/66 (32MB) with IM4.0
Amiga 2000 (12MB) with IM2.0
Average+ (trying to get skilled!)

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1.954 Message number 0949

Date:
Sat, 24 Feb 1996 19:52:15 +0000
From:
Chris Hall
<Chris.Hall@DIAL.PIPEX.COM>

Subject:

Re: Regarding oil-tanker in Millford Haven

At 04:43 PM 2/23/96 +0200, you wrote:

>Something more funny...

>Tom

>

>>>Actual radio conversation released by the Chief of Naval Operations,
10-10-95.

>>>

>>>>

>>>> #1: Please divert your course 15 degrees to the North to avoid a
>>>> collision.

>>>>

>>>> #2: Recommend you divert YOUR course 15 degrees to South to avoid a
>>>> collision.

>>>>

>>>> #1: This is the Captain of a US Navy ship. I say again, divert YOUR
>>>> course.

>>>>

>>>> #2: No way!. I say again, you divert YOUR course.

>>>>

>>>> #1. THIS IS THE AIRCRAFT CARRIER ENTERPRISE, WE ARE A LARGE WARSHIP OF
>>>> THE US NAVY. DIVERT YOUR COURSE NOW!

>>>>

>>>> #2. This is a lighthouse. Your call....

>

I know this is slightly off topic but for some more funny stuff sililar to
the above try <http://www.flevel.co.uk/~caradoc/>

I can't remember exactly where it is but there is a page there.

Chris Hall.

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1.955 Message number 0950

Date:

Sat, 24 Feb 1996 13:58:38 +119304028

From:

Ing. Alexander Owen Wallace
<awallace@ALPHA1.SAL.UADEC.MX>

Subject:

Lens flare texture, Where?

Hi there, I've been using the lens Flare from the global settings,
yesterday, when trying to use the lensFlare texture I could not find it!

In the readme file about textures that came with imagine 3.0 they talk
about such texture. I bought the full version, not the mag. Is everybody
missing that texture? or is it just me?

I thank all of you in advance for your responses!

Have a nice day! :)

```

-----
| IE. Alexander Wallace           |
| awallace@alpha.sal.uadec.mx    |
| Imagine 3.0 PC DX2 @66 8 MB    |
| Inter+                          |
-----

```

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1.956 Message number 0951

Date:
 Sat, 24 Feb 1996 13:09:33 -0700
 From:
 Dave Wilson
 <darius@CONNECT.AB.CA>

Subject:

Re: Lens flare texture, Where?

At 01:58 PM 2/24/96 +119304028, you wrote:

>Hi there, I've been using the lens Flare from the global settings,
 >yesterday, when trying to use the lensFlare texture I could not find it!
 >
 >In the readme file about textures that came with imagine 3.0 they talk
 >about such texture. I bought the full version, not the mag. Is everybody
 >missing that texture? or is it just me?

Hi there. It's my understanding that they have renamed it
 Twinkle to avoid confusion (?). Looks like it helped hey?

^^

```

| Dave Wilson (aka - Darius R. Kane, The Highlander) |
| BrainWave Productions Inc. - For Art's Sake         |
| What an existance.,.,.,.,.,.,.,.,.,.,.,.,.,.,., |

```

```

VVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVV
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

```

```

| Lovingly Running Imagine 3 + 4 Demo |
| http://www.connect.ab.ca/~darius   |
| It's a beautiful life               |
vvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvv

```

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From:
David Nix
<WRNIX@UGA.CC.UGA.EDU>

Subject:
pixel pro offer

Hey everybody-

Or at least those of you that got the occasional mailing frome impluse. Does anyone here remember the discounted Pixel Pro 2 offer listed in one of those few Impluse flyers? Say around version 3.1 or 3.2? Did anyone ever receive it that ordered it through Impluse or did the whole thing go belly up (Axiom, that is) about this same time. I ordered it but never got it.

My credit card was never debited, so I just assumed the deal never happened.

This talk about using Pixel Pro to flip normals jogged my memory about this and I had been meaning to ask for quite awhile...

Dave

David Nix
Digital Media Specialist, University Computing and Network Services
Computer Graphics & Video Production
Alias Certified Level 3 Animator, 5 yrs exp.
Amiga 4000/Imagine 4.0/V-Lab Motion/OpalVision
web site at: <http://www.visart.uga.edu/Alias/DaveN/daven.html>

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1.961 Message number 0956

Date:
Sat, 24 Feb 1996 14:01:01 -0800
From:
John Prusinski
<jprusins@CYBERGRAFIX.COM>

Subject:
Re: PC Paint Program?

>machine with different video and got the same result. So, does the full
>version work in 65k?
>
>Andrew Nunn
>apn@moby.demon.co.uk
>

Hi Andrew,
I just checked it out, and I got the same bluish-green effect you describe

when running 65K colors. However, I checked out the docs, and it turns out you can check "No Device Dependent Bitmaps" in Painter's "Window Preferences" and it will run fine.

John.

John Prusinski/CyberGrafix
jprusins@cybergrafix.com
<http://www.cybergrafix.com/>

"Whoever undertakes to set himself up as judge in the field of Truth and Knowledge is shipwrecked by the laughter of the gods." A. Einstein

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1.962 Message number 0957

Date:
Sat, 24 Feb 1996 14:01:05 -0800
From:
John Prusinski
<jprusins@CYBERGRAFIX.COM>

Subject:

Re: tomahawk?

>And it seems that, since AVALON got gobbled by viewpoint, they're not
>quite the same. The best Lightwave site seems to be down for the count,
>and the next best one seems to be in danger of suffocation.

>

>Anyway, anybody know where I can find a train object? Thanks.

>

Hi Mike,

I have a steam engine-type locomotive that I believe I downloaded from the old Avalon over a year ago... as I remember it's a model of the train engine from Disney Land. Unfortunately I can't find the readme file that came with it, so I'm not sure what the parameters of commercial use of this object are, or who the original modeller was.

If you want it though, email me and I'll send it over...

John.

John Prusinski/CyberGrafix
jprusins@cybergrafix.com
<http://www.cybergrafix.com/>

"Whoever undertakes to set himself up as judge in the field of Truth and Knowledge is shipwrecked by the laughter of the gods." A. Einstein

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1.963 Message number 0958

Date:
Sat, 24 Feb 1996 17:28:28 -0500
From:
Bob Sampson
<RobSampson@AOL.COM>

Subject:

Re: Render Of The Week Site.

In a message dated 96-02-24 15:55:53 EST, you write:

> I don't recall if I've posted this here or not so I
>will do it again. I am now running a Render Of The Week site at
><http://www.connect.ab.ca/~darius>

Actually Dave I'd been so busy I had not stopped by in awhile myself. I would reccomend you post about it everytime you get something new up to remind people to stop by. I don't think anyone on the list would bitch about getting information on a site that had new Imagine material up on it. Could be wrong though. The topic police have narrow minds at times:))) In anycase I think you should post about it often.

Bob.....

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1.964 Message number 0959

Date:
Sat, 24 Feb 1996 18:36:31 -0500
From:
Tom Ross
<rosst@UNVAX.UNION.EDU>

Subject:

Re: Lensflares?

Why are lensflares desireable? Isn't it just imitating a camera flaw?
Same question about motion blur.

On Sat, 24 Feb 1996, Anders Lundholm wrote:

> Hi Per ...

>
> PSW> They didn't look like lensflares I've seen anywhere...
>
> Why not try to create your own set of lensflares ?! .. Everybody is
> talking about doing 'lensflares' like the ones in Lightwave, but there are
> infact possibilities to create stunning effects in Imagine without using
> 'standard plasma lensflares'. You could invent another kind of lensflares,
> giving the same effect but not looking like lensflares. It's hard to
> explain, but I think it's all about going your own ways ...
>
> PSW> I DID get my wonderful myriad of dancing and flaring electrons
> PSW> inside a tube.
>
> Yes, the lightwave lensflares are really great. Too bad Impulse never
> wanted to give us the same options for creating these effects!
>
> PSW> In my opinion this represents one of Imagine's MAJOR deficiencies!
>
> Amen!
>
> --
> Anders Lundholm . Alien Workshop (Tm) Computer Graphics
> Modeling & Animation . Lund@Hoa.Ping.Dk . Scoopex.Com
>
> -- Via Xenolink 1.981, XenolinkUUCP 1.1
>

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1.965 Message number 0960

Date:
Sat, 24 Feb 1996 19:05:02 -0500
From:
Tom Ross
<rosst@UNVAX.UNION.EDU>

Subject:

Wise judges

> I have a steam engine-type locomotive that I believe I downloaded from the
> old Avalon over a year ago... as I remember it's a model of the train engine
> from Disney Land. Unfortunately I can't find the readme file. . .

I think I can, I think I can!

>

> "Whoever undertakes to set himself up as judge in the field of Truth and
> Knowledge is shipwrecked by the laughter of the gods." A. Einstein

>

Now *there's* a mixed metaphor! almost as good as (overheard on the radio):

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1.967 Message number 0962

Date:
Sat, 24 Feb 1996 18:24:52 -0600
From:
Stephen G.
<sgiff@AIRMAIL.NET>

Subject:

Re: pixel pro offer

>This talk about using Pixel Pro to flip normals jogged my memory about this
>and I had been meaning to ask for quite awhile...
For those of you interested in correcting your normals on the PC side.....
Polyform does polygon flipping. It is quite a fun thing to watch. I have
spent many a saturday afternoon just watching polygons flip.

s.g.

Visit me at the Magick Rainbow
<http://web2.airmail.net/sgiff>
^^

Imagine 4,3DS, PC Pentium 66, 32 meg ram.

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1.968 Message number 0963

Date:
Sat, 10 Feb 1996 21:14:35 -0600
From:
Garry McDonald
<garry61@ARN.NET>

Subject:

Re: Imagine Mailing List Warning

----- =_NextPart_000_01BB02F9.C34AEBC0
Content-Type: text/plain; charset="us-ascii"
Content-Transfer-Encoding: 7bit

 From: Perry Lucas[SMTP:plucas@vt.edu]
 Sent: Friday, February 09, 1996 9:57 AM
 To: Multiple recipients of list IMAGINE
 Subject: Imagine Mailing List Warning

You have been removed from the Imagine Mailing as a warning for for sending uuencodes or files through the list. The charter clearly states that users are not to send files through the list as they may contain Copyrighted material.

You may resubscribe to the list by sending a message to listserv@sjvum.stjohns.edu with the body of the message Subscribe Imagine. If you continue to send files to the list after this point, you will be locked out of the list permanently.

--Perry Lucas
 Imagine Mailing List Owner

As far as I know I never sent an encoded file through the mailing list.

----- =_NextPart_000_01BB02F9.C34AEBC0
 Content-Type: application/ms-tnef
 Content-Transfer-Encoding: base64

eJ8+IisCAQaQCAAEAAAAAAAAABAAEAAQeQBgAIAAAA5AQAAAAAAAAADoAAENgAQAAgAAAAIAAgABBJAG
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----- =_NextPart_000_01BB02F9.C34AEBC0--

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1.969 Message number 0964

Date:
Sat, 24 Feb 1996 20:49:34 -0800
From:
John Prusinski
<jprusins@CYBERGRAFIX.COM>

Subject:

Re: Lensflares?

>Why are lensflares desireable? Isn't it just imitating a camera flaw?
>Same question about motion blur.

It's because in spite of the fact that everyone knows intellectually that cameras *do* lie, we still on some level tend to accept photographs as a depiction of reality. Introducing the artifacts of photography into computer graphics helps create an illusion of reality (and distracts attention from the artifacts of computer graphics!).

John.

John Prusinski/CyberGrafix
jprusins@cybergrafix.com
<http://www.cybergrafix.com/>

"Whoever undertakes to set himself up as judge in the field of Truth and Knowledge is shipwrecked by the laughter of the gods." A. Einstein

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1.970 Message number 0965

Date:
Sat, 24 Feb 1996 20:51:47 -0800
From:
Drift Dennis
<drift@NIGHTHAWK.COM>

Subject:

Re: pixel pro offer

At 16:31 2/24/96 EST, you wrote:

version of your message.

--

Bill Boyce * Animation * 3D,2D even 1D (a line in your choice of colour)
Amiga & PC * Imagine 4.0 * Semi-Pro (Making money, but so much to learn)
The wages of sin is death, but the gift of God is eternal life in Christ
Jesus our Lord * Romans 6:23 * Questions welcome - no flame wars please!

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1.972 Message number 0967

Date:
Sun, 25 Feb 1996 21:20:39 +1300
From:
Bill Boyce
<bilboyce@IHUG.CO.NZ>

Subject:

Re: Lensflares?

At 06:36 PM 24/2/96 -0500, you wrote:

>Why are lensflares desireable? Isn't it just imitating a camera flaw?

>Same question about motion blur.

>

Actually, a lot of these effects are also exhibited by our eyes - haze,
blur etc.

Look at a bright, small light like an LED - haze

Look at a street light - streaks (caused by eye lashes)

Waggle your hand up and down a couple feet from your face with a finger
stuck out - blurred finger.

It's all about simulating reality - and it's shortcomings - accurately,
and showing people what they expect to see.

(Went through this discussion a few months back I think. Guess we'll do
it again. Who wants to rave about artistic purity this time? :)

--

Bill Boyce * Animation * 3D,2D even 1D (a line in your choice of colour)
Amiga & PC * Imagine 4.0 * Semi-Pro (Making money, but so much to learn)
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1.973 Message number 0968

Date:
Sun, 25 Feb 1996 21:20:47 +1300
From:
Bill Boyce
<bilboyce@IHUG.CO.NZ>

Subject:

Re: Anders wants some of Bob's pics, everyone!

At 04:30 PM 24/2/96 +0100, you wrote:

>Hi Bob ...

>

> People are talking about your pictures, and I'd like to see a few of your
>best renderings. I therefore ask you to send a selected number of pictures
>using UUencoding to my Email address. I'm an articlewriter (so-called
>3D-Modeling and Animation in general + hardware testing) and I constantly
>need Images for my articles. I have done a lot of Images myself, but as
>time go by, I can't keep up with the need.

Thanks for sharing, Anders :)

--

Bill Boyce * Animation * 3D,2D even 1D (a line in your choice of colour)
Amiga & PC * Imagine 4.0 * Semi-Pro (Making money, but so much to learn)
The wages of sin is death, but the gift of God is eternal life in Christ
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1.974 Message number 0969

Date:
Sun, 25 Feb 1996 21:20:42 +1300
From:
Bill Boyce
<bilboyce@IHUG.CO.NZ>

Subject:

Re: pixel pro offer

At 06:24 PM 24/2/96 -0600, you wrote:

>>This talk about using Pixel Pro to flip normals jogged my memory about this
>>and I had been meaning to ask for quite awhile...

>For those of you interested in correcting your normals on the PC side.....

>Polyform does polygon flipping. It is quite a fun thing to watch. I have
>spent many a saturday afternoon just watching polygons flip.

Clearly a sick, bored man... :)

--

Bill Boyce * Animation * 3D,2D even 1D (a line in your choice of colour)
Amiga & PC * Imagine 4.0 * Semi-Pro (Making money, but so much to learn)
The wages of sin is death, but the gift of God is eternal life in Christ
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1.975 Message number 0970

Date:
Sun, 25 Feb 1996 21:20:44 +1300
From:
Bill Boyce
<bilboyce@IHUG.CO.NZ>

Subject:

Re: Render Of The Week Site.

At 05:28 PM 24/2/96 -0500, you wrote:

>In a message dated 96-02-24 15:55:53 EST, you write:

>

>> I don't recall if I've posted this here or not so I

>>will do it again. I am now running a Render Of The Week site at

>>http://www.connect.ab.ca/~darius

>

>Actually Dave I'd been so busy I had not stopped by in awhile myself. I

>would reccomend you post about it everytime you get something new up to

>remind people to stop by. I don't think anyone on the list would bitch about

>getting information on a site that had new Imagine material up on it. Could

>be wrong though. The topic police have narrow minds at times:))) In anycase

>I think you should post about it often.

Though presumably a site called Render of the Week has something new each week
- which might push a few peoples patience. What we need is a monthly post of
related sites, FAQ locations, newsgroups etc etc. Anyone collecting this stuff?
That I wouldn't mind. Might give some thought to it myself. Didn't someone
offer to collect a list IML'ers WEB pages?

The Topic Police

--

Bill Boyce * Animation * 3D,2D even 1D (a line in your choice of colour)

Amiga & PC * Imagine 4.0 * Semi-Pro (Making money, but so much to learn)

The wages of sin is death, but the gift of God is eternal life in Christ

Jesus our Lord * Romans 6:23 * Questions welcome - no flame wars please!

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1.976 Message number 0971

Date:
 Sun, 25 Feb 1996 06:02:07 -0500
 From:
 Robert Nilsson
 <robert.nilsson@POP.LANDSKRONA.SE>

Subject:

Re: Lensflares?

On Sat, 24 Feb 1996 18:36:31 -0500,
 Tom Ross <rosst@UNVAX.UNION.EDU> wrote about Re: Lensflares?:
 > Why are lensflares desirable? Isn't it just imitating a camera flaw?
 > Same question about motion blur.

Well there is so much you can do with the help of lensflares in lighthwave, explosions, light effects, laser beams, and lots of other effects.. It is really useful, and I think that Impulse should include this as soon as possible...

--

```
*****
| Robert Nilsson           |
| Flare Productions       |
| Tel: +46-418-53007 Fax: +46-418-53013 |
| email: robert.nilsson@pop.landskrona.se |
*****
```

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1.977 Message number 0972

Date:
 Sun, 25 Feb 1996 07:36:52 -0500
 From:
 Dick Brandt
 <dbrandt@MAGICNET.NET>

Subject:

Essence

>I have some trouble loading some of the attribs, I get a "bad chunk size".
 >Does anyone has this problem and has it been fixed? Also in the Manual
 >Addendum it says that there is a project file for rendering all the textures
 >in one image for easy reference. I can't find this file, do any of you
 >Essence guys have one?
 >
 >Mikael Johannesen

I just received the Essence textures, too, but have had only a few minutes to play with a few of them.

Yes, I did get the "bad chunk size" message once, and No, I can't find the

project file(s) either.
Maybe that only applies to the Amiga version? I'm PC only.

Neither have I found the thumbnails/JPEGs that are mentioned in the documentation. Any luck there?

Dick Brandt

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1.978 Message number 0973

Date:
Sun, 25 Feb 1996 07:41:31 -0500
From:
Ash Wyllie
<ashw@LR.NET>

Subject: Re: Wanted

>> I've been following these threads on binary newsgroups and ftp or www sites
>> with quite some interest. To put it shortly; it would be GREAT.

>It sure would.

>> Surely there must be someone else on this list that has ftp-server-access
>> themselves or some acquaintance that do.

>Next month I may be able to get a 56k line into where I work (from
>there a T1 to the net), and if I can, I'm hoping to set up an Imagine ftp
>and web site. There'd be web pages to put up picture for folks with no
>homepages of their own, links to other pages, resources etc.. The ftp site
>would have objects, texture maps, and a place for IML'rs to put temporary
>stuff.

>None of this is at all guarenteed(where's that darn spell checker!),
>but I'm working on it, and a lot depends on things happening that are
>beyond my control. But since we're on the subject, I thought I'd let
>you folks know.

>-----
>Fred Aderhold
>fredster@digisys.net
><http://www.digisys.net/users/fredster>

I for one would be extremely grateful if you can make an FTP site.

-ash

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1.979 Message number 0974

Date:
Sun, 25 Feb 1996 07:41:37 -0500
From:
Ash Wyllie
<ashw@LR.NET>

Subject:

Re: pixel pro offer

>Hey everybody-

>Or at least those of you that got the occasional mailing frome impluse.
>Does anyone here remember the discounted Pixel Pro 2 offer listed in one
>of those few Impluse flyers? Say around version 3.1 or 3.2? Did anyone ever
>receive it that ordered it through Impluse or did the whole thing go belly
>up (Axiom, that is) about this same time. I ordered it but never got it.

>My credit card was never debited, so I just assumed the deal never happened.

>This talk about using Pixel Pro to flip normals jogged my memory about this
>and I had been meaning to ask for quite awhile...

>Dave

>David Nix
>Digital Media Specialist, University Computing and Network Services
>Computer Graphics & Video Production
>Alias Certified Level 3 Animator, 5 yrs exp.
>Amiga 4000/Imagine 4.0/V-Lab Motion/OpalVision
>web site at:<http://www.visart.uga.edu/Alias/DaveN/daven.html>

I just ran accross the Axiom web site earlier today, and it says that Axiom is still in business and further is still in the Amiga business. I bought Pixel Pro 2 recently and find it quit useful.

-ash

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1.980 Message number 0975

Date:
 Sun, 25 Feb 1996 13:55:17 +0100
 From:
 Conny Joensson
 <cjo@KIRUNA.SE>

Subject:

Re: Render Of The Week Site.

>What we need is a monthly post of
 >related sites, FAQ locations, newsgroups etc etc. Anyone collecting this
 >stuff? That I wouldn't mind. Might give some thought to it myself. Didn't
 >someone offer to collect a list IML'ers WEB pages?

That list is at URL "<http://www.pitt.edu/~krcst12/>" and you can find a similar
 and perhaps more comprehensive list in my Corner.
 In fact most of the stuff that you asked for is there.

- * Related sites - yes, sure. Lots of them.
- * FAQ locations - why, certainly. And even the FAQ itself.
 I just added a files-section with text, html and amigaguide
 versions of the FAQ and Dare2Imagine.
- * Newsgroups - no, I haven't got any such listing.
- * IML'ers webpages - eh, LOTS! of them.

What I do not have is a compilation of tutorials. Sure, I've got D2I but
 that's not quite the same thing. And I don't have the time to write any...

```
+-----+
| Conny Joensson | Email: cjo@kiruna.se           |
| Kiruna, Sweden | http://www.is.kiruna.se/~cjo/   |
+-----+
```

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1.981 Message number 0976

Date:
 Sun, 25 Feb 1996 14:59:52 +0100
 From:
 Per Sverre Wold-Hansen
 <woldh@MOTHER.NORCONNECT.NO>

Subject:

Re: Lensflares?

Tom Ross wrote:

>Why are lensflares desireable? Isn't it just imitating a camera flaw?
 >Same question about motion blur.

Well, the term "Lensflare" is slightly misleading. It's more to

this than meets the eye (pun intended).

It usually (as in Lightwave) includes MORE than just a camera flaw - As much a flaw of/in your eye and of the atmospheric dispersion of light. I.e. the way we normally PERCIEVE A LIGHTSOURCE.

Think for a second of a black surface (on your screen). Then if you put a small white circle in the middle of the surface, does this look like a lightsource in a black void?

You'll have to agree that this looks exactly like a white dot on a black surface. Not much like a lightsource!

Take a look at any (old) painting which include a lightsource. and check out how the (old) masters master(ed) this. Earlier they didn't even KNOW about LENSflares.

I guess this answers your questioning...

** Per Sverre **
Fredrikstad Norway
woldh@sirius.no

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1.982 Message number 0977

Date:
Sun, 25 Feb 1996 15:25:50 +0100
From:
Per Sverre Wold-Hansen
<woldh@MOTHER.NORCONNECT.NO>

Subject:

Re: Lensflares?

>>Why are lensflares desireable? Isn't it just imitating a camera flaw?
>>Same question about motion blur.

>>

>Actually, a lot of these effects are also exhibited by our eyes - haze,
>blur etc.

>Bill Boyce * Animation * 3D,2D even 1D (a line in your choice of colour)

I just mailed an answer and I now see that others have been answering to this also.

It just struck me when thinking of how artists represents this:

A child drawing a yellow sun on a white piece of paper: The

sun HAS to have STREAKS! - That's "Lensflares". Isn't it?

So how come Impulse missed anything this obvious?

** Per Sverre **
Fredrikstad Norway
woldh@sirius.no

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1.983 Message number 0978

Date:
Sun, 25 Feb 1996 09:44:45 -0500
From:
Bob Sampson
<RobSampson@AOL.COM>

Subject:

Re: Lensflares?

In a message dated 96-02-24 19:25:26 EST, you write:

> I agree with you about lensflares, I think there are only a
> few instances when lensflares are needed. I've been watching closely lately
> for times when lensflares are seen in real world film and video work and
> it's a very rare thing.

Steven Blackmon's "Disaster In Time" is a good use of lensflare I think. As for when it is seen in real world work, I would agree it is a rare thing, but then using a raytrace program is rarely for creation of the real world. If you need a picture of a table, (a lame subject I have seen used over and over for photorealism) then they should take out a Canon and photograph a table.

Although motion picture CGI continuously moves towards making things as realistic as possible it does not mean that it should be considered the only use for rendering programs. Realistic space scenes would be quite dull.

Realistic underwater shots would be black. And hey:)) when is the last time someone saw a realistic alien:)

Bob.....

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1.984 Message number 0979

Date:
Sun, 25 Feb 1996 15:46:08 +0100
From:
Anders Lundholm
<lund@HOA.PING.DK>

Subject:

Lensflares?

Hi Dave ...

DW> I agree with you about lensflares, I think there are
DW> only a few instances when lensflares are needed. I've been watching
closely
DW> lately for times when lensflares are seen in real world film and video
work
DW> and it's a very rare thing.

During my college years I had film science (can't find the right word and
am too far from the vocabulary) and I asked my teacher about the very same
question: 'Why the lack of lensflares in movies ?!'
- I was told that instructors actually use extremely precise opticals to
prevent these 'lame rings' to spoil the perfect shot.

DW> everywhere which helps to add realism. Actually the video of the
DW> making of Jurassic Park has a really good example of the differences and
why
DW> it's good to have Motion Blur. Check it out.

I believe that Motionblur was invented for CG to make it adapt and blend
perfectly into the real-world shots!

--

Anders Lundholm . Alien Workshop (Tm) Computer Graphics
Modeling & Animation . Lund@Hoa.Ping.Dk . Scoopex.Com

-- Via Xenolink 1.981, XenolinkUUCP 1.1

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1.985 Message number 0980

Date:
Sun, 25 Feb 1996 15:18:56 +0100
From:
Anders Lundholm
<lund@HOA.PING.DK>

Subject:

Lensflares?

Hi Tom ...

TR> Why are lensflares desireable? Isn't it just imitating a camera flaw?
TR> Same question about motion blur.

I think it has something to do with realism. If you point a real-life camera towards sharp light (that is, the sun for instance) the lensflaring occur. In the artificial world, lights and lenses are 100% free from scratches and irregularity (which causes the lensflares). Animators who want to simulate real-world scenarios have therefore invented this filter to make their images look a lot more 'warm' and soft.

Aside from realism, lensflares can be used in 10.000+ ways to make an image look very interesting. Simulate a planet's ozonelayer, make gasseus effects and huge explosions - just to mention a few. The versatility of lensflares (I'm refering to the popular 'Lightwave lensflares') are so great that they make it up for a lot of post-editing. Simply render the effect with the scenario.

How would you create a convincing sun without lensflares ?!

You have probably seen a huge demand for implementation of lensflares for Imagine, which in fact is an effect possible to create with the current global F/X, but the problem is, that the LW lensflares are so much nicer and easier to use than the ones in Lightwave (make streaks, *nice* halos etc. etc. all animateable) and since Imagine's their favourite package they do ofcourse demand such effects too.

- Somebody spoke about some 'Optical F/X' once. I'll see what I can do!
--

Anders Lundholm . Alien Workshop (Tm) Computer Graphics
Modeling & Animation . Lund@Hoa.Ping.Dk . Scoopex.Com

-- Via Xenolink 1.981, XenolinkUUCP 1.1

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1.986 Message number 0981

Date:
Sun, 25 Feb 1996 15:48:10 +0100
From:
Anders Lundholm
<lund@HOA.PING.DK>

Subject: God damn archives, please!

Hi Mikael ...

MJ> WHAT huge texture archives?
MJ> Have you sent out your attribs archive yet? I havn't received any.

Har du slet ikke lagt mfrke til nogle mega store arkiver som er flosset

igennem fra IML ?! (jeg hader virkeligt folk ner de bare smider f.eks Photoshop ud pe nettet).

- Ang. attributterne, se me jeg finde en anden lxsning da det simpelthen ikke funker med CC:'ing!

--

Anders Lundholm . Alien Workshop (Tm) Computer Graphics
Modeling & Animation . Lund@Hoa.Ping.Dk . Scoopex.Com

-- Via Xenolink 1.981, XenolinkUUCP 1.1

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1.987 Message number 0982

Date:
Sun, 25 Feb 1996 12:03:46 -0500
From:
Christopher M. Stoy
<sloth@PSU.EDU>

Subject:

Re: Imagine on an SGI!!!!

Anders Lundholm wrote:

> Considering the things people on this list are doing on low-end systems
> like 486's and 040\060's I'm more than sure that scenarios created using an
> Indigo^2 High Impact will make great impact in both game industries and
> general entertainment areas. Just my humble thoughts ...

Well, although it would be nice to see Imagine on an SGI (and not running under SoftWindows), I have to agree that there would be little market for the product. If you can afford an SGI (even a cheap IndyPC costs close to \$5000) you would be able to afford a more expensive and (Arguably) better rendering package such as Alias. Since WinImage is going to cost around \$1000 for just PCs, then it would be at least double for an SGI (just to follow the trends of pricing for this machine). For that money you could buy TWO loaded Pentium 150s and probably go faster then you would on the IndyPC (which is the slowest SGI machine in production I believe).

Just some thoughts...

Chris.

--

Christopher M. Stoy
cms@michelle.me.psu.edu
cms129@psu.edu
<http://michelle.me.psu.edu/sloth.html>

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1.988 Message number 0983

Date:
Sun, 25 Feb 1996 17:57:10 -0500
From:
Bob Sampson
<RobSampson@AOL.COM>

Subject:

Re: Lensflares?

In a message dated 96-02-25 10:23:49 EST, you write:

>I believe that Motionblur was invented for CG to make it adapt and blend
>perfectly into the real-world shots!

A show I was watching on the creation of Jurassic Park made mention of the fact that it was the introduction of motion blur that made possible the use of computer generated dino's in many of the scenes. Without it they were prepared not to utilize any computer imaging at all. Motion blur added the realism they needed to the shots.

Bob.....

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1.989 Message number 0984

Date:
Mon, 26 Feb 1996 02:01:05 +0100
From:
Mikael Johannsen
<mikael@PIP.DKNET.DK>

Subject:

Re: Essence

At 07.36 25-02-1996 -0500, you wrote:

>>Mikael Johannesen

>

>I just received the Essence textures, too, but have had only a few minutes to
> play with a few of
>them.

>
>Yes, I did get the "bad chunk size" message once, and No, I can't find the
> project file(s) either.
>Maybe that only applies to the Amiga version? I'm PC only.
>
>Neither have I found the thumbnails/JPEGs that are mentioned in the
> documentation. Any luck there?
>
>
> Dick Brandt
>
>
>
I don't have the pictures either.
I have sent an e-mail to Steve regarding this.

Mikael Johannesen
mikael@pip.dknet.dk
PC 486DX2 66Mhz, 8MB RAM, Imagine 4.0

Visit me atuhhh....umm.....DAMN, no homepage.

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1.990 Message number 0985

Date:
Mon, 26 Feb 1996 02:05:39 +0100
From:
Mikael Johannesen
<mikael@PIP.DKNET.DK>
Subject:
ADMIN: Missing posts

Hello Perry

Are there any problems on the IML, I am getting VERY few posts?
Are the problems coming from my server?

Mikael Johannesen
mikael@pip.dknet.dk
PC 486DX2 66Mhz, 8MB RAM, Imagine 4.0

Visit me atuhhh....umm.....DAMN, no homepage.

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1.991 Message number 0986

Date:
Mon, 26 Feb 1996 01:32:09 +0000
From:
Marco Dufour
<dufour@IHT.IT>

Subject:

Re: Motionblur

On 25 Feb 1996 IMAGINE@SJUVM.STJOHNS.EDU wrote:

> In a message dated 96-02-25 10:23:49 EST, you write:
>
> >I believe that Motionblur was invented for CG to make it adapt and blend
> >perfectly into the real-world shots!
>
> A show I was watching on the creation of Jurrasic Park made mention of the
> fact that it was the introduction of motion blur that made possible the use
> of computer generated dino's in many of the scenes. Without it they were
> prepared not to utilize any computer imaging at all. Motion blur added the
> realism they needed to the shots.

Have you seen Jumanji? Don't you think they used too much motion blur?
It looks like they had lesser time to do it than in Jurassic Park...

Marco

<http://www.iht.it>

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1.992 Message number 0987

Date:
Sun, 25 Feb 1996 18:45:49 -0700
From:
Vance Schowalter
<vikings@FREENET.EDMONTON.AB.CA>

Subject:

Re: Render Of The Week Site.

Why not just get the FAQ's and sites from The Amiga Web Directory? It has
a comprehensive listing of all Amiga subjects on the 'net.

* Vance Schowalter >>Image Master<< *

```
*
* Internet: viking@freenet.edmonton.ab.ca *
*
* "Affable little snow creature." *
*****
```

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1.993 Message number 0988

Date:
Sun, 25 Feb 1996 18:05:27 -0800
From:
Ted Stethem
<tstethem@LINKNET.KITSAP.LIB.WA.US>

Subject:

CU Amiga Texture Studio!

Do you have an ECS Amiga? And were you kind of irked that Impulse decided to not even try getting the 3.3+ Texture preview to work for them, even after promising for several months?

Well, I was going through the Barnes & Noble bookstore, and there, on the coverdisk for CU Amiga February 1996 is REGISTERED Texture Studio! And it works like a champ. In many ways, it works better than the Texture preview in Imagine and also has the option for saving out as hi-res 24-bit images. It works with Essence and it also does layered textures. Something neat to try is mixing Essence textures with Imagine textures, very cool.

The neat thing is that it renders to HAM, so I just pick a 160x120 custom window and it rips, fast enough to see what the texture will look like, very quickly.

The issue also has some basic Imagine tutorials for those new to Imagine plus about 7 objects.

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1.994 Message number 0989

Date:
Sun, 25 Feb 1996 21:49:07 -0500
From:
Martin Conlon
<mconlon@MAE.CARLETON.CA>

Subject:

Re: Imagine Mailing List Warning

On Sat, 10 Feb 1996, Garry McDonald wrote:

[Perry's warning deleted]

>

> As far as I know I never sent an encoded file through the mailing list.

>

Perry, the past two people who've been kicked off the list have had binary attachments added *BY THEIR MAILING PROGRAMS*. Am I the only one who notices the "Application/MS-TNET" designation? I'd bet money that both of the posters were using Win95 and/or MS Network. Why don't you modify the usage rules to reflect this??? As soon as WinImagine comes out, we are going to be deluged with messages like this (if my suspicions are correct.)

There's no way in hell a 2.3K binary attachment contains a piece of pirated software. Maybe you should screen for *large* binaries, not binaries per say.

Sorry if this sounds a little testy, but I'm quite upset about this. There's a fine line between sensible enforcement and insanity.

There, I'm done (*WHEW*)

-Martin

Martin Conlon

mconlon@mae.carleton.ca

MAE Carleton University,
Ottawa, Ontario

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1.995 Message number 0990

Date:

Sun, 25 Feb 1996 22:30:42 EST

From:

Carlos Rego
<carlos@ICI.NET>

Subject:

Re: PS Fonts

>In a message dated 96-02-14 20:10:46 EST, you write:

>
>>I know its been said before many times many ways....
>>but where are those pesky little postscript fonts
>>that were being discussed earlier this month?
>
>There are about 300 of them on GraFX Haus BBS.
My question: is this a Telnet BBS ?, if so, what's the IP ?

>Filenames:
> <PSFONTS1.ZIP>
> <PSFONTS2.ZIP>
> <PSFONTS3.ZIP>
>
>Login <Imagine Guest>
>password <crowbar>
>
>Mike van der Sommen
> Santa Barbara, Ca
> GraFX Haus BBS (805)683-1388
> Email: MikeVDS@aol.com or
> mike.vandersommen@caddy.uu.silcom.com

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1.996 Message number 0991

Date:
Sun, 25 Feb 1996 22:30:56 EST
From:
Carlos Rego
<carlos@ICI.NET>

Subject:

Re: New for version 5

Since several people are giving they opinion on what should be include in the next ver. of Imgagine (5 ?), here's one I whould like to see...
When I Have an project open, I whould like to go from Detail editor to scene editor, widouth loosing the object i'm working on it (sord of lightwave), i found that it is very annoing to be working in a object, then go to stage editor, to take a look at the scene, and then when i come back to detail editor
I have to load the object again....
And it would be great be able to import/export from scene editor to detail editor (LW again)...
It's amazing how whe can found things in LW that lack in Imagine, but then again, if those where the most importan in a 3D program, whe whouldn't be using Imagine...
I also like to comment here, the wonderfull job Impulse have done, with the Attributes editor, putting the texture preview, that was the first 3D program in the Amiga to have something that the others say it was too processor

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1.998 Message number 0993

Date:
Mon, 26 Feb 1996 17:41:58 +1300
From:
Bill Boyce
<bilboyce@IHUG.CO.NZ>

Subject:

Re: Imagine Mailing List Warning

>Perry, the past two people who've been kicked off the list have had
>binary attachments added *BY THEIR MAILING PROGRAMS*. Am I the only one
>who notices the "Application/MS-TNET" designation? I'd bet money that
>both of the posters were using Win95 and/or MS Network. Why don't you
>modify the usage rules to reflect this??? As soon as WinImagine comes
>out, we are going to be deluged with messages like this (if my
>suspicions are correct.)

On the other hand, I don't want my drive filling up with attachments
because people won't configure their mail programs correctly. Make
them change - but maybe only a warning for small posts, at least at first.

No way am I sinking to the lowest common denominator - let's maintain
some standards. I don't want to be "deluged", and I suspect only a
short, sharp shock will make some of these people sort their software
out.

Bill B

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1.999 Message number 0994

Date:
Sun, 25 Feb 1996 23:54:17 -0500
From:
Tom Ross
<rosst@UNVAX.UNION.EDU>

Subject:

Re: Verismo

On Sun, 25 Feb 1996, Bob Sampson wrote:

> In a message dated 96-02-25 10:23:49 EST, you write:
>
> >I believe that Motionblur was invented for CG to make it adapt and blend
> >perfectly into the real-world shots!
>
> A show I was watching on the creation of Jurassic Park made mention of the
> fact that it was the introduction of motion blur that made possible the use
> of computer generated dino's in many of the scenes. Without it they were
> prepared not to utilize any computer imaging at all. Motion blur added the
> realism they needed to the shots.
>
> Bob.....

The responses about lensflare and motionblur have (not always harmoniously) suggested that either 1. the eye sees that way au naturel or that 2. the eye has become accustomed to the camera 'look.'

I read somewhere that CGI is finding its own look 'too good' for the look of the live-action parts of films -- needs to be roughened, etc. Is this because of reason 1 or 2 above?

I remember first seeing Bridge on the River Kwai, when Alec Guinness is looking up at the blistering sun in the jungle. When it glinted so blindingly through the trees in his semi-delirium I thought, This is how the camera is seeing this. Gosh, it makes me feel tired and hot!

If reason 2 prevails, we are now becoming accustomed to the look of computer graphics, and may begin to call it more real than photography! These media are all, of course, filters of a Reality that we couldn't comprehend even if we could perceive it.

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1.1000 Message number 0995

Date:
Sun, 25 Feb 1996 23:59:22 -0600
From:
Stephen G.
<sgiff@AIRMAIL.NET>

Subject:
Re: Imagine Mailing List Warning

>Perry, the past two people who've been kicked off the list have had
>binary attachments added *BY THEIR MAILING PROGRAMS*. Am I the only one
>who notices the "Application/MS-TNET" designation? I'd bet money that
>both of the posters were using Win95 and/or MS Network. Why don't you
>modify the usage rules to reflect this??? As soon as WinImagine comes
>out, we are going to be deluged with messages like this (if my
>suspicions are correct.)

Excuse me but having Windows 95 does not require that you use Exchange or whatever Microsoft's mail program is. Secondly I use Win 95 and I do not attach binaries to any of my emails unless I intend to do so. You can use many different EMail programs under Win 95 and it is simply a matter of being careful when you send mail not to attach files. The people who have been doing this were probably not aware that this was happening and simply need to be warned as Perry has been doing. There is no need to make this into a bigger issue than it is.

s.g.

Visit me at the Magick Rainbow
<http://web2.airmail.net/sgiff>
^^

Imagine 4,3DS, PC Pentium 66, 32 meg ram.

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1.1001 Message number 0996

Date:
Mon, 26 Feb 1996 00:03:15 -0600
From:
Stephen G.
<sgiff@AIRMAIL.NET>

Subject:

Re: New for version 5

> Personally, unless I'm working on an animation I do all my
> scenes in the detail editor.

How do you save a scene then? Do you group everything together and save it as one large file?

s.g.

Visit me at the Magick Rainbow
<http://web2.airmail.net/sgiff>
^^

Imagine 4,3DS, PC Pentium 66, 32 meg ram.

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1.1002 Message number 0997

Date:
Mon, 26 Feb 1996 01:05:46 -0500
From:
Jon Rubin
<floater@INTERPORT.NET>

Subject:

Edge Line

Just gotta ask again:

I continue to find it quite difficult to control set edge line/fill to edge line when connecting pairs of circular or complex edges.

For example, if I want to connect the ring of edges on two identical tubes, I must pick one edge from one cylinder, set edge, and then select one edge from the other, fill to edge line and then repeat this process over and over. If I try to pick all the target edges on one cylinder, even if I do it manually, one edge at a time, and then select all the edges on the second cylinder, the edges do connect, but with a twisting pattern that makes the new joint useless.

Has anyone discovered a way to avoid this problem?

This problem never occurs when connecting straight edges or partial sections of circles that are less than 90 degrees.

Is there a way to access the internal numbering of an objects points/edges/faces? I'm thinking there might be a numerical way to do this better.

Jon Rubin

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1.1003 Message number 0998

Date:
Mon, 26 Feb 1996 01:05:50 -0500
From:
Jon Rubin
<floater@INTERPORT.NET>

Subject:

Edimator(sp?)

I wouldn't put much stock in the capabilities of this video card, since it uses an ISA slot, which isn't capable of anything near full-frame video.

The new MiroDC20 uses a PCI slot and goes for less than \$900 bundled with a

very usable version of Adobe Premiere. I've also just begun using this card to compile Imagine renders into AVI's, with great results.

Jon Rubin

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1.1004 Message number 0999

Date:
Mon, 26 Feb 1996 01:46:25 -0500
From:
Perry J. Lucas
<plucas@VT.EDU>

Subject:
Re: Imagine Mailing List Warning

Martin,

No one has been deleted since the first incident. The messages that people are questioning are just old messages that people are finally reading. I haven't deleted any IMLer's in the past week or so except for error creators.

--Perry

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1.1005 Message number 1000

Date:
Mon, 26 Feb 1996 08:42:10 +0200
From:
Granberg Tom
<tom.granberg@TV2.NO>

Subject:
Eh?

Just curious, often when I post some of my more subjective mails here, such as Tutors and tips, I get replies. So I beginn to suspect that my post about the "PYROTECH" didnt get trough? Could some one confirm or denie this...

Tom

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1.1006 Message number 1001

Date:
Mon, 26 Feb 1996 09:20:57 +0200
From:
Granberg Tom
<tom.granberg@TV2.NO>

Subject:
Re: Eh? and something else

Thanks Vance

I'm glad you liked it. And there is more coming...

If someone is wondering why I havent been as active on the list as before. There are two very good reasons for this. 1. I'm getting married (GEEEEZ!!) 2. I have lot to do here at TV2, doing all kinds of cool shit with Imagine and Frost.

I have a question, do you know a good solution to get all my Amiga files over to my new P133, I dont want to use a zillion disk's!!!!
I'm a Amiga freak getting to use a PC, just for speed, for free supported by TV2(I'm a lucky bastard, aint I?)

Tom R G

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1.1007 Message number 1002

Date:
Mon, 26 Feb 1996 00:50:43 -0700
From:
Vance Schowalter
<vikings@FREENET.EDMONTON.AB.CA>

Subject:
Re: Eh?

On Mon, 26 Feb 1996, Granberg Tom wrote:

> Just curious, often when I post some of my more subjective mails here, such as
> Tutors and tips, I get replies. So I beginn to suspect that my post about the
> "PYROTECH" didnt get trough? Could some one confirm or denie this...

>
> Tom
>

It got through. I think everyone is too busy trying out your tutorial to reply. *8^)

BTW, the sample anims look great. Doing a decent hand-made explosion really demonstrates the internal flexibility of Imagine.

```
*****  
* Vance Schowalter >>Image Master<< *  
* * * * *  
* Internet: viking@freenet.edmonton.ab.ca *  
* * * * *  
* "Affable little snow creature." *  
*****
```

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1.1008 Message number 1003

Date:
Mon, 26 Feb 1996 11:23:57 +0100
From:
Per Sverre Wold-Hansen
<woldh@MOTHER.NORCONNECT.NO>

Subject: AMIGA <-> PC -connection(was: Eh? and something else)

>I have a question, do you know a good solution to get all my Amiga files over
>to my new P133, I dont want to use a zillion disk's!!!! I'm a Amiga freak
>(SNIPPED)
>Tom R G

"Twin Express" (Freeware, Aminet) works OK. Obviously it holds programs for both the Amiga and for the PC (MS-DOS).

It uses Serial Ports/Nullmodem and gives baudrates well beyond 100.000. It still obviously does takes time to transfer large amounts of data.

** Per Sverre **
Fredrikstad Norway
woldh@sirius.no

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1.1009 Message number 1004

Date:
Mon, 26 Feb 1996 05:49:45 EST
From:
Tim Wilson [Crestline]
<76432.1122@COMPUSERVE.COM>

Subject:

Humanoid - Attributes

To Humanoid Users,

Just a couple ditties that weren't mentioned in the new Humanoid manual. When you change the attributes or add brush maps to the new figures, it might be wise to UPDATE the DEFAULT State. In the case of the HEAD MAP, you'll probably also want to LOCK it to the Default State, so it will stick to the different morph targets as the head changes shape.

With regard to the light arrays. You can scale the SUN arrays down (but not up). With all the talk about Octrees lately, I'm a little concerned that having these light sources 15,000 units away from the World origin could slow rendering, or possibly cause an Octvolume error. If so, scaling them down in size could make a difference. I can't say for sure though, so I hope you'll experiment where necessary.

-Tim Wilson
Imagine 4.0 on P5
Advanced- freeform modeling & animation

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1.1010 Message number 1005

Date:
Mon, 26 Feb 1996 08:13:15 -0500
From:
Bob Sampson
<RobSampson@AOL.COM>

Subject:

Re: Motionblur

In a message dated 96-02-25 20:11:59 EST, you write:

>Have you seen Jumanji? Don't you think they used too much motion blur?
>It looks like they had lesser time to do it than in Jurassic Park...
>
>

> Marco

It depends upon what the director ect are after. In Jumanji the creatures are part of a game and partly characterized <SP>. It could be the look they were after for the film. In Jurrasic Park absolute realism as close a possible was the order of the day. In Toy Story another look altogether. My point being is that there is a reason for every effect and feature in a rendering package. What some are unable to concieve of as usefull many others will be glad to have available. This is the reason we are not writing Impulse going "Please please take out all these features we can't use":)<VBG> Every feature of Imagine is being utilized when spread out amoungst every user on the list.

Bob.....

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1.1011 Message number 1006

Date:
Mon, 26 Feb 1996 08:13:16 -0500
From:
Bob Sampson
<RobSampson@AOL.COM>

Subject:

Re: New for version 5

In a message dated 96-02-25 23:21:45 EST, you write:

> Personally, unless I'm working on an animation I do all my
>scenes in the detail editor.
>^^
>| Dave Wilson (aka - Darius R. Kane, The Highlander) |

I work exactly the same way. For still shots I have found this to be the most effiecient way to work in Imagine. Everything grouped off a central axis and individual objects can be manipulated in the detail editor.

Bob.....

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1.1012 Message number 1007

Date:
Mon, 26 Feb 1996 08:13:10 -0500
From:
Bob Sampson
<RobSampson@AOL.COM>

Subject:

Re: Eh? and something else

In a message dated 96-02-26 03:25:18 EST, you write:

>I have a question, do you know a good solution to get all my Amiga files
>over
>to
>my new P133, I dont want to use a zillion disk's!!!!

You could use null modem and just let them zmodem over at night. Probably
the simplest method. It was what I used, the limiting factor was the port
speed on the Amiga.

Bob.....

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1.1013 Message number 1008

Date:
Mon, 26 Feb 1996 08:13:17 -0500
From:
Bob Sampson
<RobSampson@AOL.COM>

Subject:

Re: Eh?

In a message dated 96-02-26 02:46:35 EST, you write:

>So I beginn to suspect that my post about the
>"PYROTECH" didnt get trough? Could some one confirm or denie this...

I remember seeing your posts Tom.

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1.1014 Message number 1009

Date:
Mon, 26 Feb 1996 14:53:01 +0000
From:
Phil Stopford
<pstopfor@JESUS.OX.AC.UK>

Subject:

Re: Eh?

On Mon, 26 Feb 1996, Bob Sampson wrote:

> In a message dated 96-02-26 02:46:35 EST, you write:
>
> >So I beginn to suspect that my post about the
> >"PYROTECH" didnt get trough? Could some one confirm or denie this...
>
> I remember seeing your posts Tom.

>
I got the original mail and am now sobbing gently as my humble machine chokes violently on them - render times have just gone up tenfold! (Does look good though.) However, the anims didn't play properly - the colours were all screwed up - I was using playflc under DOS and AAPlay on a 16 bit display on Windows and both gave the same results - any ideas?

Phil.

Deeds cannot dream what dreams can do.

486DX4/100 16Mb Getting there.....

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1.1015 Message number 1010

Date:
Mon, 26 Feb 1996 10:04:50 -0500
From:
Greg Stritmater
<senip@J51.COM>

Subject:

Re: Imagine Mailing List Warning
25, 96 11:59:22 pm

>
> >Perry, the past two people who've been kicked off the list have had
> >binary attachments added *BY THEIR MAILING PROGRAMS*. Am I the only one
>
> Excuse me but having Windows 95 does not require that you use Exchange or
> whatever Microsoft's mail program is. Secondly I use Win 95 and I do not
> attach binaries to any of my emails unless I intend to do so. You can use

>
I use Win95 mostly as well for my internet connection (PPP). But for all the bells and whistles, I simply use telnet and elm for my mail. So, not all users of that OS use the built-in network utils. I, for one, can't stand the telnet that was included, and never bothered with Exchange either.

> s.g.
> _____
> Visit me at the Magick Rainbow
> <http://web2.airmail.net/sgiff>
> ^^^
>
> Imagine 4,3DS, PC Pentium 66, 32 meg ram.
>

Greg Stritmater
senip@j51.com

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1.1016 Message number 1011

Date:
Mon, 26 Feb 1996 09:12:11 -0800
From:
Chuck Needham
<twobit@GLOBALDIALOG.COM>

Subject:

Re: Eh?

Granberg Tom wrote:

> So I beginn to suspect that my post about the
> "PYROTECH" didnt get trough?

It was in my box, Tom.

--

Chuck Needham
2Bit Graphics
e-mail: twobit@globaldialog.com
<http://www.globaldialog.com/~twobit/>

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1.1017 Message number 1012

Date:
Mon, 26 Feb 1996 10:32:38 -0500
From:
Anita Vandenbeld
<yku02978@YORKU.CA>

Subject:

Re: Eh?

At 08:42 AM 26-02-96 +0200, you wrote:

>Just curious, often when I post some of my more subjective mails here, such as
>Tutors and tips, I get replies. So I beginn to suspect that my post about the
>"PYROTECH" didnt get trough? Could some one confirm or denie this...

I got it and just tried it out. My version of Imagine (3.0) won't play flc's so I had to use VFD to convert the anims. They look pretty good! I have a problem loading the objects, however. Each object I try gets a BAD CHUNK error and aborts. I the same problem arise with about 40% of the Essence II attributes (just got the package recently). Are there file differences 'tween Imagine 3.0 and 4.0?????????

Also, what is the "clouds" texture that you mentioned?

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1.1018 Message number 1013

Date:
Mon, 26 Feb 1996 07:36:33 -0800
From:
John Prusinski
<jprusins@CYBERGRAFIX.COM>

Subject:

Re: Eh? and something else

>I have a question, do you know a good solution to get all my Amiga files
>over to
>my new P133, I dont want to use a zillion disk's!!!!

>Tom R G

Hi Tom,

This subject has been covered a bunch of times here, but I suspect that you (like me) don't tend to pay attention to subjects until you need them :>) A couple of possible solutions: Link-It, a serial port connection from Legendary Designs, works transparently and well, but is SLOOOOOOW (not a problem if you just want to set up the file copy and leave it to run overnight). About US\$100 as I recall. Or my current favorite, 88 Meg PC-formatted Syquest cartridges using CrossDOS on the Amiga... a lot faster,

especially if you don't have a gigabyte or so of files to transfer.

John.

John Prusinski/CyberGrafix
jprusins@cybergrafix.com
<http://www.cybergrafix.com/>

"Whoever undertakes to set himself up as judge in the field of Truth and Knowledge is shipwrecked by the laughter of the gods." A. Einstein

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1.1019 Message number 1014

Date:
Mon, 26 Feb 1996 13:09:20 +0100
From:
Anders Lundholm
<lund@HOA.PING.DK>

Subject:
New for version 5

Hi Dave ...

DW> Personally, unless I'm working on an animation I do all my
DW> scenes in the detail editor.

Guess you'll be ending up with rather large sized files then! The problem with Imagine (if it's a problem, I don't think so) is that the editors aren't static, they simply forget what you're working with. There are both plusses and bad things to it!

--

Anders Lundholm . Alien Workshop (Tm) Computer Graphics
Modeling & Animation . Lund@Hoa.Ping.Dk . Scoopex.Com

-- Via Xenolink 1.981, XenolinkUUCP 1.1

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1.1020 Message number 1015

Date:
Sun, 25 Feb 1996 23:02:55 +0100
From:
Anders Lundholm
<lund@HOA.PING.DK>

Subject: Encyclopaedia Lensflaria

Hi Per ...

PSW> A child drawing a yellow sun on a white piece of paper: The
PSW> sun HAS to have STREAKS! - That's "Lensflares". Isn't it?

You're right. But just to make everything clear I'll try to write a little
'encyclopaedia lensflaria' (tm):

The most know lensflare probably comes from Lightwave renderings
(everybody should know LW-flares!) but in real world, the physics of the
lensflare depend upon which lenses you are using with your camera. There's
a rule with wide-angle cameras but I've probably forgotten it! (help)

Lensflare : The hotspot of the lightsource's flare (size and
color-ranges depend upon the power of the lightsource)
Halo : A Central ring around the lightsource (only one)
Streaks : Random streaks with center in the lensflare
Lens Reflections : Rings of varying size with center in the middle of the
rendering (independent upon resolution)

PSW> So how come Impulse missed anything this obvious?

Guess they have things to do and thought it would be better to have
blob-modeling rather than Lightwave lensflares (I can't agree on that one)

Hope this helps!

--

Anders Lundholm . Alien Workshop (Tm) Computer Graphics
Modeling & Animation . Lund@Hoa.Ping.Dk . Scoopex.Com

-- Via Xenolink 1.981, XenolinkUUCP 1.1

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1.1021 Message number 1016

Date:
Tue, 27 Feb 1996 01:09:41 +0930
From:
travis
<envision@DARWIN.TOPEND.COM.AU>

Subject:

Re: Eh? and something else

Tom Granberg wrote on 26-Feb-96, the following:

>I have a question, do you know a good solution to get all my Amiga files over
>to my new P133, I dont want to use a zillion disk's!!!! I'm a Amiga freak
>getting to use a PC, just for speed, for free supported by TV2(I'm a lucky
>bastard, aint I?)

I have used Twin Express with success.

But the PC will only handle up to 115,000 baud. In theory Amiga-Amiga you can go as high as 290,000 baud with Twin Express. (Not bad for a serial connection)

Figure on about 22 kbytes/sec using Twins "EXPRESS" mode AMIGA <-> PC.

On AMINET there are also files for Parallel transfer, filesystem mounts via serial/parallel and even an SCSI solution. If I could read German the SCSI solution might be my choice of cheap ways to get the data across.

or Why not take the hard drive out of the PC and mount it in your Amiga using Cross DOS.

Just a couple of suggestions.

Travis.

envision@darwin.topend.com.au

travis@topend.com.au

--

```
-----  
Amiga 4000/040 40MhzWarp/32Mb RAM \  
Amiga 3000/040 PP&S/32Mb RAM      - I'm not greedy ! I just like a lot.  
Pentium 133 32Mb EDO RAM         /  
Err also Amiga 2500/020, CD32, Wife,2kids,dog,cat,house,2cars etc.  
just yer average capitalist pig :-)  
-----
```

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1.1022 Message number 1017

Date:

Mon, 26 Feb 1996 13:01:00 -0800

From:

Marcel Lettier

<mars@ADINET.COM.UY>

Subject:

New for version 5

At 21:02 25/02/96 -0700, Dave Wilson wrote:

>At 10:30 PM 2/25/96 EST, you wrote:

>>Since several people are giving they opinion on what should be include
 >>in the next ver. of Imgagine (5 ?), here's one I whould like to see...
 >>When I Have an project open, I whould like to go from Detail editor to scene
 >>editor, widouth loosing the object i'm working on it (sord of lightwave), i
 >>found that it is very annoing to be working in a object, then go to stage
 >>editor, to take a look at the scene, and then when i come back to detail
 >>editor
 >>I have to load the object again....
 >>And it would be great be able to import/export from scene editor to detail
 >>editor (LW again)...

>
 >

> Personally, unless I'm working on an animation I do all my
 >scenes in the detail editor.

I think it would be good, but...

What about memory? both screens with different positioning of the object
 would be loaded in chip RAM at the same tile.

Maybe if there was an option in the setup, or maybe I'm just wrong. :)

```

                                     _____ Mars-L
                                     ===== at UniField
,-----./'-----'-----'-----' logging off.
(_____|_|) . . ,--'
  / / .---' \ / A1200/68020/68882/2CHIP+4FAST/270+420HD
  '-----'-----' / More than a machine / It's a feeling!!!
                                     tO BOLDLY gO wHERE nO oNE hAS gONE bEFORE
    
```

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1.1023 Message number 1018

Date:

Mon, 26 Feb 1996 13:01:11 -0800

From:

Marcel Lettier
 <mars@ADINET.COM.UY>

Subject:

Demos

Hi,

I've seen many people here who changed from an Amy to a PeeCee and I need
 some info from you.

One of the things I enjoy morer in my Amy are all those Eurodemos with
 Stunning graphics and

sound moving 3D images in my screen at speeds I still can't understand, keeping sync with the music, and ... bla, bla, bla, y thik you know what I'm talking about.

I got a quite good clone at work, and I would like to show my partners something like that, just to let them know that machines are not only for sending Faxes and keeping databases. I don't want a game, I want something that really makes it MOVE, I want to processor to bleed, and I mostly want those super speedy graphics moving in my screen.

Where can I download such demos for the PC. (better if it's a public place :)

Thanks in advance,

Mars-L

PD: tree weeks with Imagine, I'm starting to enjoy it, but my 2+4 megs don't let me load and

NC1701D Enterprise objet I downloaded from Aminet :((will 2+8 be enough?)

```

          ___...___/-----\___...___           Mars-L
          =====
,-----./' \-----...-----'           at UniField
(_____|_|) . . ,--'           logging off.
 / / .---' \ / A1200/68020/68882/2CHIP+4FAST/270+420HD
 '-----' / More than a machine / It's a feeling!!!
          \ tO bOLDLY gO wHERE nO oNE hAS gONE bEFORE
    
```

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1.1024 Message number 1019

Date:
 Mon, 26 Feb 1996 07:59:55 -0800
 From:
 Marc Reinig
 <moose@ICO.COM>

Subject:

Re: Edge Line

At 01:05 AM 2/26/96 -0500, you wrote:

>Is there a way to access the internal numbering of an objects
 >points/edges/faces? I'm thinking there might be a numerical way to do this
 >better.

Have you tried selecting the points in the order you want them used and then use SORT.

-Marco

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1.1025 Message number 1020

Date:
Mon, 26 Feb 1996 09:48:38 +119304028
From:
Ing. Alexander Owen Wallace
<awallace@ALPHA1.SAL.UADEC.MX>

Subject:

Re: Imagine Mailing List Warning (MS/TNEF Attachment)

Easy!, Dear Perry, some email software sends some sort of a copy of the message as an attachment by axident!, and most of the thimes the sender doesn't kmo until he es told! I hope the guy that was a victim of his emails software is not actually removed form the list.

Have a nice day!

```
-----  
| IE. Alexander Wallace |  
| awallace@alpha1.sal.uadec.mx |  
| Imagine 3.0 PC DX2 @66 8 MB |  
| Inter+ |  
-----
```

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1.1026 Message number 1021

Date:
Mon, 26 Feb 1996 16:56:04 +0100
From:
Carlos Martinez
<cjmg@BERNIA.DRAGONET.ES>

Subject:

Bump Maping

Hello, I4ve got a little problem, when I put a repeat bump map over a plane for example, I don4t know why the limits of the image make bump too, the same thing when you put a warp bump map over a ball, you rotate the ball and you can see the join of the image, there are some solution. thanks a lot, Carlos

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1.1027 Message number 1022

Date:
Mon, 26 Feb 1996 17:12:49 +0200
From:
Granberg Tom
<tom.granberg@TV2.NO>

Subject:
Laughs (very funny, really)

>>Imagine that GM had a helpline, or people where buying cars like
>> they buy computers... This will probably be how Impulse would do it...:-)

>> HELPLINE: "General Motors Helpline, how can I help you?"
>> CUSTOMER: "I got in my car and closed the door, and nothing happened!"
>> HELPLINE: "Did you put the key in the ignition and turn it?"
>> CUSTOMER: "What's an ignition?"
>> HELPLINE: "It's a starter motor that draws current from your battery
>> and turns over the engine."
>> CUSTOMER: "Ignition? Motor? Battery? Engine? How come I have to know
>> all of these technical terms just to use my car?"
>> *****
>> HELPLINE: "General Motors Helpline, how can I help you?"
>> CUSTOMER: "My car ran fine for a week, and now it won't go anywhere!"
>> HELPLINE: "Is the gas tank empty?"
>> CUSTOMER: "Huh? How do I know?"
>> HELPLINE: "There's a little gauge on the front panel, with a needle,
>> and markings from 'E' to 'F'. Where is the needle pointing?"
>> CUSTOMER: "I see an 'E' but no 'F'."
>> HELPLINE: "You see the 'E' and just to the right is the 'F'.
>> CUSTOMER: "No, just to the right of the first 'E' is a 'V'.
>> HELPLINE: "A 'V'?!?"
>> CUSTOMER: "Yeah, there's a 'C', an 'H', the first 'E', then a 'V',
>> followed by 'R', 'O', 'L' ..."
>> HELPLINE: "No, no, no sir! That's the front of the car. When you sit
>> behind the steering wheel, that's the panel I'm talking about."
>> CUSTOMER: "That steering wheel thingy-- Is that the round thing that
>> honks the horn?"
>> HELPLINE: "Yes, among other things."
>> CUSTOMER: "The needle's pointing to 'E'. What does that mean?"
>> HELPLINE: "It means that you have to visit a gasoline vendor and
>> purchase some more gasoline. You can install it yourself, or pay the
>> vendor to install it for you."
>> CUSTOMER: "What? I paid \$12,000 for this car! Now you tell me that I
>> have to keep buying more components? I want a car that comes with
>> everything built in!"
>> *****
>> HELPLINE: "General Motors Helpline, how can I help you?"
>> CUSTOMER: "Your cars suck!"
>> HELPLINE: "What's wrong?"

>> CUSTOMER: "It crashed, that's what went wrong!"
>> HELPLINE: "What were you doing?"
>> CUSTOMER: "I wanted to go faster, so I pushed the accelerator pedal all
>> the way to the floor. It worked for a while, and then it crashed --
>> and now it won't even start up!"
>> HELPLINE: "I'm sorry, sir, but it's your responsibility if you misuse
>> the product."
>> CUSTOMER: "Misuse it? I was just following this damned manual of
>> yours. It said to make the car go to put the transmission in 'D' and
>> press the accelerator pedal. That's exactly what I did --now the damn
>> thing's crashed."
>> HELPLINE: "Did you read the entire operator's manual before operating
>> the car sir?"
>> CUSTOMER: "What? Of course I did! I told you I did EVERYTHING the
>> manual said and it didn't work!"
>> HELPLINE: "Didn't you attempt to slow down so you wouldn't crash?"
>> CUSTOMER: "How do you do THAT?"
>> HELPLINE: "You said you read the entire manual, sir. It's on page 14.
>> The pedal next to the accelerator."
>> CUSTOMER: "Well, I don't have all day to sit around and read this
>> manual you know."
>> HELPLINE: "Of course not. What do you expect us to do about it?"
>> CUSTOMER: "I want you to send me one of the latest versions that goes
>> fast and won't crash anymore!"
>> *****
>> HELPLINE: "General Motors Helpline, how can I help you?"
>> CUSTOMER: "Hi! I just bought my first car, and I chose your car
>> because it has automatic transmission, cruise control, power steering,
>> power brakes, and power door locks."
>> HELPLINE: "Thanks for buying our car. How can I help you?"
>> CUSTOMER: "How do I work it?"
>> HELPLINE: "Do you know how to drive?"
>> CUSTOMER: "Do I know how to what?"
>> HELPLINE: "Do you know how to DRIVE?"
>> CUSTOMER: "I'm not a technical person! I just want to go places in my
>> car!"

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1.1028 Message number 1023

Date:
Mon, 26 Feb 1996 13:27:41 -0800
From:
Marcel Lettier
<mars@ADINET.COM.UY>

Subject:

Stupid question

Sorry to ask such a silly question, but
apart from the FAQ on Aminet, is there a good Imagine Tutorial, for beginners?

I wanna teach a friend and I'm not a good teacher (maybe just because I'm not yet a good user) :)

Thanks in advance,

Still haven't quitted, ... starting to love this program :)

```

      _...---/-----\---..._
      =====
,-----./' \-----'
(_____|_|) . . /--'
 / /./---' \ /
'-----_ - - - - \ /
 \-----'

```

Mars-L
at UniField
logging off.

A1200/68020/68882/2CHIP+4FAST/270+420HD
More than a machine / It's a feeling!!!
tO bOLDLY gO wHERE nO oNE hAS gONE bEFORE

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1.1029 Message number 1024

Date:
Mon, 26 Feb 1996 08:28:41 PST
From:
Steve McLaughlin
<stevemcl@VNET.IBM.COM>

Subject:
how do i extrude in 3 dimensions?

Is it possible to extrude in x,y,z directions?
I want to take a sphere, with a hole in it, and extrude it while expanding the sphere. Where the hole is, I want that to be a tunnel with faces. I don't want to be able to see in between the smaller and larger sphere, I want where the hole is to be closed off. Is there an easy way of doing this?

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1.1030 Message number 1025

Date:
Mon, 26 Feb 1996 11:47:38 -0500
From:
Martin Conlon
<mconlon@MAE.CARLETON.CA>

Subject:
Neat lighting trick.

Hi, all. Seeing as how the current contest topic is lighting, I thought I'd throw a neat little trick out.

Did you know that you can use *negative* values for light intensity so lights actually subtract light from a scene? I can't get it to work in 3.0 for some reason but it works great in 4.0.

Anybody know why it doesn't work in 3.0?

Happy tracing.

-Martin

Martin Conlon

mconlon@mae.carleton.ca

MAE Carleton University,
Ottawa, Ontario

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1.1031 Message number 1026

Date:
Mon, 26 Feb 1996 17:31:17 +0100
From:
Andreas Torner
<d94at@MH1.HH.SE>

Subject: Network support in Winimagine ?

Hi everyone!

Does nel know if there is going to be network support in Winimagine ?

That is that you can split up a rendering process on the computers connected to the network, like in 3D-Studio (if im not wrong).

... This message has been cruelly tested on cute furry little animals.

/\~/\

\o o/

-----oOO () OOo-----

Andreas Tvrner

()

Computer Systems Engineering U
University of Halmstad
E-Mail: d94at@hh.se
HTML: <<< Under construction >>>
P100 16Mb 1,93Gb Beginner+

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1.1032 Message number 1027

Date:
Mon, 26 Feb 1996 17:49:17 +0200
From:
Granberg Tom
<tom.granberg@TV2.NO>

Subject:

LENSFLARES AND THEN SOME

Why stop at lensflares, lensflares is kinda nice but, as you may have noticed, any new cool tool is used everywhere, anytime, anywhere and that makes the effect kinda dull really fast. There are at least two reasons for this, 1. they look awfully nice for a while, 2. they are usefull to hide the fact that the imagery is cgi.

The effects Impulse should have done was a way to put effects on the light sources like you do with objects, except that they should be volumetric or attached to the rendering engine. I for one would love to see the day when you can have hotspot flares on objects, burnt out clouds where the sun is, fractal halos around candle lights. Vaseline coated lenses,etc, etc.

Maybe Stephen B. could make an effect package that could do this?? I would buy it!

Tom

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1.1033 Message number 1028

Date:
Mon, 26 Feb 1996 10:54:37 -0600
From:
Bill Osuch
<bosuch@INTEX.NET>

Subject:

Basketball map?

Several years back, I seem to recall seeing a wrapping brushmap of a basketball in an Imagine book or magazine. Does anyone happen to have such a critter, and is there any chance I could get a copy? Thanks!

- Bill
bosuch@intex.net

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1.1034 Message number 1029

Date:
Mon, 26 Feb 1996 11:23:28 -0800
From:
Chuck Needham
<twobit@GLOBALDIALOG.COM>

Subject:

Re: Bump Maping

Carlos Martinez wrote:

>
> Hello, I4ve got a little problem, when I put a repeat bump map over a
> plane for example, I don4t know why the limits of the image make bump
> too, the same thing when you put a warp bump map over a ball, you rotate
> the ball and you can see the join of the image, there are some solution.
> thanks a lot, Carlos

Ya know? I'm having the same problem. I had several calls into Impulse about it, they took down the info (I expect).

This same problem was in Silver's first version. I called support, sent some samples of global wrapped maps, and they fixed the problem in the next upgrade. It was a problem with the way DPaint stored bitmaps and they had just hired a new programmer who had used old code.

Imagine had it right in version 1 and 2, but then when version 3 came out....WHAT!...I loaded my map in and rotated the globe, there was a problem. I haven't checked version 4 yet to see if the same thing occurs.

It's been quite some time since I called Impulse about it, but it is a MAJOR problem (IMHO), especially when you want to rotate a globe with elevation maps, ...there's one nasty stair-step on the leading edge of the map.

I really believe it is something that should be attended to, if the haven't fixed it in 4.0.

--
Chuck Needham

2Bit Graphics
e-mail: twobit@globaldialog.com
http://www.globaldialog.com/~twobit/

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1.1035 Message number 1030

Date:
Mon, 26 Feb 1996 11:42:06 -0600
From:
Rick Beilfuss
<vview@CSWNET.COM>

Subject:
Image Contest

Just a reminder ---

THEME: Night, or maybe I should say creative lighting. The idea for this contest is to make a night scene and use a creative form of lighting to set the mood. For example a dimly lit dungeon with lights emphasising key objects, or a campfire in the woods, or your T147639ABCsuperrocketspacestationdestroyerthingy with explosions, lasers, lensflares, glows, etc. Noone ever does those. Maybe a moon's reflection on a pond, or car's headlights in the distance.

NOTICE - Read the rules below carefully, some have changed. For instance we have extended the time till deadline and the pic size.

DEADLINE:

Uploads will be taken from 3/17/96 through midnight 3/23/96. Any uploads received after the deadline will be deleted. To submit an contest entry an entry form must be requested from vview@cswnet.com. Include the words entry form in your subject line. The entry form should include a short description of the image (in case of filename mixup), Imagine version # used, and platform used. Further entry instructions will be forwarded with your filename to be used for upload. Please don't request an entry form till the upload time.

JUDGING:

Voting will take place the following week. A web site will be announced for members to view or download the entries for voting. More will follow on voting.

GENERAL RULES:

- + This contest is open to members of the Imagine Mailing List.
- + All work is to be done with Imagine. The only exceptions are images used for brushmaps and post-processing. All work including objects should be original.
- + One entry per person. Once the files are uploaded they will not be able to be retrieved or updated, so make them right the first time.
- + All entries will be in .jpg format with a size no larger than 75k.
- + Emphasis should be on both design and techniques.
- + All entrants will not worry about who wins or about who is the better artist. The newest user might have a design technique that would benefit everyone on the list. Everyone is encouraged to participate. This is meant to be a learning experience and fun time.
- + All entrants will enjoy participating, otherwise this contest failed.
- + All ties will be just that, a tie.
- + Do not post entries or applications to the list. E-mail them direct to me as indicated above.

Rick

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1.1036 Message number 1031

Date:
Mon, 26 Feb 1996 11:54:21 -0600
From:
Rick Beilfuss
<vview@CSWNET.COM>

Subject:

Re: Stupid question

>is there a good Imagine Tutorial, for beginners?

I don't know how good it is but you can try my mantut.zip at
<ftp://users.aol.com/valleyview/imagine/>

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1.1037 Message number 1032

Date:
Mon, 26 Feb 1996 18:57:45 +0100
From:
Per Sverre Wold-Hansen
<woldh@MOTHER.NORCONNECT.NO>

Subject:

More flares (Was: Encyclopaedia Lensflaria)

> The most know lensflare probably comes from Lightwave renderings
> (everybody should know LW-flares!) but in real world, the physics of the
> lensflare depend upon which lenses you are using with your camera. There's
> ... (SNIPP)
> Anders Lundholm . Alien Workshop (Tm) Computer Graphics

..and also upon the atmosphere...

The LW flare-options DO include options for this kind of halo effects
- I.e. WITHOUT consideration to the LENS.

I used it recently where a logo was slowly drifting across the picture
in front of the "sun". In a combination with a regular "lens-halo" I
got a very nice-looking effect:

When the sun was seen beside the logo, the logo itself (the whole
picture, in fact) got a reduced contrast due to the
dirt-on-the-lens-(halo-)effect.

When the logo then slowly moved in front of the sun, the
lens-effect GRADUALLY tapered off frame by frame (like pictures
you've seen of the sun just disappearing/appearing behind the moon
during an eclipse) - and finally the atmospheric halo of
the sun was seen only BEHIND the backlit (high contrast) logo.

THAT is the kind of effects I would have loved to see
available in the Imagine-of-tomorrow!

** Per Sverre **
Fredrikstad Norway
woldh@sirius.no

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1.1038 Message number 1033

Date:
Mon, 26 Feb 1996 18:57:49 +0100
From:
Per Sverre Wold-Hansen
<woldh@MOTHER.NORCONNECT.NO>

Subject:

Re: Eh? and something else

> or Why not take the hard drive out of the PC and mount it in
> your Amiga using Cross DOS.

> Travis.

WOW! Why didn't I think of that one. A winner!

** Per Sverre **
Fredrikstad Norway
woldh@sirius.no

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1.1039 Message number 1034

Date:
Mon, 26 Feb 1996 12:04:02 -0600
From:
Rick Beilfuss
<vview@CSWNET.COM>

Subject:

Re: how do i extrude in 3 dimensions?

>I want to take a sphere, with a hole in it, and extrude it while expanding the
sphere.

Your question is a little confusing. A sphere is a 3d object and "extruding" is usually used to mean taking a 2d object and expanding it into the 3rd dimension. To enlarge a sphere you would "scale" it. If you want to "drill" a hole through it, you would use a cylinder and "slice" it. If none of these is what you want to do, then a little more explanation is in order.

Rick

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1.1040 Message number 1035

Date:
Mon, 26 Feb 1996 10:40:27 PST
ignored.

ignored.
ignored.

From:
Undetermined origin c/o LISTSERV maintainer
<
<owner-LISTSERV@SJUV.M.STJOHNS.EDU>

Subject:
Re: how do i extrude in 3 dimensions?

In a previous message, you wrote:

>>I want to take a sphere, with a hole in it, and extrude it while expanding the
> sphere.

>
>Your question is a little confusing. A sphere is a 3d object and
>"extruding" is usually used to mean taking a 2d object and expanding it
>into the 3rd dimension. To enlarge a sphere you would "scale" it. If you
>want to "drill" a hole through it, you would use a cylinder and "slice"
>it. If none of these is what you want to do, then a little more
>explanation is in order.

>
>Rick
I want to end up with an object that will look like a hollowed out
bowling ball. With the finger holes extending into the hollowed center.
I can start with a sphere, slice it with a cylinder to make the holes,
then scale it, but then how do i connect the holes up to make it appear
solid? I guess I could try to put a cylinder in to connect the holes,
but I was hoping for an easier solution.

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1.1041 Message number 1036

Date:
Mon, 26 Feb 1996 13:12:13 -0800

From:
Chuck Needham
<twobit@GLOBALDIALOG.COM>

Subject:
Re: Network support in Winimagine ?

Andreas Torner wrote:

>
> Hi everyone!
>

> Does nel know if there is going to be network support in Winimagine ?
>
> That is that you can split up a rendering process on the computers
> connected to the network, like in 3D-Studio (if im not wrong).
>

Have you tried accessing the same project directory on several machines on the network, say 3 machines. On machine 1 set up a render of the scene from frame 1 to 997 at a step of 3, machine 2 set up from frame 2 to 998 at a step of 3, and on machine 3, frame 3 to 999 at a step of 3, logically it should work. Each of the frames are rendered by numbered-frame name into the pic directory of the co-selected project.

anybody know if it WON'T work?

I know that Imagine won't distribute the rendering of a single frame (REAL distributed processing) and neither will 3DS.

3DS network render will keep track of frames rendered automatically, so if one machine goes down, the unrendered frames are redistributed to the other machines in the setup. The Imagine setup must be manually maintained.

Oh well.

--
Chuck Needham
2Bit Graphics
e-mail: twobit@globaldialog.com
<http://www.globaldialog.com/~twobit/>

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1.1042 Message number 1037

Date:
Mon, 26 Feb 1996 13:28:30 -0800
From:
Chuck Needham
<twobit@GLOBALDIALOG.COM>
Subject:
Re: LENSFLARES AND THEN SOME

Granberg Tom wrote:

>
> Why stop at lensflares, I for one would love to see the day when you
> can have hotspot flares on objects, burnt out clouds where the sun is, fractal
> halos around candle lights. Vaseline coated lenses,etc, etc.
> Maybe Stephen B. could make an effect package that could do this?? I would buy
> it!
>

HERE HERE!

I would also like to see soft edging effects on objects without resorting to FOG settings. so you can setup realistic looking atmospheres, solid clouds, cotton balls, textile or fur-like surfaces, glow effects, and controlled soft-focus effects; where your soft object is self-shaded, density-shadowed, and attribute effected (maybe even fuzzy refraction to distribute "light" around to the unlit side.)

I wish, I wish, I wish.....

--

Chuck Needham
2Bit Graphics
e-mail: twobit@globaldialog.com
<http://www.globaldialog.com/~twobit/>

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1.1043 Message number 1038

Date:
Mon, 26 Feb 1996 13:41:25 -0800
From:
Chuck Needham
<twobit@GLOBALDIALOG.COM>

Subject:

Re: Bump Maping

Also...

Tim Wilson explained a work-around for the problem which gives acceptable results. I hate to adapt to genuine deficiencies of a program by finding work arounds. A fix from Impulse would be better.

--

Chuck Needham
2Bit Graphics
e-mail: twobit@globaldialog.com
<http://www.globaldialog.com/~twobit/>

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1.1044 Message number 1039

Date:
Mon, 26 Feb 1996 15:00:27 -0500
From:
fernando Bartra
<fer007@FREENET.SCRI.FSU.EDU>

Subject:
Imagine@sjvm.stjohns.edu

Pls subscribe me

\

Fernando Bartra

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1.1045 Message number 1040

Date:
Mon, 26 Feb 1996 12:32:13 -0800
From:
John Prusinski
<jprusins@CYBERGRAFIX.COM>

>I can start with a sphere, slice it with a cylinder to make the holes,
>then scale it, but then how do i connect the holes up to make it appear
>solid? I guess I could try to put a cylinder in to connect the holes,
>but I was hoping for an easier solution.
>

When you slice the sphere with a cylinder, what you should end up with is
1)an axis with all resulting parts grouped to it; 2)your original sphere
with the holes cut out of it; 3)the faces of the sphere that were inside the
cylinder; 4)the part of the cylinder that was outside the sphere; and 5)the
part of the cylinder that was inside the sphere.

If you save 2) and 5), throw away the rest, and then Join 2) and 5), you
should end up with what you're looking for....

John.

John Prusinski/CyberGrafix
jprusins@cybergrafix.com

"Whoever undertakes to set himself up as judge in the field of Truth and
Knowledge is shipwrecked by the laughter of the gods." A. Einstein

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1.1046 Message number 1041

Date:
Mon, 26 Feb 1996 22:08:18 +0100
From:
Conny Joensson
<cjo@KIRUNA.SE>

Subject:

Detail & Stage (was Re: New for version 5)

DW>> Personally, unless I'm working on an animation I do all my
DW>> scenes in the detail editor.

> Guess you'll be ending up with rather large sized files then!

Not necessarily.

I too usually work like this when rendering stills (which I usually do).
But I don't save everything to a group.

I simply set up my scene in the detail editor and save each object in
separate files. Then when I go to stage editor and load my objects they will
be positioned where I want them to be. Simple.

Now, for a very simple scene this is hardly ever necessary.

But for a complex scene where objects interact with each other and you want
to try, test and tweak your scene before finally rendering it, it's a rather
neat way to work.

My 2 virtual cents...

```
+-----+  
| Conny Joensson | Email: cjo@kiruna.se |  
| Kiruna, Sweden | http://www.is.kiruna.se/~cjo/ |  
+-----+
```

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1.1047 Message number 1042

Date:
Mon, 26 Feb 1996 22:08:32 +0100
From:
Conny Joensson
<cjo@KIRUNA.SE>

Subject:

Re: Neat lighting trick.
a>

Martin Conlon asked;

>Did you know that you can use *negative* values for light intensity so
>lights actually subtract light from a scene? I can't get it to work in
>3.0 for some reason but it works great in 4.0.

>Anybody know why it doesn't work in 3.0?

That's funny... it should work. But I haven't tried it.

Anyway, they (the negative lights) are often referred to as "darkons".

```
+-----+  
| Conny Joensson | Email: cjo@kiruna.se |  
| Kiruna, Sweden | http://www.is.kiruna.se/~cjo/ |  
+-----+
```

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1.1048 Message number 1043

Date:
Mon, 26 Feb 1996 15:39:14 -0600
From:
Rick Beilfuss
<vview@CSWNET.COM>

Subject:

Re: Bowling Ball

>I want to end up with an object that will look like a hollowed outbowling ball.

After you slice with cylinders, only delete the round parts of the ball
that's inside the cylinder - leave the cylinders themselves. Now join or
merge to make it one object.

Rick

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1.1049 Message number 1044

Date:
Mon, 26 Feb 1996 18:45:52 -0500
From:
Nancy Jacobs
<illusory@INTERRAMP.COM>

Subject:

Email software ?

Does anyone know of a DECENT piece of email software for PC (especially =
32 bit, Windows 95). I truly despise Microsoft exchange AND Eudora. THEY =
STINK ! I cannot tolerate how they don't do anything in a rational =
manner - the worst design I've ever seen !!!!

I used to use AOL, but have transferred my IML mail to an internet =
provider to save money.

Please help !

(and please, somebody tell me if this gets through)

Nancy Jacobs
illusory@interramp.com

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1.1050 Message number 1045

Date:
Mon, 26 Feb 1996 18:27:36 -0500
From:
Nancy Jacobs
<illusory@INTERRAMP.COM>

Subject:

Essence for PC

Does anyone know whether the essence (for PC) textures will work with the
upcoming WinImagine ?

If no one knows, does anyone have Steve Worley's Email address ?

Thanks,
Nancy
illusory@interramp.com

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1.1051 Message number 1046

Date:
Tue, 27 Feb 1996 00:02:51 +0100
From:
Per Sverre Wold-Hansen
<woldh@MOTHER.NORCONNECT.NO>

Subject:

Re: how do i extrude in 3 dimensions?
<3131F612.15E@cswnet.com>

>>I want to take a sphere, with a hole in it, and extrude it while expanding
>>the
> sphere.

>Your question is a little confusing. A sphere is a 3d object and
>"extruding" is usually used to mean taking a 2d object and expanding it
>into the 3rd dimension. To enlarge a sphere you would "scale" it. If you
>>want to "drill" a hole through it, you would use a cylinder and "slice"
>it. If none of these is what you want to do, then a little more
>explanation is in order.

>Rick

I too find the description slightly confusing. It does, however, bring
to mind an extrusion of a spherical object towards its center which
I performed some time ago which might be helpful to some:

I had available the continents of the globe as a one-layer spherical
surface only. (No ocean areas. Just dry land areas with "holes"
where the ocean would be. (Got it from a LightROM.)

I wanted to make a globe with the continents protruding as solid
bodies from the ocean.

So I extruded the surface far back from the initial surface
and got a REALLY weird object.

I then used a JOIN on ALL the points at the "far end" of the extrusion
and got ONE SINGLE POINT which I moved to 0,0,0. So now all
continents went all the way down to the earth center.

When adding a spherical "waterglobe" to 0,0,0 with slightly smaller
diameter I got my continents-protruding-out-of-the-ocean globe.

** Per Sverre **
Fredrikstad Norway
woldh@sirius.no

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1.1052 Message number 1047

Date:
Mon, 26 Feb 1996 17:59:22 -0500
From:
Craig Andera
<CANDERA@RFC.COM>

Subject:

Bowling Ball

Another way to do it is to punch a hole in your sphere, then extrude along Y with a very small number (e.g. 0.001), while at the same time setting your scaling factors large. The object won't go anywhere to speak of, but it will get bigger.

Not having Imagine in front of me, the only drawback I can think of is that the extrude requestor might not have a way to scale in Y. In that case, you're back to replicating, scaling, and joining.

-Craig

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1.1053 Message number 1048

Date:
Mon, 26 Feb 1996 17:34:42 -0700
From:
Roger Straub
<straub@CSN.NET>

Subject:

Re: Essence for WinImagine

On Sat, 24 Feb 1996, Lars & Rene' Nilsson wrote:

> At 12:30 AM 2/24/96 -0500, Nancy Jacobs & John Schmitz wrote:
> >Does anyone know whether the essence textures Steve Worley is currently
> offering
> > for PC will work on WinImagine ?
> >
>
> Wouldn't count on it. DLL's are the ticket for WinImagine which means
> he'd have to rewrite them. Whether he would is a different question.

Hey, d'ya think Impulse would wake up enough to write a conversion program?

>
> Regards,
> Lars Nilsson
> +-----+

> | Lars & Rene' Nilsson | What more can you ask of life than |
> | nilsson@servtech.com | a cat in your lap? |
> +-----+
>

--

"There is no love sincerer than the love of food." -- George Bernard Shaw

See ya,

Ben

** Imagine 4.0 - Amiga 3000/030/16MHz - 10MB - Skilled **

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1.1054 Message number 1049

Date:

Mon, 26 Feb 1996 17:46:05 -0700

From:

Roger Straub
<straub@CSN.NET>

Subject:

Re: pixel pro offer

On Sat, 24 Feb 1996, David Nix wrote:

> Hey everybody-

>

> Or at least those of you that got the occasional mailing frome impluse.
> Does anyone here remember the discounted Pixel Pro 2 offer listed in one
> of those few Impluse flyers? Say around version 3.1 or 3.2? Did anyone ever
> receive it that ordered it through Impluse or did the whole thing go belly
> up (Axiom, that is) about this same time. I ordered it but never got it.

Yeah, I got it, and through Impulse, too. BTW, there's a new version out:
Pixel Pro 3D 2.1. I've only seen one tiny screenshot, but it seems pretty
cool, and can load AutoCAD and LW SCENE files, not just object files. The
interface is mostly the same, though.

>

> This talk about using Pixel Pro to flip normals jogged my memory about this
> and I had been meaning to ask for quite awhile...

>

>

> Dave

>

>

--

"There is no love sincerer than the love of food." -- George Bernard Shaw

See ya,
Ben

** Imagine 4.0 - Amiga 3000/030/16MHz - 10MB - Skilled **

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1.1055 Message number 1050

Date:
Mon, 26 Feb 1996 17:36:55 -0700
From:
Roger Straub
<straub@CSN.NET>

Subject:
Re: The Tess Poll

On Sat, 24 Feb 1996, David Nix wrote:

> Hey everybody-
>
> I'd like to second something that Tim Wilson said about 3D Artist and Bill
> Allen, the editor. I've had an occasion or two to speak to Bill on the phone
> and he has actively sought out articles on Imagine, tutorials and what not.
>
> Several months ago I even posted here repeating his request for submissions
> about Imagine, tips, tricks, etc... Several people here should consider
> sending him some of the tutorials and neat projects that have been discussed
> here.
>
> Here's your chance for fame and fortune! Recognition by your peers. All that
> good stuff. I'm a miserable writer or else I'd do it myself. Just look at
> what kind of response we had to Tim's cover and related article.
>
> I wont name names, but several folks I've had communications with could come
> up with a few simple and concise bits of info that a lot of people could
> benefit from...
>
> Who knows, your work could be seen by the right person, and that GOOD gig
> might materialize.

Hey, Renderbrandt! Would you mind giving that pyro tute to 3DA? I haven't had a chance to look at it yet but I looked at the JPEG - very nice. =D

High quality tutorials like this shouldn't be limited to a 500+ person audience.

>
> My two bits...
>
> Dave

>
>
> David Nix
> Digital Media Specialist, University Computing and Network Services
> Computer Graphics & Video Production
> Alias Certified Level 3 Animator, 5 yrs exp.
> Amiga 4000/Imagine 4.0/V-Lab Motion/OpalVision
> web site at: <http://www.visart.uga.edu/Alias/DaveN/daven.html>
>

--

"There is no love sincerer than the love of food." -- George Bernard Shaw

See ya,
Ben

** Imagine 4.0 - Amiga 3000/030/16MHz - 10MB - Skilled **

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1.1056 Message number 1051

Date:
Mon, 26 Feb 1996 17:50:08 -0700
From:
Roger Straub
<straub@CSN.NET>

Subject:
Re: Lensflares?

On Sat, 24 Feb 1996, Tom Ross wrote:

> Why are lensflares desireable? Isn't it just imitating a camera flaw?
> Same question about motion blur.
>

I wrote a long and rambling near-flame about this very subject. These are both to simulate natural reality, which can get quite difficult to model sometimes. The ultimate goal of all 3D software is to simulate reality to the point where we can create something totally unnatural, but the viewer will accept it as real because it looks so real. Seeing an F1 racer flash by the camera without any blur would look cheezy. So would a flareless flashlight pointed directly at the camera.

--

"There is no love sincerer than the love of food." -- George Bernard Shaw

See ya,
Ben

** Imagine 4.0 - Amiga 3000/030/16MHz - 10MB - Skilled **

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1.1057 Message number 1052

Date:
Mon, 26 Feb 1996 20:38:07 -0500
From:
Lars & Rene' Nilsson
<nilsson@SERVTECH.COM>

Subject:

Re: Neat lighting trick.

At 10:08 PM 2/26/96 +0100, Conny Joensson wrote:

>Martin Conlon asked;

>

>>Did you know that you can use *negative* values for light intensity so
>>lights actually subtract light from a scene? I can't get it to work in
>>3.0 for some reason but it works great in 4.0.

>

>>Anybody know why it doesn't work in 3.0?

>

>That's funny... it should work. But I haven't tried it.

>

>Anyway, they (the negative lights) are often referred to as "darkons".

Hi,

Perhaps Impulse went from 0-255 integers for the lights to float values, which would explain the inability to do it in versions prior to 4.0.

Regards,

Lars Nilsson

```
+-----+
| Lars & Rene' Nilsson | What more can you ask of life than |
| nilsson@servtech.com | a cat in your lap? |
+-----+
```

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1.1058 Message number 1053

Date:
 Mon, 26 Feb 1996 20:57:55 -0500
 From:
 Lars & Rene' Nilsson
 <nilsson@SERVTECH.COM>

Subject:

Re: Essence for WinImagine

At 05:34 PM 2/26/96 -0700, Roger Straub wrote:

>On Sat, 24 Feb 1996, Lars & Rene' Nilsson wrote:

>> Wouldn't count on it. DLL's are the ticket for WinImagine which means

>> he'd have to rewrite them. Whether he would is a different question.

>

>Hey, d'ya think Impulse would wake up enough to write a conversion program?

>

Howdy,

I guess it's possible, but I wouldn't count on that either. Just take a look at the number of 3d party offerings, and since Impulse obviously sits on the source to their own textures, it's probably easier for them to convert them to DLLs (once done for one the process for the rest should be fairly quick).

And since they have said they'll release the format for textures and effects anyone seriously wanting to take advantage of Imagine for Windows shouldn't find it difficult to follow suit. Heck, compiling a DLL is like slicing bread compared to compiling textures as it is right now, with Phar Lap's linker being a requirement (as far as I know).

Regards,
 Lars Nilsson

```
+-----+
| Lars & Rene' Nilsson | What more can you ask of life than |
| nilsson@servtech.com | a cat in your lap? |
+-----+
```

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1.1059 Message number 1054

Date:
 Mon, 26 Feb 1996 21:03:05 -0500
 From:
 Bob Sampson
 <RobSampson@AOL.COM>

Subject:

Re: Encyclopaedia Lensflaria

In a message dated 96-02-26 12:28:30 EST, you write:

> Guess they have things to do and thought it would be better to have
> blob-modeling rather than Lightwave lensflares (I can't agree on that one)

Oh oh, quick everybody, mark the time, I'm coming to the defense of Impulse:)
Actually while I would like to see and hope we get better lensflares I
think that the addition of metaballs to the package and any other improvement
that could be made to the modeler should always take precedence. It just
seems to me (that is to say that this is my opinion and does not necessarily
reflect the views of the management or the topic police) that the heart of a
rendering starts with the modeling. The more powerful the modeling tools the
more creative one can get. There are many packages for post processing
images or making maps, but nothing can make up for not being able to model the
feature you want. (I know that anything can be modeled in Imagine, I refer
here to the level of tedium that must be endured to produce the desired
result.) Eh not trying to argue with anyone on this, just saying I think the
crux of a good image starts with the modeling.

Bob.....

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1.1060 Message number 1055

Date:
Mon, 26 Feb 1996 21:03:10 -0500
From:
Bob Sampson
<RobSampson@AOL.COM>

Subject:
Re: Neat lighting trick.

In a message dated 96-02-26 12:55:26 EST, you write:

>Did you know that you can use *negative* values for light intensity so
>lights actually subtract light from a scene? I can't get it to work in
>3.0 for some reason but it works great in 4.0.

>
>Anybody know why it doesn't work in 3.0?

>
>Happy tracing.

>
> -Martin

Darkons (the negative lights you are talking about) were broken in a couple
of versions of Imagine if I remember right, but fixed in 3.2 or 3.3 if memory
serves.

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1.1061 Message number 1056

Date:
Mon, 26 Feb 1996 21:09:48 -0500
From:
Ash Wyllie
<ashw@LR.NET>

Subject:

Re: how do i extrude in 3 dimensions?
<3131F612.15E@cswnet.com>

>>I want to take a sphere, with a hole in it, and extrude it while expanding
>>the
> sphere.

>Your question is a little confusing. A sphere is a 3d object and
>"extruding" is usually used to mean taking a 2d object and expanding it
>into the 3rd dimension. To enlarge a sphere you would "scale" it. If you
>>want to "drill" a hole through it, you would use a cylinder and "slice"
>it. If none of these is what you want to do, then a little more
>explanation is in order.

>Rick

Now if he were using a cube, extruding in 3 dimensions would give a 4
dimensional tesseract(sp?). Wish I could find the Heilein story 'And he built a
Crooked House'.

-ash

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1.1062 Message number 1057

Date:
Mon, 26 Feb 1996 21:09:52 -0500
From:
Ash Wyllie
<ashw@LR.NET>

Subject:

Re: Network support in Winimagine ?
<3132222D.1A3A@globaldialog.com>

>Andreas Torner wrote:
>>

>> Hi everyone!
>>
>> Does nel know if there is going to be network support in Winimage ?
>>
>> That is that you can split up a rendering process on the computers
>> connected to the network, like in 3D-Studio (if im not wrong).
>>

>Have you tried accessing the same project directory on several machines
>on the network, say 3 machines. On machine 1 set up a render of the scene
>from frame 1 to 997 at a step of 3, machine 2 set up from frame 2 to 998
>at a step of 3, and on machine 3, frame 3 to 999 at a step of 3,
>logically it should work. Each of the frames are rendered by
>numbered-frame name into the pic directory of the co-selected project.

>anybody know if it WON'T work?

>I know that Imagine won't distribute the rendering of a single frame
>(REAL distributed processing) and neither will 3DS.

>3DS network render will keep track of frames rendered automatically, so
>if one machine goes down, the unrendered frames are redistributed to the
>other machines in the setup. The Imagine setup must be manually
>maintained.

>Oh well.

Chuck

I have done this with my Amigas, and everything is fine until two machines try to update the spec file at the same time.

I have some Arexx scripts that work with RayStorm to give true network rendering. Mike says that the new Amiga version will have an Arexx port so it might be possible to do network rendering. The scripts are only about 100 lines total so if people wish I can post them here. Is there a scripting language for Windoze?

-ash

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1.1063 Message number 1058

Date:
Mon, 26 Feb 1996 21:19:49 -0500
From:
Bob Sampson
<RobSampson@AOL.COM>

Subject:

Re: Lensflares?

In a message dated 96-02-26 20:35:43 EST, you write:

>The ultimate goal of all 3D software is to simulate reality to
>the point where we can create something totally unnatural, but the viewer
>will accept it as real because it looks so real.

That really is not true. The goal of 3D software is to allow the person using the software to create whatever they want. The name of the product is "Imagine", not "Fooled Ya" :)<BG>

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1.1064 Message number 1059

Date:

Mon, 26 Feb 1996 19:41:52 -0700

From:

Roger Straub

<straub@CSN.NET>

Subject:

Re: Lensflares?

On Mon, 26 Feb 1996, Bob Sampson wrote:

> In a message dated 96-02-26 20:35:43 EST, you write:

>

> >The ultimate goal of all 3D software is to simulate reality to
> >the point where we can create something totally unnatural, but the viewer
> >will accept it as real because it looks so real.

>

> That really is not true. The goal of 3D software is to allow the person
> using the software to create whatever they want. The name of the product is
> "Imagine", not "Fooled Ya" :)<BG>

>

Good point. I stand corrected. However, realism is one of the most challenging subjects to render, and that's why packages like Imagine exist, so that we can build more complex universes. Otherwise, we'd all be stuck using those little programs that rotated cubes on our screens and made us say, "Hey, neat!" =)

--

"There is no love sincerer than the love of food." -- George Bernard Shaw

See ya,

Ben

** Imagine 4.0 - Amiga 3000/030/16MHz - 10MB - Skilled **

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1.1065 Message number 1060

Date:
Mon, 26 Feb 1996 19:25:51 -0800
From:
Margaret Copeland
<busys@CDSNET.NET>

Subject:

Re: Eh? and something else

>I have a question, do you know a good solution to get all my Amiga files
over to

>my new P133, I dont want to use a zillion disk's!!!!

I have had to port large files back and forth between my Amiga 500
and my Pentium 100. I've used Twin Express which runs under DOS. I had all
manner of trouble with configuring Twin Express to run under Windows 95. If
you have Windows 95, 'Plug and Play' doesn't work right. It now works if it
goes out on Comm 3 - you need to try different ports - your machine may be
different. You can set up Twin Express to handle a batch file etc. - slow
but reliable.

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1.1066 Message number 1061

Date:
Mon, 26 Feb 1996 19:40:22 -0800
From:
osc
<osc@IX.NETCOM.COM>

)

Subject:

Re: please unsubscribe

You wrote:

>

>)

>Please for the love of GOD unsubscribe me. I don't know how I got on

>this list but, It was a mistake. While I am sure that you serve a

>valuable purpose, I don't have an interest in this topic. I have

asked

>four times to be unsubscribed. Please help me, so I can sort through
>my e-mail without having to look at 800 pieces.
>

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1.1067 Message number 1062

Date:
Mon, 26 Feb 1996 20:56:45 -0700
From:
Dave Wilson
<darius@CONNECT.AB.CA>

Subject:

Re: how do i extrude in 3 dimensions?

At 08:28 AM 2/26/96 PST, you wrote:

>Is it possible to extrude in x,y,z directions?
>I want to take a sphere, with a hole in it, and extrude it while expanding
>the sphere. Where the hole is, I want that to be a tunnel with faces.
>I don't want to be able to see in between the smaller and larger sphere,
>I want where the hole is to be closed off. Is there an easy way of doing
>this?
>
>

Huh?

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1.1068 Message number 1063

Date:
Mon, 26 Feb 1996 21:52:42 -0800
From:
Chuck Needham
<twobit@GLOBALDIALOG.COM>

Subject:

Re: Network support in Winimagine ?

Ash Wyllie wrote:

>
> I have done this with my Amigas, and everything is fine until two machines try

> to update the spec file at the same time.
>

You mean, like nobody is going to actually USE Imagine in a production requiring more than 1 computer? Right?

Sounds like professional software, designed...
... for the HOBBYIST in all of us.

--
Chuck Needham
2Bit Graphics
e-mail: twobit@globaldialog.com
<http://www.globaldialog.com/~twobit/>

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1.1069 Message number 1064

Date:
Mon, 26 Feb 1996 22:10:00 -0800
From:
Chuck Needham
<twobit@GLOBALDIALOG.COM>

Subject:
Re: The first Pyrotechnics tutor....

Granberg Tom wrote:

>
> Here it is, after a long time of waiting I should imagine?!
>
>
> Hope this will be of help for those who like to blowup stuff.
>

A timely tutor, Tom...

3D Design magazine, march issue reads: "Explosive FX - Want to make some cost-effective and convincing special effects? Find ou how the out-of-this-world explosions in Star Trek: Deep Space Nine-Harbinger were created using 3D Studio and some very familiar IPAS routines. (P.42)

(ST:DS9-Harbinger is a just-released CD-ROM game.)

(IMHO) "cost-effective and convincing" are terms diametrically opposed to the terms "3D Studio" and "IPAS routines".

Anyway, some tips to add to Tom's wealth of information for all you pyromaniacs.

--

Chuck Needham
2Bit Graphics
e-mail: twobit@globaldialog.com
<http://www.globaldialog.com/~twobit/>

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1.1070 Message number 1065

Date:
Mon, 26 Feb 1996 22:44:50 -0600
From:
Stephen G.
<sgiff@AIRMAIL.NET>

Subject:

Re: Bump Maping

At 04:56 PM 2/26/96 +0100, you wrote:

>Hello, I4ve got a little problem, when I put a repeat bump map over a
>plane for example, I don4t know why the limits of the image make bump
>too, the same thing when you put a warp bump map over a ball, you rotate
>the ball and you can see the join of the image, there are some solution.
>thanks a lot, Carlos
>

Welcome to the altitude map seam bug. Actually it's not really a bug according to Impulse it is the way the program is made. Unfortunately it is a bug to all of us. I hope that it get's fixed in the Windows version. Please everyone email Impulse and let them know how important this is to fix.

s.g.

Visit me at the Magick Rainbow
<http://web2.airmail.net/sgiff>
^^

Imagine 4,3DS, PC Pentium 66, 32 meg ram.

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1.1071 Message number 1066

Date:
Mon, 26 Feb 1996 22:51:57 -0600
From:

Stephen G.
<sgiff@AIRMAIL.NET>

Subject:

Re: Email software ?

Have you tried Eudora Pro? It is completely different than Eudora lite which is shipped with many internet kits. I love it.

s.g.

Visit me at the Magick Rainbow
<http://web2.airmail.net/sgiff>
^^

Imagine 4,3DS, PC Pentium 66, 32 meg ram.

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1.1072 Message number 1067

Date:
Tue, 27 Feb 1996 00:32:49 -0500
From:
Curtis Carlson
<Curtcee@AOL.COM>

Subject:

Re: Edimator(sp?)

In a message dated 96-02-26 01:21:47 EST, Jon Rubin wrote about the Edimator:

>
>I wouldn't put much stock in the capabilities of this video card, since it
>uses an ISA slot, which isn't capable of anything near full-frame video.
>
>

The Edimator uses a SCSI controller interface built into the board for a dedicated SCSI drive. It is the drive that records and plays back the video, bypassing the ISA connection. The Edimator comes complete with a gang of input and output connectors for playback on a television monitor, not the computer monitor.

Curtis Carlson
Curtcee@aol.com

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1.1073 Message number 1068

Date:
Tue, 27 Feb 1996 00:38:48 -0500
From:
R.Achaibar escher@bc.cybernex.net
<escher@CYBERNEX.NET>

Subject:

Flipping Symetrical Models??

Hello, I've a question about the modeling technique of modeling symetrical objects. I model only one half of the object, but I have no idea on how to mirror the object to get the other side of the object. I know that this technique has been used by Tim, I think his article in 3DA said this was how he did the dino. And I checked out Renderbrandt's URL on how he modeled the Goral(sp?) aircraft. Could someone help me out here, I'd appreciate it, Thanks.

R.A.

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1.1074 Message number 1069

Date:
Mon, 26 Feb 1996 21:08:00 +0000
From:
Curtis White
<cwhite@TELEPORT.COM>

Subject:

Re: Email software ?

Pegasus is the best email program available right now. Unfortunately, it is only 16 bit, but it still works great in Windows 95.

Curt

```
=====
=           Do not follow where the path may lead.           =
= Go instead where there is no path and leave a trail.       =
=====
```

Curtis White

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1.1075 Message number 1070

Date:
Mon, 26 Feb 1996 21:47:49 -0800
From:
John Prusinski
<jprusins@CYBERGRAFIX.COM>

Subject:

Re: Essence for WinImagine

>>Hey, d'ya think Impulse would wake up enough to write a conversion program?

Considering that Crowbar apparently has a very low opinion of Steve Worley, it seems extremely unlikely that Impulse will go out of its way to make it easy to use his textures...

John.

John Prusinski/CyberGrafix
jprusins@cybergrafix.com
<http://www.cybergrafix.com/>

"Whoever undertakes to set himself up as judge in the field of Truth and Knowledge is shipwrecked by the laughter of the gods." A. Einstein

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1.1076 Message number 1071

Date:
Mon, 26 Feb 1996 21:46:53 -0800
From:
Drift Dennis
<drift@NIGHTHAWK.COM>

Subject:

Re: Eh? and something else

At 19:25 2/26/96 -0800, you wrote:

>>I have a question, do you know a good solution to get all my Amiga files
>over to
>>my new P133, I dont want to use a zillion disk's!!!!
>

I just used a null modem cable between serial ports, and 2 terminal program's

can't recomend it enough. Only problem is, if SOMEONE decides to send upload another 3 megs of uuencoded binaries, there is no way to get around downloading it. I don't know if Eudora will delete messages off of the server as soon as it downloads them, but Netscape mail waits until it gets all of them. If you crash halfway though, you have to download all of them again. Only time I had a problem is when SOMEONE decided to send Imagine to everyone here on the list...and we know what happens to people who do that! :-)

Chris.

--

Christopher M. Stoy
cms@michelle.me.psu.edu
cms129@psu.edu
<http://michelle.me.psu.edu/sloth.html>

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1.1078 Message number 1073

Date:
Tue, 27 Feb 1996 01:04:40 -0500
From:
Anita Vandenbeld
<yku02978@YORKU.CA>

Subject:

Re: Email software ?

At 06:45 PM 26-02-96 -0500, you wrote:

{Does anyone know of a DECENT piece of email software for PC (especially 32 bit, Windows 95). I truly despise Microsoft exchange AND Eudora. THEY STINK !
}

I used to use Netscape until they finished version 2.0. No more free releases, but it had an excellent email and news facility.

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1.1079 Message number 1074

Date:
Tue, 27 Feb 1996 01:12:39 -0500
From:
Charles Blaquiere
<blaq@IO.ORG>

Subject:

Re: New for version 5

On Sun, 25 Feb 1996, Carlos Rego wrote:

> And it would be great be able to import/export from scene editor to detail
> editor (LW again)...

That's what the Snapshot function does: it saves an object exactly as it appears in the current Stage frame. Before Imagine 4.0, it was the only way to use animation F/X as modelling tools.

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1.1080 Message number 1075

Date:
Tue, 27 Feb 1996 19:17:06 +1300
From:
Bill Boyce
<bilboyce@IHUG.CO.NZ>

Subject:

Re: Bump Maping

At 11:23 AM 26/2/96 -0800, you wrote:

>Carlos Martinez wrote:

>>

>> Hello, I4ve got a little problem, when I put a repeat bump map over a
>> plane for example, I don4t know why the limits of the image make bump
>> too, the same thing when you put a warp bump map over a ball, you rotate
>> the ball and you can see the join of the image, there are some solution.
>> thanks a lot, Carlos

Chuck metioned Tim W's solution (globes), but didn't provide it. It was :
Use the image map twice at 180 degrees to each other and use
subgroups to restrict them. One of the maps needs to be "wrapped"
halfway around in a paint program. You'll work it out. Should be
a similar trick for tiles.

--

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1.1081 Message number 1076

Date:
Tue, 27 Feb 1996 19:17:04 +1300
From:
Bill Boyce
<bilboyce@IHUG.CO.NZ>

Subject:

Re: Basketball map?

At 10:54 AM 26/2/96 -0600, you wrote:

>Several years back, I seem to recall seeing a wrapping brushmap of a
>basketball in an Imagine book or magazine. Does anyone happen to have such a
>critter, and is there any chance I could get a copy? Thanks!

>

> - Bill

> bosuch@intex.net

It's in Understanding Imagine. You could e-mail Steve Worley (steve@worley.com) and see if he still has it - and will part with it.

Bill B

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1.1082 Message number 1077

Date:
Tue, 27 Feb 1996 19:17:09 +1300
From:
Bill Boyce
<bilboyce@IHUG.CO.NZ>

Subject:

Re: Eh? and something else

At 07:36 AM 26/2/96 -0800, you wrote:

>>I have a question, do you know a good solution to get all my Amiga files
>over to

>>my new P133, I dont want to use a zillion disk's!!!!

>

>>Tom R G

SNIP

>Or my current favorite, 88 Meg

>PC-formatted Syquest cartridges using CrossDOS on the Amiga... a lot faster,
>especially if you don't have a gigabyte or so of files to transfer.
>
>John.

Or the Zip drive, at 100Mb. A good solution if you'll need to do more than a one off, and great for back-ups and portability. This is what I'm planning to use, but haven't got around to getting a PC SCSI card yet. I've had the drive for a while now, and it's great. Syquest also have a 135Mb removeable out, but I've heard they're not as reliable as Zips - the disks aren't as sturdy, though the capacity is higher and the transfer rate about twice as fast. I went for reliability - at 1Mb/s the Zip is fine!

--

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1.1083 Message number 1078

Date:
Tue, 27 Feb 1996 01:11:19 -0500
From:
Anita Vandenberg
<yku02978@YORKU.CA>

Subject:

Re: Bowling Ball

At 05:59 PM 26-02-96 -0500, you wrote:

>Not having Imagine in front of me, the only drawback I can think of is that
>the extrude requestor might not have a way to scale in Y. In that case,
>you're back to replicating, scaling, and joining.

I read a tutorial where you extrude the object to a length which is longer than the object width (he/she recommended 150 for a default sphere extrusion). In one of your views you'll see a second sphere with lines leading to the first. Select the POINTS of the second sphere and use the transformation requester to MOVE the points -150 on the Y axis and SCALE by, say, .9 on each axis. This trick will work for any object with a hole in its skin. Thanks to whoever first suggested this (wish I could remember your name).

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1.1084 Message number 1079

Date:
Tue, 27 Feb 1996 01:55:11 EST
From:
Tim Wilson [Crestline]
<76432.1122@COMPUSERVE.COM>

Subject:

Explosions!

To Chuck Needham re your message of Mon, 26 Feb 1996

>>>Anyway, some tips to add to Tom's wealth of information for all you
pyromaniacs.<<<

Anyone ever considering using a sequence of real pyrotechnics mapped onto an
object? Pyromania (800-242-9627) makes a CD of

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1.1085 Message number 1080

Date:
Tue, 27 Feb 1996 02:02:36 EST
From:
Tim Wilson [Crestline]
<76432.1122@COMPUSERVE.COM>

Subject:

Explosions!

Part 2. of ``To Chuck Needham re your message of Mon, 26 Feb 1996''

...makes a CD of... 19 TGA sequences for precisely this purpose. They look alot
like the explosions in Star Wars.

-Tim Wilson
Imagine 4.0 on P5
Advanced- freeform modeling & animation

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1.1086 Message number 1081

Date:
Tue, 27 Feb 1996 02:03:12 EST
From:
Tim Wilson [Crestline]
<76432.1122@COMPUSERVE.COM>

Subject:

Bump Mapping

To Carlos Martinez, re you message of Mon, 26 Feb 1996,

>>>when I put a repeat bump map over a plane for example, I don't know why the limits of the image make bump too, the same thing when you put a warp bump map over a ball, you rotate the ball and you can see the join of the image, there are some solution.<<<

These are ``features'' (read: bugs) that, as far as I know, Impulse hasn't been able to correct yet.

There is a workaround to get rid of the seam on a sphere, but it's a little involved, and doesn't work with the CSG procedural sphere. It's done with subgroups. Divide your geometry into two hemispheres, +Y and -Y using subgroups. In an image processing program like ADPro, make a copy of your bump map and ROLL it so the seam is exactly in the middle. Touchup the seam if necessary. Then, map the normal bump onto the -Y subgroup. And map the rolled image onto the +Y subgroup (where you would normally see the bump seam), but turn the map 180 degrees in Z. This will put the seams of both image maps into areas where they cannot be seen.... Trust me, it works.

(BTW, when I say ``divide the object into two hemispheres'', I don't mean split the object apart into two pieces. I just mean make a subgroup for each hemisphere.)

I don't know of a solution to the seams on tiled maps on a plane, other than just to tile or mosaic the image in an image processing program, and THEN map the large new composite image onto a plane (without tiling, or with the tiling so large, and far away you can't see it). Global Fog might help conceal distant seams too.

I wonder though if there is a particular color of grey (like 127) that will not leave a seam. Anybody know?

-Tim Wilson
Imagine 4.0 on P5
Advanced- freeform modeling & animation

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1.1087 Message number 1082

Date:

<bilboyce@IHUG.CO.NZ>

Subject:

Re: how do i extrude in 3 dimensions?

At 08:56 PM 26/2/96 -0700, you wrote:

>At 08:28 AM 2/26/96 PST, you wrote:

>>Is it possible to extrude in x,y,z directions?

>>I want to take a sphere, with a hole in it, and extrude it while expanding
>>the sphere. Where the hole is, I want that to be a tunnel with faces.

>>I don't want to be able to see in between the smaller and larger sphere,

>>I want where the hole is to be closed off. Is there an easy way of doing

>>this?

I think I get it. Try extruding you sphere with hole, and joining the extruded points to a single point in the centre, then place a sphere inside to surface of your object and slice. Now scale the sphere(s) until they are the sizes you require.

(I think. If I understand your description.)

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1.1089 Message number 1084

Date:

Tue, 27 Feb 1996 21:15:29 +1300

From:

Bill Boyce

<bilboyce@IHUG.CO.NZ>

Subject:

Re: Email software ?

At 06:45 PM 26/2/96 -0500, you wrote:

>Does anyone know of a DECENT piece of email software for PC (especially 32
>bit, Windows 95).

I truly despise Microsoft exchange AND Eudora. THEY STINK ! I cannot
tolerate how they

don't do anything in a rational manner - the worst design I've ever seen !!!!

>I used to use AOL, but have transferred my IML mail to an internet provider
>to save money.

>Please help !

>(and please, somebody tell me if this gets through)

>

>Nancy Jacobs

>illusory@interramp.com

Well, if Eudora doesn't wet your whistle, you could try Pegasus. I've heard
a lot

of people rave about it, and it's made right here in clean, green New
Zealand. What

more could you ask! Personally, I really like Eudora Pro. Just wish I could

buy it here.

--

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1.1090 Message number 1085

Date:
Tue, 27 Feb 1996 03:26:00 -0500
From:
Tom Ross
<rosst@UNVAX.UNION.EDU>

Subject:

Re: LENSFLARES AND THEN SOME

>
> HERE HERE!

It's Hear, hear! There, there.

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1.1091 Message number 1086

Date:
Tue, 27 Feb 1996 19:25:18 +-1100
From:
Bill Dimech
<billd.ne.com.au@NE.COM.AU>

Subject:

Re: Extrude 3d - Here's How

>Is it possible to extrude in x,y,z directions?
>I want to take a sphere, with a hole in it, and extrude it while expanding
>the sphere. Where the hole is, I want that to be a tunnel with faces.
>I don't want to be able to see in between the smaller and larger sphere,
>I want where the hole is to be closed off. Is there an easy way of doing
>this?

G'day Bill D here.

Sorry about the previous incomplete message.. Hit the wrong bloody button.

Ok This time for sure!!!!

I got this technique from a tutorial by Steven Blackmon. Thanks Steve.

For the sake of this example lets assume your sphere with the hole in it (or any other object) is 100 units in diameter.

Pick the object and select the extruded option.

Enter a an extrude length that is substantially bigger than the diameter of the object. In this case I will pick 200.

Leave all other settings and click on extrude.

(As Steve points out the key to this step is to make sure that the extrusion length is long enough to ensure that the new points do not overlap the old points).

What you will see after this is done is a duplicate of your original object off to one side. Still Joined to the original.

Go to Pick Points Mode. And set pick method to Drag Box.

Use the Drag Box with the shift key to select all the points on the new parts of the object. Do Not select any of the original points.

Once you have the second parts points picked - Select the Transformation option.

Click on Translate button: Change the Y entry to -200 (opposite to the original extrude)

After the translation the new point will be back over the originals. (And still selected).

Use the scale options to scale these points as required.

Thats basically it. You have a 3d extruded object.

You will probably need to pick edged using the edge filter and make the edges sharp.

If you have any problems understanding this method send me a mail.

Regards

Bill D

Live long and Imagine.

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1.1092 Message number 1087

Date:
Tue, 27 Feb 1996 03:44:17 -0500
From:
Tom Ross
<rosst@UNVAX.UNION.EDU>

Subject:

Re: Lensflares?

I'm glad there's disagreement about this. But isn't everybody after Suspension of Disbelief? Or do you want your audience sneering or bored? Maybe I shouldn't assume everyone wants to show stuff to people. It's mostly living rooms and cable channels for me.

In general one wants enough technique to make the work appear easy. But there is such a thing as wielding little technique and making it appear difficult.

On Mon, 26 Feb 1996, Bob Sampson wrote:

> In a message dated 96-02-26 20:35:43 EST, you write:
>
> >The ultimate goal of all 3D software is to simulate reality to
> >the point where we can create something totally unnatural, but the viewer
> >will accept it as real because it looks so real.
>
> That really is not true. The goal of 3D software is to allow the person
> using the software to create whatever they want. The name of the product is
> "Imagine", not "Fooled Ya" :)<BG>
>

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1.1093 Message number 1088

Date:
Tue, 27 Feb 1996 21:40:57 +1300
From:
Bill Boyce
<bilboyce@IHUG.CO.NZ>

Subject:

Re: Verismo

>I remember first seeing Bridge on the River Kwai, when Alec Guinness is
>looking up at the blistering sun in the jungle. When it glinted so
>blindingly through the trees in his semi-delirium I thought, This is how
>the camera is seeing this. Gosh, it makes me feel tired and hot!

Exactly. Any tools they can give us to help evoke emotion, we'll take with

open arms! (Says a guy who makes TV commercials and training videos :)

>If reason 2 prevails, we are now becoming accustomed to the look of
>computer graphics, and may begin to call it more real than photography!
>These media are all, of course, filters of a Reality that we couldn't
>comprehend even if we could perceive it.

I know in the case of Jurassic Park, it is pretty hard to imagine how they could make it any more real, it was so totally convincing. Seems odd that computers are helping make photography less real, and CG more real. Maybe it has something to do with photographers having no problem capturing reality (?) and are now interested in more expressionistic, less constrained photography. Where will CG go, now that realism has been virtually conquered? I suspect for the next 3 or 4 years, we'll just start to accept, or in many cases not even be aware of, the use of CG as it's refined, then the high-end guys will start to head out into "expressionism" and things will get really interesting. Well, more interesting, anyway.

--

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1.1094 Message number 1089

Date:
Tue, 27 Feb 1996 21:40:55 +1300
From:
Bill Boyce
<bilboyce@IHUG.CO.NZ>

Subject:

Re: New for version 5

>>>When I Have an project open, I whould like to go from Detail editor to scene
>>>editor, widouth loosing the object i'm working on it (sord of lightwave), i
>>>found that it is very annoing to be working in a object, then go to stage
>>>editor, to take a look at the scene, and then when i come back to detail
>>>editor

>I think it would be good, but...

>What about memory? both screens with different positioning of the object
>would be loaded in chip RAM at the same tile.

No, all that would need to be stored would be the object positions etc, which are internal values which are used to draw the screen, not the other way around.

So if you could live with a screen redraw, the memory hit would only be any extra objects - on in on place but not the other.

Personally, I could live with the Detail, Stage and Action editors all being merged into one. I saw a Lightwave review that claimed the program was to "modal"

referring to having two "editors", animator and modeler. They'd just LOVE imagine.

Bill Boyce * Animation * 3D, 2D even 1D (a line, in your choice of colour)
Amiga & PC * Imagine 4 * Semi-Pro, but much to learn * bilboyce@ihug.co.nz

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1.1095 Message number 1090

Date:
Tue, 27 Feb 1996 21:41:02 +1300
From:
Bill Boyce
<bilboyce@IHUG.CO.NZ>

Subject:

Re: Edimator(sp?)

At 01:05 AM 26/2/96 -0500, you wrote:

>I wouldn't put much stock in the capabilities of this video card, since it
>uses an ISA slot, which isn't capable of anything near full-frame video.
>

The Edimator has on-board SCSI, so only control information needs flow over the AT bus.

The PVR can use off-the-shelf editing software for a similar cost, and has the YUV i/o that pros need.

Bill Boyce * Animation * 3D, 2D even 1D (a line, in your choice of colour)
Amiga & PC * Imagine 4 * Semi-Pro, but much to learn * bilboyce@ihug.co.nz

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1.1096 Message number 1091

Date:
Tue, 27 Feb 1996 03:53:40 -0500
From:
Tom Ross
<rosst@UNVAX.UNION.EDU>

Subject:

Re: Flipping Symetrical Models??

2 m's, baby. Grab your object, copy it, bring up the Transform requestor.

Symmetry in your quoted examples is from scaling the copy in x to -1.

On Tue, 27 Feb 1996, R.Achaibar escher@bc.cybernex.net wrote:

> Hello, I've a question about the modeling technique of modeling
> symmetrical objects. I model only one half of the object, but I
> have no idea on how to mirror the object to get the other side of
> the object. I know that this technique has been used by Tim, I think
> his article in 3DA said this was how he did the dino. And I checked
> out Renderbrandt's URL on how he modeled the Goral(sp?) aircraft.
> Could someone help me out here, I'd appreciate it, Thanks.

>
>
>
>
>
>
>
>

R.A.

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1.1097 Message number 1092

Date:
Tue, 27 Feb 1996 10:33:33 +0100
From:
Per Sverre Wold-Hansen
<woldh@MOTHER.NORCONNECT.NO>

Subject:

Re: Neat lighting trick.

>>Anyway, they (the negative lights) are often referred to as "darkons".

>Hi,

>Perhaps Impulse went from 0-255 integers for the lights to float
>values, which would explain the inability to do it in versions
>prior to 4.0.

>Lars Nilsson

But light intensities have never been restricted to 255, though.
Has it?

** Per Sverre **
Fredrikstad Norway
woldh@sirius.no

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1.1098 Message number 1093

Date:
Tue, 27 Feb 1996 02:14:33 -0800
From:
Gerard Menendez
<gpm@NETCOM.COM>

Subject:

Re: how do i extrude in 3 dimensions?

How about extrude the object along the y but "0" distance and then scale it? Is this the sort of effect you want?

Gerard

On Mon, 26 Feb 1996, Steve McLaughlin wrote:

> Is it possible to extrude in x,y,z directions?
> I want to take a sphere, with a hole in it, and extrude it while expanding
> the sphere. Where the hole is, I want that to be a tunnel with faces.
> I don't want to be able to see in between the smaller and larger sphere,
> I want where the hole is to be closed off. Is there an easy way of doing
> this?
>

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1.1099 Message number 1094

Date:
Tue, 27 Feb 1996 11:50:28 +0100
From:
Martin Caspersson
<SA9418@IDA.UTB.HB.SE>

Subject:

Newflare?

Speaking of lensflares, does anyone know what the difference between the Lensflare effect and the Newflare effect?

1.1101 Message number 1096

Date:
 Tue, 27 Feb 1996 12:07:27 +0100
 From:
 Imagine Subscriber
 <jofr@TV2.DK>

Subject:
 imagine@juvm.stjohns.edu unsubscribe

T V 2 P O S T

VEDR.: Imagine@sjuvm.stjohns.edu FRA: jofr STATUS: KLAR
 TIL : Multiple recipients of list IMAGINE <IMAGINE@SJVVM.STJOHNS.EDU>
 CC :
 DATO : man feb 26 22:30 1996

6

From: jofr@tv2.dk

Pls subscribe me

\

JOFR jens frederiksen

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1.1102 Message number 1097

Date:
 Tue, 27 Feb 1996 11:14:29 +0000
 From:
 Phil Stopford
 <pstopfor@JESUS.OX.AC.UK>

Subject:
 Smoke

I was trying to do an animation of an AT-AT walking across a snow filled landscpae as an exercise in rotoscoping and thought I would spice it up with debris and smoke on the horizon. To simulate sky I used a large sphere and the cloud texture (why oh why can we not apply textures to the global sphere used for the starfield, etc). I stuck a cone in with a suitably sooty and sky filtered (255,255,255) cloud texture, but the filter doesn't appear to be completely transparent - the cone shows up as a grey troangle against the sky with the dark flecks that are meant to be the smoke now looking a bit daft.

If I haven't explained it well, look on some magazine CDs and you might find a demo of Seek and Destroy - this has a reasonable anim, but with a superb smoke effect I'd like to duplicate - any ideas on how to defeat the incomplete filter?

Phil.

Deeds cannot dream what dreams can do.

486DX4/100 16Mb Getting there.....

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1.1103 Message number 1098

Date:
Tue, 27 Feb 1996 09:05:52 -0500
From:
Bob Sampson
<RobSampson@AOL.COM>

Subject:

Re: Neat lighting trick.

In a message dated 96-02-27 06:19:02 EST, you write:

>I'm running the free cover mount of 3.0 -- what's the chance Impulse
>will let users like me have any of the patches between 3.0 and 4.0?
>(I've recently moved from salaried to self-employed, feeling the
>pinch a bit; new s/ware purchases aren't really viable right
>now...)

Without purchasing them, hopefully none. Allot of people on here spent a good deal of money keeping up with the changes in Imagine for years. The versions between 3.0 and 4.0 are technically parts of 4.0 and you are allowed to upgrade to that version for a reasonable price. Occasionally someone posts on here that they are using version 3.2 or 3.3 and you can be reasonably sure that they are using pirated software since everyone in the constant update program has 4.0 now. Of course when winimagine comes out in 5-6 months you will probably be able to find 4.0 for nothing shortly thereafter.

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1.1104 Message number 1099

Date:
Tue, 27 Feb 1996 09:34:03 EST
From:
Dick Bryant - 237-6502 27-Feb-1996 0925
<
<bryant@TPWORM.ENET.DEC.COM>

Subject:

Crestline lighting arrays

Can anyone tell me where the Crestline lighting arrays that are supposed to included with 4.0 are and how you use them ??

Dick

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1.1105 Message number 1100

Date:

Tue, 27 Feb 1996 04:21:27 -1000

From:

Mr. Sharky
<sharky@WEBSHARX.COM>

Subject:

Re: your mail

On Mon, 26 Feb 1996, Undetermined origin c/o LISTSERV maintainer wrote:

> To: imagine@SJUVM.STJOHNS.EDU

> Subject: Re: how do i extrude in 3 dimensions?

> Reply-To: ERMAVND@SJMVM15.vnet.ibm.com

> News-Software: UReply 3.1

>

> In a previous message, you wrote:

> >>I want to take a sphere, with a hole in it, and extrude it while expanding the

> > sphere.

> >

> >Your question is a little confusing. A sphere is a 3d object and

> >"extruding" is usually used to mean taking a 2d object and expanding it

> >into the 3rd dimension. To enlarge a sphere you would "scale" it. If you

> >want to "drill" a hole through it, you would use a cylinder and "slice"

> >it. If none of these is what you want to do, then a little more

> >explanation is in order.

> >

> >Rick

> I want to end up with an object that will look like a hollowed out

> bowling ball. With the finger holes extending into the hollowed center.

> I can start with a sphere, slice it with a cylinder to make the holes,

> then scale it, but then how do i connect the holes up to make it appear

> solid? I guess I could try to put a cylinder in to connect the holes,

> but I was hoping for an easier solution.

>

Hiya!

This may or may not answer your question, but Steven Blackmon has a tutorial on extruding 3d objects (including a sphere) that may be of

helpful in solving your question...check out:

<http://www.websharx.com/~kinda/tipl.html>

There's simple cylinder extrude tutorial and a more advanced sphere extrude tutorial.

Hope that helps!

Sharky

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1.1106 Message number 1101

Date:
Tue, 27 Feb 1996 10:00:10 -0500
From:
Nancy Jacobs
<illusory@INTERRAMP.COM>

Subject:

Email progs.

Thanks to all for suggestions (I was a bit upset about my email software - I guess you could tell). I do have the lesser Eudora, NOT pro.

Now I realize I have a copy of Netscape Navigator, and never knew it could do email. Du-uh.

Where do I find this Pegasus ? Is it shareware ? If not, is it expensive ?

Thanks again,
Nancy
illusory@interramp.com

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1.1107 Message number 1102

Date:
Tue, 27 Feb 1996 10:27:04 PST
From:
Imagine Subscriber
<bob_landry@CORP.CUBIC.COM>

Subject:

Re: Bowling Ball

On Mon, 26 Feb 1996 17:59:22 -0500 Craig Andera wrote:

>Another way to do it is to punch a hole in your sphere, then extrude
>along Y with a very small number (e.g. 0.001), while at the same time
>setting your scaling factors large. The object won't go anywhere to
>speack of, but it will get bigger.

>

>Not having Imagine in front of me, the only drawback I can think of is that
>the extrude requestor might not have a way to scale in Y. In that case,
>you're back to replicating, scaling, and joining.

>

>-Craig

>

There is another way. After pucnhing the hole, select all faces and extrude along the Y axis far enough so that all the new faces go beyond the original sphere. Note this distance. Once extruded, go into points mode and select all the points of the newly extruded faces. Now move them back along the Y axis by the noted distance above. With the points still selected press S to scale and drag your mouse to scale the points up or down. What you'll end up with is one sphere inside another with faces connecting the cutout opening of the inner and outer sphere. Is this what you want.

- Bob

Name: Bob Landry
Imagine 4.0, P90, 16 meg ram, Intermediate
Home Page: <http://www.n2.net/blandry>
E-mail work: bob_landry@corp.cubic.com
E-mail home: blandry@n2.net
Date: 02/27/96
Time: 10:27:04

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1.1108 Message number 1103

Date:
Tue, 27 Feb 1996 11:15:13 -0500
From:
Nancy Jacobs
<illusory@INTERRAMP.COM>

Subject:

Re: Bump Maping

>Welcome to the altitude map seam bug. Actually it's not really a bug

>according to Impulse it is the way the program is made. Unfortunately =
it is
>a bug to all of us. I hope that it get's fixed in the Windows version.
>Please everyone email Impulse and let them know how important this is =
to >fix.

AMEN. This is a very serious rendering flaw, and limits what you can do =
tremendously. Like EVER being able to use a bump map made from your =
brushmap in a tiling situation - I thought that was basic to any 3d =
rendering package worth mentioning.

What's Impulse's email address ?

Nancy
illusory@interramp.com

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1.1109 Message number 1104

Date:
Tue, 27 Feb 1996 12:49:05 -0500
From:
Lars & Rene' Nilsson
<nilsson@SERVTECH.COM>

Subject:
Re: Neat lighting trick.

At 10:33 AM 2/27/96 +0100, Per Sverre Wold-Hansen wrote:
>>Perhaps Impulse went from 0-255 integers for the lights to float
>>values, which would explain the inability to do it in versions
>>prior to 4.0.
>
>>Lars Nilsson
>
>But light intensities have never been restricted to 255, though.
>Has it?

Hi,

I really don't know. It was quite a while since I used 3.0 and I
honestly can't remember. It was just a suggestion, which might be
totally wrong. :) Someone with 3.0 could probably try out different
values, positive, negative, high, low, fractional. Whatever. ;)

Regards,
Lars Nilsson

+-----+
| Lars & Rene' Nilsson | What more can you ask of life than |
| nilsson@servtech.com | a cat in your lap? |
+-----+

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1.1110 Message number 1105

Date:
Tue, 27 Feb 1996 11:54:13 -0800
From:
Chuck Needham
<twobit@GLOBALDIALOG.COM>

Subject:
Contest entry

Well, time to set up some other creative project while my P5/90 grinds away at my contest entry. From the test renders, a 640x480 size was averaging 29 hrs. I hope it turns out the way I want it to. I'm rendering it at 1024x768 and will scale it down in Photoshop.

I seemed to have added everything possible to SLOOOOOW down the CPU to a crawl. Although I did break the scene up into two frames of rendering because my texture buffers were being over-run and some of my textures were getting SOLARIZED (weird!). Some surfaces have as many as 8 overlaid textures and maps.

The first frame takes about 3 minutes to render and is used as a backdrop to frame 2. The top 1/2 of frame two just takes 2 minutes, then..! SCAN LINES begin to take 2 minutes at a time, and as the scene progresses into the foreground, the slowdown is geometric. The worst of the textures takes 3-6 minutes per PIXEL! (alpha map and elevation map combined on a surface).

Antialiasing threshold is set to 10 and sampling is set to 32 rays per pixel, reflection is set to 4 because of several transparency settings.

I've got a small array of 9 shadow-casting parallel lights as my key light and an array of 9 no-shadow parallel lights as my fill. I've also included about 72 incidental non-shadow point lights with controlled fall-off, and three bright accent lights.

I guess I'll go net-surfing for 3-4, maybe 5 days on my other PC; or continue my in-progress screenplay; or read some tech manuals; or sculpt.

I don't know... ..something. (maybe take a nap.)

I hope it's worth the wait.

...I hope it gets done in time...

--
Chuck Needham
2Bit Graphics

e-mail: twobit@globaldialog.com
 http://www.globaldialog.com/~twobit/

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1.1111 Message number 1106

Date:
 Tue, 27 Feb 1996 15:36:42 0000
 From:
 Harry Drummond
 <in4831@WLV.AC.UK>

Subject:

Re: Unsliced!

Hi.

First a couple of points:

To the newbie who thought he might not have got all the textures with his coverdisc version of Imagine. Quite right, you didn't! Print out your copy of the textures text that came on your coverdisc and compare that with what you find on your installed copy. Roughly speaking you got about 30 out of 100.

Second, to the more experienced soul who gave us a little keyboard history and explained that the right Alt key was used for menu short-cuts on the PC - thanks! I nearly kicked myself round the house when that was revealed. Two flaming weeks of fruitlessly pressing the *left* Alt key, and never once did I try the Right one! Dear heaven. Am I safe to be out on my own, I wonder!

Third, and to get to my real subject, I'm struggling to understand Slice. I'm another coverdisk convert, and though I've tracked down a number of references to Slice, nowhere have I yet found an explanation of the basic operation of doing it. I spent something like an hour on it last night, achieved it once, then couldn't repeat the operation. I end up with a fine collection of axes and links, and no gretaer understanding than I began with. It's obviously a crucial tool, so please, how do I use it?

Thanks in advance.

Harry.

```

|+++/<<+<< Harry Drummond, University of Wolverhampton
|<<+>>\<<+>/ email: H.Drummond@wlv.ac.uk
\ |<<+>>\++++>>\
\++>>\ \ \++>> Some days I seem to get
\++++>>>\<<+>>| shunted every whichway...

```

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1.1112 Message number 1107

Date:
Tue, 27 Feb 1996 12:42:18 -0600
From:
Rick Beilfuss
<vview@CSWNET.COM>

Subject:

Re: Email software ?

I suggest downloading Netscape 2.0. There are probably better programs out there (doesn't filter mail to folders yet), but I'm sure Netscape will get better also. I believe this is their first version with the mail feature. I like everything in one package, and with multiple windows, I can download and read mail in one while browsing the web in another and downloading ftp in another. Also 2.0 reads Java and Netscape got the inside on VRML.

Just my opinion though.

Rick

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1.1113 Message number 1108

Date:
Tue, 27 Feb 1996 21:24:45 +0200
From:
Granberg Tom
<tom.granberg@TV2.NO>

Subject:

Slicing stuff

How slice works: (or how I use it:-)

Make an object "sphere" make another object "tube" with it's top and bottom closed.

Move the tube into the sphere, you might want to scale the tube in x and y(+local) or scale the sphere up. Remeber that the tube(cutting object) have to intersect the polygons on the sphere, so it's no use placing the tube or anything else for that matter, in the middle of the sphere. The tube must partly be in the sphere and partly outside.(intersecting polygons, boolean operations for short, ha, ha, ha:-)

Then Pick the tube, hold down shift and select the sphere, then choose the slice

command from the menu. That's it!

Well, actually it's not, and here is why:

You will either you like it or not experience some problems with the slice command sooner or later. And you'll get error messages saying: error splitting faces, etc, etc. And then the book say: Jiggle and move the object a bit and try again. How's that for a dumb suggestion, it wont work, or at least not in 9 out of 10 times. And they also, remarkably, forget the fact that the reason why you put your object there in the first place, was that you wanted to slice it there, not where the book so kindly suggest to wiggle it, into eternity....and beyond!

The "cure, Ed" to this problem is as simple as it is "genius, Ed", save the two object you want to slice. Leave the detail editor or quit Imagine and start again. Go to detail, load your objects and now try the slicing thing again. This works 8-9 times out of 10. For the last 1-2 times?, go wiggle wobble your object a bit..(not the stiff one).....:-)

Tom R G

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1.1114 Message number 1109

Date:
Tue, 27 Feb 1996 14:36:57 -0600
From:
Garry McDonald
<garry61@ARN.NET>

Subject:
Re: Edimator(sp?)

Jon Rubin wrote:

>
> I wouldn't put much stock in the capabilities of this video card, since it
> uses an ISA slot, which isn't capable of anything near full-frame video.
>
> The new MiroDC20 uses a PCI slot and goes for less than \$900 bundled with a
> very usable version of Adobe Premiere. I've also just begun using this card
> to compile Imagine renders into AVI's, with great results.
>
> Jon Rubin could you please give me your personal evaluation on the DC20 card?

what is the output quality?

Thanks,

Garry

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1.1115 Message number 1110

Date:
Tue, 27 Feb 1996 21:57:25 +1
From:
Michael Pramateftakis
<Michael.Pramateftakis@MUNICH.NETSURF.DE>

Subject:
subscribe

Michael Pramateftakis
=====
Michael.Pramateftakis@munich.netsurf.de

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1.1116 Message number 1111

Date:
Tue, 27 Feb 1996 16:12:31 EST
From:
Sherman LKG2-A/R5 pole AA2 DTN 226-6992
<
<sherman@NETCAD.ENET.DEC.COM>

Subject:
Re: Unsliced!

re: slice ...

I don't know what others have experienced. But, my experience with slice is that you have to make sure that at least one of the objects being sliced doesn't have any edges passing through the other, as a rule. Then, it seems to work fine.

Steve

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1.1117 Message number 1112

Date:
Tue, 27 Feb 1996 16:01:46 +0100
From:
Anders Lundholm
<lund@HOA.PING.DK>

Subject:
Edge Line

Hi Jon ...

JR> it manually, one edge at a time, and then select all the edges on the
JR> second cylinder, the edges do connect, but with a twisting pattern that
JR> makes the new joint useless.

JR> Has anyone discovered a way to avoid this problem?

What are the counts of the source and destination edge-lines ?! If there's
too much difference in the #'s of edges, Imagine sometimes can't figure out
where to connect for best result. The other way around this problem might
be to handcraft the joint instead of spending hours getting the edge-fill
function to workd properly!

JR> Is there a way to access the internal numbering of an objects
JR> points/edges/faces? I'm thinking there might be a numerical way to do
JR> this better.

Could you please specify a bit clearer what your problem is here ?! I have
difficulties understanding your situation.

--

Anders Lundholm . Alien Workshop (Tm) Computer Graphics
Modeling & Animation . Lund@Hoa.Ping.Dk . Scoopex.Com

-- Via Xenolink 1.981, XenolinkUUCP 1.1

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1.1118 Message number 1113

Date:
Tue, 27 Feb 1996 21:08:20 GMT
From:
Robert Darke
<robda@PARALLEL.DEMON.CO.UK>

Subject:
Re: Unsliced!

Oops. Serves me right for typing an example to someone when I wasn't

checking what I was saying.

Harry ... I goofed.

Make a plane. Make a sphere (radius 25, not diameter like I said ...)

Rotate the plane -90deg in the X axis (use the transformations requester and set alignment to X = -90 if you like)

Move the plane to +15 in the Z axis (again, use the transform requester if you like)

Now select both objects and slice them. Other than that, what I wrote made sense. I think.

Sorry. :-}

Rob

--

```
+-----+-----+
|      robda@parallel.demon.co.uk      | So if I only could make a deal | |
|-----+-----+-----+-----|          with God          |-----|
|      Parallel Dimensions              | And get him to swap our places |
+-----+-----+-----+-----+
```

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1.1119 Message number 1114

Date:
Tue, 27 Feb 1996 18:12:10 -0500
From:
Jim Shinosky
<tracker@EN.COM>

Subject:

Re: Explosions!

Yeah, I have the first Pyromania disk and it works great. They've just released the second CD and I'll probably also get it. The only problem is that they're relatively expensive (\$139 for the first CD. \$99 for the second if you bought the first one and if you order it before March 1) just to do basically one thing: blow things up! However, if you're going for a look of realism, you can't beat a real explosion. Eventually, I'll get my web page up and I'll put some animations up there for all to see. My modelling isn't the greatest but I think I'm a pretty decent animator and that you'll get a kick out of some of the animations and see how real explosions can liven up a scene.

Jim Shinosky.

On Tue, 27 Feb 1996, Tim Wilson [Crestline] wrote:

> To Chuck Needham re your message of Mon, 26 Feb 1996
>
> >>>Anyway, some tips to add to Tom's wealth of information for all you
> pyromaniacs.<<<
>
> Anyone ever considering using a sequence of real pyrotechnics mapped onto an
> object? Pyromania (800-242-9627) makes a CD of
>

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1.1120 Message number 1115

Date:
Tue, 27 Feb 1996 16:11:32 -0700
From:
Roger Straub
<straub@CSN.NET>

Subject:

Re: Bump Mapping

On Tue, 27 Feb 1996, Nancy Jacobs wrote:

>
> What's Impulse's email address ?

You can reach Mike Halvorsen at 76004.1767@compuserve.com.

>
> Nancy
> illusory@interramp.com
>

--

"There is no love sincerer than the love of food." -- George Bernard Shaw

See ya,

Ben

** Imagine 4.0 - Amiga 3000/030/16MHz - 10MB - Skilled **

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1.1121 Message number 1116

Date:
Tue, 27 Feb 1996 16:06:49 -0700
From:
Roger Straub
<straub@CSN.NET>

Subject:

Re: Verismo

On Tue, 27 Feb 1996, Bill Boyce wrote:

> Where will CG go, now that realism has been virtually conquered?
> I suspect for the next 3 or 4 years, we'll just start to accept, or in many
> cases not even be aware of, the use of CG as it's refined, then the high-end
> guys will start to head out into "expressionism" and things will get really
> interesting. Well, more interesting, anyway.

Modern art, here we come! =)

> --

> Bill Boyce * Animation * 3D,2D even 1D (a line in your choice of colour)
> Amiga & PC * Imagine 4.0 * Semi-Pro (Making money, but so much to learn)
> The wages of sin is death, but the gift of God is eternal life in Christ
> Jesus our Lord * Romans 6:23 * Questions welcome - no flame wars please!
>

--

"There is no love sincerer than the love of food." -- George Bernard Shaw

See ya,

Ben

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1.1122 Message number 1117

Date:
Tue, 27 Feb 1996 16:35:35 -0700
From:
Roger Straub
<straub@CSN.NET>

Subject:

Re: Unsliced!

On Tue, 27 Feb 1996, Harry Drummond wrote:

> Hi.

>

>
 > Third, and to get to my real subject, I'm struggling to understand Slice.
 > I'm another coverdisk convert, and though I've tracked down a number of
 > references to Slice, nowhere have I yet found an explanation of the basic
 > operation of doing it. I spent something like an hour on it last night,
 > achieved it once, then couldn't repeat the operation. I end up with a fine
 > collection of axes and links, and no gretaer understanding than I began
 > with. It's obviously a crucial tool, so please, how do I use it?
 >
 > Thanks in advance.

Slice is a relatively easy concept in theory, but rather complex in practice.

It is used for what POV users would refer to differences, i.e. using one object as a "cookie cutter" on another object. For taking a cube-shaped piece out of a sphere, or an eye-socket shaped piece out of a skull. For the more mathematically minded, Boolean operations.

To use it, create/model/load the objects you want to combine/mangle. Position them so that their surfaces intersect or overlap. Pick all of them (you can pick more than 2, but I'd advise against it until you're more experienced) and select Slice, or R/(Alt/Amiga)-X. You will end up with an axis and a bunch of assorted, seemingly randomly-shaped objects. Go to Pick Objects mode, pick the central axis and delete it. This is only a reference axis that everything is grouped to. Make sure you are in PICK OBJECTS mode, otherwise you'll delete everything.

Now, the other objects are the pieces left over after you do the Slice operation. If you made two spheres, moved one about 75 units to the left, and sliced, for instance, there would be 4 objects: the larger parts of the two spheres, and the "dents" where they intersected. This won't work in practice, however, but I'll get into that later. Anyways, all that is left is to pick all the parts you don't want, delete them, and then Join and Merge the ones you DO want. Join to make them one object, and merge to join all the points that are in exactly the same places.

But it's not quite that simple. I said before that taking two spheres and moving one 75 units to the left wouldn't work. Now I'll tell you why. (I know you've been drooling in anticipation) If you try this, Imagine will belch in your face and tell you "An edge is too close to an edge." Imagine is quite picky when it comes to deciding how to Slice two objects. You can't have two faces or two edges overlapping. Usually this can be corrected by moving one of the objects a small amount, but this can become extremely complex with more detailed objects. The Slice function in 4.0 is better than earlier versions, but is still finicky.

So there you have the Slice function in a nutshell. If you have any questions, you can ask me, but PLEASE don't do it on the List! Email me privately for any queries/flames/compliments(please?)/irrelevencies/etc. =)

>
 > Harry.
 >
 > |++++/<<< Harry Drummond, University of Wolverhampton
 > |<<<>>\<<<>> email: H.Drummond@wlv.ac.uk
 > \ |<<<>>\++++>>\
 > \>>>\ \ \>>> Some days I seem to get

> \++++++>>\<<+>>| shunted every whichway...
>

--
"There is no love sincerer than the love of food." -- George Bernard Shaw

See ya,
Ben

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1.1123 Message number 1118

Date:
Tue, 27 Feb 1996 16:16:00 -0700
From:
Roger Straub
<straub@CSN.NET>

Subject:
Re: Newflare?

On Tue, 27 Feb 1996, Martin Caspersson wrote:

> Speaking of lensflares, does anyone know what the difference between
> the Lensflare effect and the Newflare effect?

The NewFlare FX module is a corrected version of the LensFlar FX module;
it will stop flaring if an object passes between the light and the camera.

>
>
> *****
> ** Martin Caspersson Email: SA9418@IDA.UTB.HB.SE **
> *****
>
> "A little nonsense now and then is cherished by the wisest men"
> - Willy Wonka
>

--
"There is no love sincerer than the love of food." -- George Bernard Shaw

See ya,
Ben

** Imagine 4.0 - Amiga 3000/030/16MHz - 10MB - Skilled **

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1.1124 Message number 1119

Date:
Tue, 27 Feb 1996 16:04:50 -0700
From:
Roger Straub
<straub@CSN.NET>

Subject:

Re: Email software ?

Funny, I thought this was the _IMAGINE_ mailing list, not the Eudora/Pegasus/Windows '95 mailing list. Take it to private E-mail, please.

--

"There is no love sincerer than the love of food." -- George Bernard Shaw

See ya,

Ben

** Imagine 4.0 - Amiga 3000/030/16MHz - 10MB - Skilled **

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1.1125 Message number 1120

Date:
Tue, 27 Feb 1996 19:29:48 -0600
From:
Stephen G.
<sgiff@AIRMAIL.NET>

Subject:

Feature Request

This is probably not new idea but I would love to see a feature that would allow you to mirror an object with bones so that all of the axis come out oriented properly as I am sure many of you have learned what a pain it is to have to go back and reorient the axes. I'm sure there is a mathematical way to do this but not being good at math I haven't bothered to figure it out.

s.g.

Visit me at the Magick Rainbow
<http://web2.airmail.net/sgiff>
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Imagine 4,3DS, PC Pentium 66, 32 meg ram.

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1.1126 Message number 1121

Date:
Tue, 27 Feb 1996 19:13:24 -0800
From:
Ted Stethem
<tstethem@LINKNET.KITSAP.LIB.WA.US>

Subject:

CU Amiga Texture Studio!

Do you have an ECS Amiga? And were you kind of irked that Impulse decided to not even try getting the 3.3+ Texture preview to work for them, even after promising for several months?

Well, I was going through the Barnes & Noble bookstore, and there, on the coverdisk for CU Amiga February 1996 is REGISTERED Texture Studio! And it works like a champ. In many ways, it works better than the Texture preview in Imagine and also has the option for saving out as hi-res 24-bit images. It works with Essence and it also does layered textures. Something neat to try is mixing Essence textures with Imagine textures, very cool.

The neat thing is that it renders to HAM, so I just pick a 160x120 custom window and it rips, fast enough to see what the texture will look like, very quickly.

The issue also has some basic Imagine tutorials for those new to Imagine plus about 7 objects.

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1.1127 Message number 1122

Date:
Tue, 27 Feb 1996 21:30:00 -0800
From:
Chuck Needham
<twobit@GLOBALDIALOG.COM>

Subject:

Re: Email software ?

Roger Straub wrote:

>
> Funny, I thought this was the `_IMAGINE_` mailing list, not the
> Eudora/Pegasus/Windows '95 mailing list. Take it to private E-mail, please.
>

You know? We've all got the list of IMLers, we know exactly who to ask to get our questions, who the experts are, and who are helpful with specific areas of interest....maybe we should all use private E-mail.

nuf said.

--

Chuck Needham
2Bit Graphics
e-mail: twobit@globaldialog.com
<http://www.globaldialog.com/~twobit/>

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1.1128 Message number 1123

Date:
Wed, 28 Feb 1996 18:02:17 +1300
From:
Bill Boyce
<bilboyce@IHUG.CO.NZ>

Subject:

Re: Flipping Symetrical Models??

At 12:38 AM 27/2/96 -0500, you wrote:

> Hello, I've a question about the modeling technique of modeling
> symetrical objects. I model only one half of the object, but I
> have no idea on how to mirror the object to get the other side of
> the object. I know that this technique has been used by Tim, I think
> his article in 3DA said this was how he did the dino. And I checked
> out Renderbrandt's URL on how he modeled the Goral(sp?) aircraft.
> Could someone help me out here, I'd appreciate it, Thanks.

The trick is to scale a copy of your object by -1 in the axis it needs to be mirrored in. Eg, if your object in the front view is all on the left, scale by -1 in X axis. The trick is to make sure the objects axis is exactly (and I mean exactly!) aligned with the 'mirror edge' of the object. Now join the two objects, do a merge and you're there.

Bill Boyce * Animation * 3D, 2D even 1D (a line, in your choice of colour)
Amiga & PC * Imagine 4 * Semi-Pro, but much to learn * bilboyce@ihug.co.nz

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1.1129 Message number 1124

Date:
Tue, 27 Feb 1996 23:59:20 EST
From:
David Nix
<WRNIX@UGA.CC.UGA.EDU>

Subject:

Re: Verismo
<bilboyce@IHUG.CO.NZ>

Bill wrote:

> (Says a guy who makes TV commercials and training videos :)

Making GOOD commercials and training videos is where being an artist comes into play. Making a captivating training video is what separates the good from the average.

> Where will CG go, now that realism has been virtually conquered?
> I suspect for the next 3 or 4 years, we'll just start to accept, or in many cases not even be aware of, the use of CG as it's refined,

There are plenty of cases already on the air now, that if you weren't involved in the production or had an inside track on what's going on, you'd never guess you were seeing either a computer generated or enhanced image or product.

I know for a fact about a case where a tire manufacturer had a commercial on the air showing their newest creation in use on a car in various situations before the product had even gone into production. The company was pretty sure they had a winning design and would have been releasing it anyway, but customer demand resulting from the advertisement caused them to speed up their manufacturing cycle in order to fill orders.

There are even more subtle and even insidious uses around. Most print and video work for large clients have had color and appearances "enhanced" to produce a more favorable emotional response... A kind of subliminal predisposition to reinforce demand...

So I guess we really don't want that Onyx multiprocessor machine, it just speaks to some hidden corner of our nature as consumers ;-)

Dave

David Nix
Digital Media Specialist, University Computing and Network Services
Computer Graphics & Video Production
Alias Certified Level 3 Animator, 5 yrs exp.
Amiga 4000/Imagine 4.0/V-Lab Motion/OpalVision
web site at: <http://www.visart.uga.edu/Alias/DaveN/daven.html>

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1.1130 Message number 1125

Date:
Wed, 28 Feb 1996 00:23:58 -0500
From:
Jon Rubin
<floater@INTERPORT.NET>

Subject:
Re: More Edge Line

Anders,

I'll try again to describe my problem, since it occurs even when the edge/point count of both edge sets is identical! I hope this thread isn't driving everyone else crazy?

For a simplified example (obviously, I probably wouldn't bother to go through all this for such a simple situation, but the problem is evident even here):

Take two identical default open ended tubes and place the end of one near, but not touching the end of the other.

Join the two tubes.

Go to pick edge mode and pick all the edges at the end of one tube.

Set edge line.

Clear.

Pick all the edges at the facing end of the other tube.

Fill to edge line.

Result: the edges are connected, but most of the edges on each tube are connected to a single edge on the other tube! The result looks rather like two distorted and overlapping cones have been placed between the tubes.

I get the same result even if I manually select all the edges one at a time, carefully ordering them consecutively on each tube. The only way I have been able to get the desired result is to pick 1, 2 or 3 consecutive edges on one tube, set edge line, clear, pick same # of edges on second tube, fill to edge line, and then repeat this process over and over, gradually closing the joint, --- but this is a real pain!

> What are the counts of the source and destination edge-lines ?! If there's
>too much difference in the #'s of edges, Imagine sometimes can't figure out
>where to connect for best result. The other way around this problem might
>be to handcraft the joint instead of spending hours getting the edge-fill
>function to workd properly!

The following is probably not going to help. I thought that by selecting the edges via Imagine's internal numbering I might be able to somehow pick the edges in a way that Imagine would read better. Unfortunately, I used the "sort" command, as someone had suggested, and it didn't help.

> JR> Is there a way to access the internal numbering of an objects
> JR> points/edges/faces? I'm thinking there might be a numerical way to do
> JR> this better.
>
> Could you please specify a bit clearer what your problem is here ?! I have
>difficulties understanding your situation.
>
Jon Rubin

I'm using the Amiga version, here. I'm going to try it out on the PC tomorrow!

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1.1131 Message number 1126

Date:
Wed, 28 Feb 1996 18:33:42 +1300
From:
Bill Boyce
<bilboyce@IHUG.CO.NZ>

Subject:

Re: Email software ?

At 04:04 PM 27/2/96 -0700, you wrote:

>Funny, I thought this was the _IMAGINE_ mailing list, not the
>Eudora/Pegasus/Windows '95 mailing list. Take it to private E-mail, please.

No, it's the imagine _MAILING_ list :)

(But I agree, this sort of thing is best replied to privately)

--

Bill Boyce * Animation * 3D, 2D even 1D (a line, in your choice of colour)
Amiga & PC * Imagine 4 * Semi-Pro, but much to learn * bilboyce@ihug.co.nz

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1.1132 Message number 1127

Date:
Wed, 28 Feb 1996 00:50:26 EST
From:
David Nix
<WRNIX@UGA.CC.UGA.EDU>

Subject:

Re: Slicing stuff
<tom.granberg@TV2.NO>

Hey folks-

One little thing I'd add to Toms advice about slice is that if you get that silly error message (a face is too close to a face, or something like that) you can also try scaling your cutting tool by like .999 and trying again. More times than not this seems to help.

However if you get the evil error #2 message as far as I know youre done for...

Dave

David Nix
Digital Media Specialist, University Computing and Network Services
Computer Graphics & Video Production
Alias Certified Level 3 Animator, 5 yrs exp.
Amiga 4000/Imagine 4.0/V-Lab Motion/OpalVision
web site at: <http://www.visart.uga.edu/Alias/DaveN/daven.html>

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1.1133 Message number 1128

Date:
Tue, 27 Feb 1996 23:54:38 -0600
From:
Stephen G.
<sgiff@AIRMAIL.NET>

Subject:

Re: Edimator(sp?)

>>I wouldn't put much stock in the capabilities of this video card, since it
>>uses an ISA slot, which isn't capable of anything near full-frame video.

>>

>>

>

>The Edimator uses a SCSI controller interface built into the board for a
>dedicated SCSI drive. It is the drive that records and plays back the video,
>bypassing the ISA connection. The Edimator comes complete with a gang of
>input and output connectors for playback on a television monitor, not the
>computer monitor.

Yeah, and even if it wasn't a SCSI connection on the card if you have a dedicated hard drive even with ISA you can still get fast enough throughput for full screen video. The PAR has been doing it for a few years now!

So there! :)

s.g.

Visit me at the Magick Rainbow
http://web2.airmail.net/sgiff
^^

Imagine 4,3DS, PC Pentium 66, 32 meg ram.

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1.1134 Message number 1129

Date:
Wed, 28 Feb 1996 07:00:26 +0100
From:
Mikael Johannsen
<mikael@PIP.DKNET.DK>

Subject:

New Anim

Hello

Yesterday I uploaded a MPEG to aminet, it now lies in pix/anim/bhasf3a2.mpg

Yours

Mikael Johannesen
mikael@pip.dknet.dk
PC 486DX2 66Mhz, 8MB RAM, Imagine 4.0

Visit me atuhhh....umm.....DAMN, no homepage.

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1.1135 Message number 1130

Date:
Tue, 27 Feb 1996 21:02:03 GMT
From:
Robert Darke
<robda@PARALLEL.DEMON.CO.UK>

Subject:

Re: Unsliced!

Hi Harry,

> Third, and to get to my real subject, I'm struggling to understand Slice.
> I'm another coverdisk convert, and though I've tracked down a number of
> references to Slice, nowhere have I yet found an explanation of the basic
> operation of doing it. I spent something like an hour on it last night,
> achieved it once, then couldn't repeat the operation. I end up with a fine
> collection of axes and links, and no gretaer understanding than I began
> with. It's obviously a crucial tool, so please, how do I use it?

It's quite an easy concept.

Take two objects, say a plane and a sphere.

Make the plane 100 units across and the sphere diameter 25 units (for example).

Put the plane three-quarters of the way up the sphere (i.e. sphere axis centered on 0,0,0, plane axis centered on erm .. 0,0, oh say 15)

Select both objects (shift key)

Select SLICE.

Wait.

You will get four objects ...

- 1) Bottom of sphere (minus part above plane)
- 2) Top of sphere (minus part below plane)
- 3) Plane with hole in middle (where the sphere touched it)
- 4) The bit out of the middle of the plane.
- 5) oh, and an axis to be the parent of the group .. forgot that one :-)

Slice basically takes all the objects you have selected and "slices" them wherever they intersect.

As a consequence, if you have, for example, an object that consists of two spheres that aren't touching and you slice it, you'll separate the spheres into individual objects plus an axis as their group-parent.

Hope this helps :-) This is my first IML post ...

Rob

--

+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| robda@parallel.demon.co.uk | So if I only could make a deal |

Bob Sampson
<RobSampson@AOL.COM>

Subject:

Re: Slicing stuff

In a message dated 96-02-28 01:18:29 EST, you write:

>One little thing I'd add to Toms advice about slice is that if you get
>that silly error message (a face is too close to a face, or something like
>that) you can also try scaling your cutting tool by like .999 and trying
>again. More times than not this seems to help.

Actually David I think the best advice for the slice problem is for everyone to flood Impulse with requests that it be fixed. It is a critical feature that does not work properly. I never realized how important it was until I started painlessly slicing solids in Acad and exporting objects into Imagine for further work. It seems such a crucial tool as is the function which leaves just the intersection of two objects. I'm not sure of the difference in the programming, perhaps it is just easier to program a solids modeler to slice than what we are using in Imagine. Is there anyone who knows the difference who can answer that?

Bob.....
Imagine renderings.
<http://home.aol.com/robsampson>
Imagine 4.0 P90 40 meg ram average+

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1.1138 Message number 1133

Date:
Wed, 28 Feb 1996 02:54:27 -0500
From:
Bob Sampson
<RobSampson@AOL.COM>

Subject:

Re: Contest entry

In a message dated 96-02-27 13:35:55 EST, you write:

>Well, time to set up some other creative project while my P5/90 grinds
>away at my contest entry. From the test renders, a 640x480 size was
>averaging 29 hrs. I hope it turns out the way I want it to. I'm rendering
>it at 1024x768 and will scale it down in Photoshop.

Wow, I look forward to seeing it Chuck. Having completed a render that took my P90 a long time myself, I can only say "Wait till your at 90% complete" and you start thinking "I just know the power will burp:))) I don't have a UPS so I thought about that allot.

Bob.....
Imagine renderings.
<http://home.aol.com/robsampson>
Imagine 4.0 P90 40 meg ram average+

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1.1139 Message number 1134

Date:
Wed, 28 Feb 1996 18:08:58 EST
From:
Robin Luiten
<luiten@TRANTOR.NMSD.OZ.AU>

Subject:

Re: Slicing stuff

> In a message dated 96-02-28 01:18:29 EST, you write:

>

> >One little thing I'd add to Toms advice about slice is that if you get
> >that silly error message (a face is too close to a face, or something like
> >that) you can also try scaling your cutting tool by like .999 and trying
> >again. More times than not this seems to help.

>

> Actually David I think the best advice for the slice problem is for everyone
> to flood Impulse with requests that it be fixed. It is a critical feature
> that does not work properly. I never realized how important it was until I
> started painlessly slicing solids in Acad and exporting objects into Imagine
> for further work. It seems such a crucial tool as is the function which
> leaves just the intersection of two objects. I'm not sure of the difference
> in the programming, perhaps it is just easier to program a solids modeler to
> slice than what we are using in Imagine. Is there anyone who knows the
> difference who can answer that?

Damn. straight its easier in a solids modeller. Much much easier.

For that matter its easier in Lightwave for only one reason. They don't have to break all cut polygons into triangles. Therefore there is less complexity in the object and a lower probability of the slice [boolean] getting really complex.

If you actually do several booleans in lightwave or get objects to a complex state that has lots of polygons it too starts barfing.... As an example if you get your Lightwave object and Triple it to make all polygons triangles then try slicing [boolean] it becomes most frustrating as well.

One nice thing in Lightwave though is that you can take a 2-D shape and apply it to the object as a rigid cheese wire to get a cut projected through the object on the edges of the 2-D shape. This is a simpler operation than a fully blown slice and if it were implemented might

1.1141 Message number 1136

Date:
Tue, 27 Feb 1996 23:27:12 +0100
From:
Anders Lundholm
<lund@HOA.PING.DK>

Subject:
Newflare?

Hi Martin ...

MC> Speaking of lensflares, does anyone know what the difference between
MC> the Lensflare effect and the Newflare effect?

The newflare doesn't flare when it's behind an object. Looks kinda pun when
having lensflares on the image but no visible lightsources <grin>

--

Anders Lundholm . Alien Workshop (Tm) Computer Graphics
Modeling & Animation . Lund@Hoa.Ping.Dk . Scoopex.Com

-- Via Xenolink 1.981, XenolinkUUCP 1.1

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1.1142 Message number 1137

Date:
Tue, 27 Feb 1996 23:24:17 +0100
From:
Anders Lundholm
<lund@HOA.PING.DK>

Subject:
Basketball map?

Hi Bill ...

>> Several years back, I seem to recall seeing a wrapping brushmap of a
>> basketball in an Imagine book or magazine. Does anyone happen to have
>> such a critter, and is there any chance I could get a copy? Thanks!

If you have (or have access) to the book (Understanding Imagine) you might
notice that the picture printed is quite clear. I scanned the picture and
retouched the image to that it fitted the sphere perfectly. Onto this, I
added a colormap (using the bumpmap as colormap (colored for the purpose)
and finally threw some dirt (textures) for best result.

- Low rendering times and excellent result. Guess I have to figure out where
to use the basketball now -:)

--

Anders Lundholm . Alien Workshop (Tm) Computer Graphics
Modeling & Animation . Lund@Hoa.Ping.Dk . Scoopex.Com

-- Via Xenolink 1.981, XenolinkUUCP 1.1

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1.1143 Message number 1138

Date:
Wed, 28 Feb 1996 03:38:29 -0500
From:
Tom Ross
<rosst@UNVAX.UNION.EDU>

Subject:

Re: Contest entry

Wow, it sounds elaborate!

Why textures instead of brushes? And could you elaborate on why so many lights?

[Attributed to Thelonius Monk, on entering a concert hall: "Must be mighty dark in here. Otherwise why would there be so many lights?"]

What's the screenplay?

Tom

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1.1144 Message number 1139

Date:
Wed, 28 Feb 1996 06:02:40 EST
From:
Tim Wilson [Crestline]
<76432.1122@COMPUSERVE.COM>

Subject:

Symmetrical Bones

To Stephen G., re your message of Tue, 27 Feb 1996

>>>I would love to see a feature that would allow you to mirror an object with bones so that all of the axis come out oriented properly as I am sure many of you have learned what a pain it is to have to go back and reorient the axes. I'm sure there is a mathematical way to do this but not being good at math I haven't bothered to figure it out.<<<

Here's how I do it. Assume your figure is facing you in the Front View, and you plan to mirror it along the X axis. Go into PICK GROUP mode, and Pick your group of bone axes. With the Transformations requestor, SCALE the group in X by -1, in WORLD mode, and at the same time, reverse the value of the X POSITION (either from positive to negative, or vice-versa, whatever applies). Then in PICK OBJECT mode, Pick each axis in the hierarchy individually, and (again in Transformations) reverse each one's Y and Z ALIGNMENT values. This should give you an exact mirror image of your hierarchy.

Note: The axes that get their Alignment reversed will depend on your particular way of orienting axes in a hierarchy. In this example it is assumed that the bones' X axes are still roughly aligned in the same direction as the World's X axis (pointing toward the right in the Front View). Hence, the alignment correction has to be made to the Y and Z axes to restore symmetry.

Impulse probably could automate this procedure, but it doesn't take long to do by hand. All you're doing is changing pluses to minuses in the Transformations requestor.

-Tim Wilson
Imagine 4.0 on P5
Advanced- freeform modeling & animation

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1.1145 Message number 1140

Date:
Wed, 28 Feb 1996 06:03:23 EST
From:
Tim Wilson [Crestline]
<76432.1122@COMPUSERVE.COM>

Subject:
Crestline lighting arrays

To Dick Bryant, re your message of Tue, 27 Feb 1996

>>>Can anyone tell me where the Crestline lighting arrays that are supposed to included with 4.0 are and how you use them??<<<

For some reason my arrays just did not make it onto the final 4.0 disks. I'll try to get Impulse to post them on their web page, ASAP. They're basically just special groups of lights sources that you can use to do soft shadows. I've been rather busy shovelling snow lately, and taking an occasional break to send out

Humanoids, but I'll try to get this done by Friday, if possible. IAC, I'll post another message when they're up.

-Tim Wilson
Imagine 4.0 on P5
Advanced- freeform modeling & animation

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1.1146 Message number 1141

Date:
Wed, 28 Feb 1996 06:03:32 EST
From:
Tim Wilson [Crestline]
<76432.1122@COMPUSERVE.COM>

Subject:

Explosions!

To Jim Shinosky, re your mesaage of Tue, 27 Feb 1996

>>>Eventually, I'll get my web page up and I'll put some [pyromania] animations up there for all to see.<<<

Groovy.

-Tim

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1.1147 Message number 1142

Date:
Wed, 28 Feb 1996 13:51:54 +0100
From:
Per Sverre Wold-Hansen
<woldh@MOTHER.NORCONNECT.NO>

Subject:

Re: More Edge Line

>Take two identical default open ended tubes and place the end of one near,
>but not touching the end of the other.
>Join the two tubes.
>Go to pick edge mode and pick all the edges at the end of one tube.

>Set edge line.
>Clear.
>Pick all the edges at the facing end of the other tube.
>Fill to edge line.
>Result: the edges are connected, but most of the edges on each tube are
>connected to a single edge on the other tube! The result looks rather like
>two distorted and overlapping cones have been placed between the tubes.

I just tried this and do not understand the problems you're having.

It seams up without a hitch for me on AMIGA, Imagine v4.0.

I even tried selecting points starting at diagonal opposite points at the second side when before "Fill to Edge Line". Imagine STILL seamed the two pieces together connecting the points closest to eachother.

Just a mention: I DID use open-ended tubes made by extruding a (deafult) disk after removing the central point.

And I picked the edges around the periphery (?) (perimeter ?? - Whatever) of the two ends by first hiding all points at the far ends, then turning the remaining points slightly in perspective view and increased perspective - Then used "Newmode".

** Per Sverre **
Fredrikstad Norway
woldh@sirius.no

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1.1148 Message number 1143

Date:
Wed, 28 Feb 1996 12:09:02 +0100
From:
Anders Lundholm
<lund@HOA.PING.DK>

Subject:
Verismo

Hi David ...

[snip]

DN> So I guess we really dont want that Onyx mulitprocessor machine, it
DN> just speaks to some hidden corner of our nature as consumers ;-)

Althouhg I would be the last to put down such an offer from SGI :)

--

Anders Lundholm . Alien Workshop (Tm) Computer Graphics
Modeling & Animation . Lund@Hoa.Ping.Dk . Scoopex.Com

-- Via Xenolink 1.981, XenolinkUUCP 1.1

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1.1149 Message number 1144

Date:
Wed, 28 Feb 1996 13:06:58 +0100
From:
Anders Lundholm
<lund@HOA.PING.DK>

Subject:

World record in rendering

Hi Chuck ...

CN> away at my contest entry. From the test renders, a 640x480 size was
CN> averaging 29 hrs. I hope it turns out the way I want it to. I'm

I once rendered an image in 1200x1700 for a frontpage with antialias set to
5 (the value) ... 20% took approx 80 hours. Guess what, I killed the bitch
and threw in some more ram (added 16mb's and ended up with 48 mb's) ..
rendering time decreased to something near 80 hours for entire image! (and
boy, was it worth the waiting ... off to postprocessing).

--

Anders Lundholm . Alien Workshop (Tm) Computer Graphics
Modeling & Animation . Lund@Hoa.Ping.Dk . Scoopex.Com

-- Via Xenolink 1.981, XenolinkUUCP 1.1

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1.1150 Message number 1145

Date:
Wed, 28 Feb 1996 10:49:04 -0500
From:

Craig Andera
<CANDERA@RFC.COM>

Subject:

World Record Render

Sorry, I was dumb enough to delete the message right after reading it, but my question pertains to the situation described in a recent post. Someone mentioned that incredibly high render times were dramatically reduced when more memory was added to the system.

I'm trying to figure out why this would be the case. In a machine using virtual memory (which we all know is sadly not the case with PC Imagine), I could understand. It was my understanding that Imagine loads the whole scene and then goes to town, with the only consequence of lack of memory being the possibility that objects are dropped during render.

I guess about the only thing I can think of is that since Imagine does its own memory management, smaller memory spaces become more fragmented, leading to higher cache miss rates and subsequent lower performance.

Any ideas? Better yet, anyone know for sure?

-Craig

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1.1151 Message number 1146

Date:
Wed, 28 Feb 1996 17:02:40 +0100
From:
Marcus Johansson
<marcus@NS.NSB.NORRKOPING.SE>

Subject:

Re: World Record Render

>I guess about the only thing I can think of is that since Imagine does its
>own memory management, smaller memory spaces become more
>fragmented, leading to higher cache miss rates and subsequent lower
>performance.

>

>Any ideas? Better yet, anyone know for sure?

>

>-Craig

>

Hello

Well something that I found out when I started with Imagine is that when low on memory Imagine keeps on struggling, but the the time tick's

away wery fast.

So when on optimal mem the render goes fast(in raytracing terms) then when we push it a bit it takes alot of time to finally end up with parts missing.

The reason why, is for someone who know programming and that stuff.
But it feels like memmoryfragmenting and buffering and things like that.

Bye.

Marcus.

marcus@nsb.norrkoping.se

<http://www.nsb.norrkoping.se/~marcus/>

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1.1152 Message number 1147

Date:

Wed, 28 Feb 1996 10:46:52 -0800

From:

Daniel Bisig

<bcbisig@WAWONA.VMSMAIL.ETHZ.CH>

Subject:

Vertisketch 3D Scanners

Hi all,

I read somewhere about the existence of two 3D scanner called Vertisketch S10 and S20. Due to the fact that I have only marginal information about the two 3D scanners I faxed their producers for several times but without getting an answer.

Therefore I want to ask if someone has ever used such a scanner and what he/she thinks about it. Can these scanners also be used together with imagine or does one need lightwave for hardware control??

And of course I would like to know how much these scanners cost.

thanks in advance

Daniel

--

Daniel A. Bisig

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1.1153 Message number 1148

Date:
Wed, 28 Feb 1996 11:24:17 +119304028
From:
Ing. Alexander Owen Wallace
<awallace@ALPHA1.SAL.UADEC.MX>

Subject:
Scaling a project

Hi there dear imagineers!

I have a dumb question. Is there a way to scale a project in Imagine, like having a 90 frames animation and making imagine evenly distribute all keys on a desired number of frames, let's say 300?

Thanks in advance!

```
-----  
| IE. Alexander Wallace           |  
| awallace@alpha1.sal.uadec.mx   |  
| Imagine 3.0 PC DX2 @66 8 MB    |  
| Inter+                          |  
-----
```

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1.1154 Message number 1149

Date:
Wed, 28 Feb 1996 11:12:30 -0600
From:
Rick Beilfuss
<vview@CSWNET.COM>

Subject:
Re: More Edge Line

I'm guessing here that your two tubes are at 90 degrees from each other, and if so that's your problem. Imagine edge fill only works good on objects somewhat lined up with each other. (if this isn't the case, must be a bug with the Amiga version)

Make sure your tubes are somewhat lined up before joining. Then use bones to bend the tubes to 90 degrees.

Rick

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1.1155 Message number 1150

Date:
Wed, 28 Feb 1996 18:40:47 +0200
From:
Granberg Tom
<tom.granberg@TV2.NO>

Subject:
Velocity scaling

Hi guys

I wonder if someone could explain to me how the velocity scaling works. I know that it's a way of telling imagine to interpolate the "numbers" between two keyframes. And I use them all the time, and I find it rather confusing when my keyframes no longer seems to be an absolute keyframe anymore. It seems to me that it overrides my keyframes if there are a short time between two of them and the movement between the two keyframes are "semi-huge". So, what does the first and the second value indicate? And how can I know what I should put in them.?

Thanks

Tom G

As you can see, I may know a lot about Imagine, but I ain't almighty.:-)

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1.1156 Message number 1151

Date:
Wed, 28 Feb 1996 10:53:52 -0800
From:
Mike McCool
<mikemcoo@EFN.ORG>

Subject:
Re: Scaling a project

You asked if you could scale a 90-frame anim up to a 300-frame anim, automatically.

There's a great arexx script called StageExpand, which does this very trick. It's sweet. You want it, lemme know.

Oh jeez, I just read your footer. This won't work for you. (Sorry).

(What do Ibeamers have INSTEAD of arexx? (Maybe a spare amiga on another desk?)).

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1.1157 Message number 1152

Date:
Wed, 28 Feb 1996 11:32:55 PST
From:
A Niemann
<aniemann@RBCM1.RBCM.GOV.BC.CA>

Subject:

Re: World record in rendering

At 01:06 PM 2/28/96 +0100, you wrote:

>Hi Chuck ...

>

> CN> away at my contest entry. From the test renders, a 640x480 size was

> CN> averaging 29 hrs. I hope it turns out the way I want it to. I'm

>

>I once rendered an image in 1200x1700 for a frontpage with antialias set to

>5 (the value) ... 20% took approx 80 hours. Guess what, I killed the bitch

>and threw in some more ram (added 16mb's and ended up with 48 mb's) ..

>rendering time decreased to something near 80 hours for entire image! (and

>boy, was it worth the waiting ... off to postprocessing).

>

Sorry to continue a maybe silly thread, but in my Amiga days I once started a raytrace on an A3000 and then went away for the long weekend. When I came back 4 days later it had only made it to 20%. I never did see it rendered.

andy

Photo / Computer Arts

Royal BC Museum

Victoria, BC, Canada

<http://rbcml.rbcm.gov.bc.ca>

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1.1158 Message number 1153

Date:
Wed, 28 Feb 1996 14:55:18 -0500
From:
fernando Bartra
<fer007@FREENET.SCRI.FSU.EDU>

Subject:

hello

Hello all!!!!!!:

My name is Fernando Bartra and I'm a new subscriber to the list. I am just beginning to learn to do computer animation and I'm very excited about it. I have Aladdin 4d but I'm not sure there is still support for it, but luckily recently I got Imagine 3.0 as a coverdisk so now I have access to the thousands of objects available for Imagine.

I have many hobbies like chess, poetry, movies, so Im gonna try to make time to learn Imagine. Here is a couple of questions I have:

1- I only have a 4000amiga w 6mb and I'm thinking of getting an extra 4mb simms. Since Im a college student I need to make the most of my money. Will that extra 4mb make a difference in using Imagine? Does extra memory reduces render time?

2- Is it worth upgrading to Imagine 4.0? As I said, I cannot afford much until I graduate in 2 years and I rather get the 4mb.

3- I have a few nice cycle anim objects for imagine (knight, dragons, etc) and using the cycle editor I can see the different slides that make up the cycle and even animate it in wireframe. Problem is i cant render so I go to scenery animator and try to load cycle but it only loads the first obj. Can I make an anim having all slides of cycle in scenery editor?

Thank you and glad to be here,
Fernando Bartra

Amiga 4000+6mb+Aladdin4d+Imagine 3

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1.1159 Message number 1154

Date:
Wed, 28 Feb 1996 15:07:49 -0500
From:
Craig Andera
<CANDERA@RFC.COM>

Subject:

Velocity scaling -Reply

OK, I'll take a crack at this. Others can correct me.

My assumption has always been that the velocity scaling terms are parameters on a spline fit. Picture it this way: draw three or

more dots in a row at varying heights. If you were to connect them with straight lines, you'd have something that looked like a bunch of 2D mountains or a graph of the stock market.

Now imagine connecting these not with straight lines, but with curved lines. At each point, we know the graph must pass through the point, but not at what slope it should enter or exit.

I'll try to explain a bit. Imagine three points arranged in an equilateral triangle, resting on one of its sides. Drawing a spline through these points from left to right, we could either start below the base, pass through the first point going up, through the second point going level and through the third point going down. Or we could pass through the first point going level, curve up to hit the second point, overshoot it and then curve down to the third point.

<Pause to take a breath>

OK. Just had a thought. Go into the spline editor and make some arbitrary shape and you'll get a better idea of what I mean. Basically, you can control the angle and rate at which a spline approaches and leaves a certain point. This is what I understand velocity scaling to be, except it has to do with the motion of an object rather than the shape of a path.

So when I specify starting velocity to be one and ending velocity to be zero, I'm essentially saying "Use a curve that starts heading towards the next keyframe at a linear rate and ends up decelerating to a stop." The positional graph of the object over time looks like the curvy lines I spent so much time babbling about above.

I think the reason you have problems with overshooting your keyframes is that the spline model they use to give the actual incremental positions can't "hit" the target point with the numbers you provide. It's trying to bend faster than the mathematical model will allow.

Also, thinking about it a bit more, the spline must take into account not just the point it's moving to and from, but also the next point as well, or you wouldn't get smooth motion as it passed through the second keyframe. In other words, the spline is looking ahead to make sure it can get to the third point in a smooth manner.

I believe that clicking 'Discontinuous knot' will cause the spline to consider only the first and second point, and thus will force the path to pass through the second keyframe position.

Hope this helps a little bit, at least.

-Craig

P.S. A large cash sum will be awarded to the first person able to translate this into English.

>>> Granberg Tom <tom.granberg@TV2.NO> 02/28/96 10:40am
>>>
Hi guys

I wonder if someone could explain to me how the velocity scaling works. I know that it's a way of telling imagine to interpolate the "numbers" between two key frames. And I use them all the time, and I find it rather confusing when my keyframes no longer seems to be an absolute keyframe anymore. It seems to me that it overrides my keyframes if there are a short time between two of them and the movement between the two keyframes are "semi-huge". So, what does the first and the second value indicate? And how can I know what I should put in them?

Thanks

Tom G

As you can see, I may know a lot about Imagine, but I ain't almighty.:-)

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1.1160 Message number 1155

Date:
Wed, 28 Feb 1996 14:54:51 -0600
From:
Louis Sinclair
<rundio@WINTERNET.COM>

Subject:

Re: Scaling a project

Mike McCool wrote:

> (What do Ibeamers have INSTEAD of arexx? (Maybe a spare amiga on another
> desk?)).

That's what I do :)

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1.1161 Message number 1156

Date:
Wed, 28 Feb 1996 17:08:58 -0500
From:
Lars & Rene' Nilsson
<nilsson@SERVTECH.COM>

Subject:

Re: Scaling a project

At 10:53 AM 2/28/96 -0800, Mike McCool wrote:

>You asked if you could scale a 90-frame anim up to a 300-frame anim,
>automatically.

>

>There's a great arexx script called StageExpand, which does this very
>trick. It's sweet. You want it, lemme know.

Howdy,

Perhaps ISL (Imagine Staging Language) would be able to solve the
problem. I don't have it myself, but it seems like it should be
possible to write a program which takes the textgenerated output of
the stage and expands it, then use ISL again to transfer it back
to Imagine's format.

ISL is available on Aminet as far as I know and exists in both Amiga
and PC format.

Regards,
Lars Nilsson

```
+-----+  
| Lars & Rene' Nilsson | What more can you ask of life than |  
| nilsson@servtech.com | a cat in your lap? |  
+-----+
```

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1.1162 Message number 1157

Date:
Wed, 28 Feb 1996 14:56:44 -0700
From:
Dave Wilson
<darius@CONNECT.AB.CA>

Subject:

Arexx - Rexx -- was Re: Scaling a project

At 02:54 PM 2/28/96 -0600, you wrote:

>Mike McCool wrote:

>> (What do Ibeamers have INSTEAD of arexx? (Maybe a spare amiga on another
>> desk?)).

>


```

>
>
> Rob
>
> --
>
> +-----+-----+-----+-----+
> |      robda@parallel.demon.co.uk      | So if I only could make a deal |
> |-----+-----+-----+-----+      | with God      |-----|
> |      Parallel Dimensions      | And get him to swap our places |
> +-----+-----+-----+-----+
>

```

--
 "There is no love sincerer than the love of food." -- George Bernard Shaw

See ya,
 Ben

** Imagine 4.0 - Amiga 3000/030/16MHz - 10MB - Skilled **

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1.1164 Message number 1159

Date:
 Wed, 28 Feb 1996 15:02:17 -0700
 From:
 Roger Straub
 <straub@CSN.NET>

Subject:
 Re: More Edge Line

On Wed, 28 Feb 1996, Jon Rubin wrote:

```

>
> For a simplified example (obviously, I probably wouldn't bother to go
> through all this for such a simple situation, but the problem is evident
> even here):
>
> Take two identical default open ended tubes and place the end of one near,
> but not touching the end of the other.
> Join the two tubes.
> Go to pick edge mode and pick all the edges at the end of one tube.
> Set edge line.
> Clear.
> Pick all the edges at the facing end of the other tube.
> Fill to edge line.
> Result: the edges are connected, but most of the edges on each tube are
> connected to a single edge on the other tube! The result looks rather like

```


> two distorted and overlapping cones have been placed between the tubes.

I got a good result, with none of the twisting you describe, even when I flipped one tube around the X axis so that the other end was facing the first tube, and even when I rotated the bottom tube at an odd angle. The faces came out looking just fine.

--

"There is no love sincerer than the love of food." -- George Bernard Shaw

See ya,

Ben

** Imagine 4.0 - Amiga 3000/030/16MHz - 10MB - Skilled **

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1.1165 Message number 1160

Date:
Wed, 28 Feb 1996 15:29:53 -0700
From:
Roger Straub
<straub@CSN.NET>

Subject:

Re: Scaling a project

On Wed, 28 Feb 1996, Ing. Alexander Owen Wallace wrote:

> Hi there dear imagineers!

>

> I have a dumb question. Is there a way to scale a project in Imagine, like
> having a 90 frames animation and making imagine evenly distribute all
> keys on a desired number of frames, lets say 300?

If you're using an Amiga, which I see you're not, you can. Ian Smith's Imagine Utilities has an AREXX script called StageFrames, which lengthens a project by a set amount and scales all of the timelines to fit. You can find it on Ian Smith's homepage: <http://www.ncinter.net/~iansmith/>

I truly can't help you on a PC, though. Anyone else? =)

>

> Thanks in advance!

>

>

>

> | IE. Alexander Wallace |

> | awallace@alpha.sal.uadec.mx |

> | Imagine 3.0 PC DX2 @66 8 MB |

> | Inter+ |

> -----
>

--
"There is no love sincerer than the love of food." -- George Bernard Shaw

See ya,
Ben

** Imagine 4.0 - Amiga 3000/030/16MHz - 10MB - Skilled **

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1.1166 Message number 1161

Date:
Wed, 28 Feb 1996 15:51:12 -0700
From:
Roger Straub
<straub@CSN.NET>

Subject:
Re: Velocity scaling

On Wed, 28 Feb 1996, Granberg Tom wrote:

> Hi guys
>
> I wonder if someone could explain to me how the velocity scaling works. I know
> that it's a way of telling imagine to interpolate the "numbers" between two
> key
> frames. And I use them all the time, and I find it rather confusing when my
> keyframes no longer seems to be an absolute keyframe anymore. It seems to me
> that
> it overrides my keyframes if there are a short time between two of them and the
> movement between the two keyframes are "semi-huge"
> So, what does the first and the second value indicate? And how can I know what
> I
> should put in them.?

This is a rather confusing subject, but I found a bit of help in the
Essence manuals. I think this is correct, but I don't really know for sure.

Think of it like a spline path on a graph, leading from the origin to a
point in the upper right area of the graph.. The X axis is time, or the
number of frames your timeline extends. The Y axis is the distance travelled
if you're moving the object, or degrees if you're rotating, etc.

The VS #0 value is the angle of the knot of the bottom-left point of the
spline. It starts out at 1, which is straight to the right. A value of 0
would point the knot straight up. With the VS0 value at 1, the object

starts slow (not much rise in the graph) and then accelerates. The VS value #1 is the angle of the top-right knot, 1 being straight left and 0 being straight down. With the value at 1, the object comes in fast and then decelerates toward the end of the timeline. Do you follow?

Now, A VS #0 value above 1 will lengthen the bowtie while the knot is still pointed straight up, so that the object will start off faster, and then slow down A LOT towards the end. The same goes for VS #0, with appropriate corrections.

A VS #0 value of less than 0 will make the object "wind up" before moving on to the end of its timeline, like a cartoon character who moves backwards before dashing off the side of the screen with a puff of smoke.

Just for reference, if both VS values are set to .5, you should get an effect similar to if you turned spline interpolation off. Not really useful, but just for reference. =)

>
> Thanks
>
> Tom G
>
> As you can see, I may know a lot about Imagine, but I aint almighty.:-)
>

Welcome to humanity, Tom. ;)

--

"There is no love sincerer than the love of food." -- George Bernard Shaw

See ya,
Ben

** Imagine 4.0 - Amiga 3000/030/16MHz - 10MB - Skilled **

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1.1167 Message number 1162

Date:
Wed, 28 Feb 1996 18:16:15 EST
From:
Tim Wilson [Crestline]
<76432.1122@COMPUSERVE.COM>

Subject:
Symmetrical Bones

In the example I just gave, I was assuming that you are only mirroring the bones of a limb like the arm or leg. That's why you ''reverse the value of the X POSITION'' to move the mirrored set into the opposite position. Unless you're

designing some really bizarre creature, you shouldn't need a duplicate set of vertebral bones.

-Tim Wilson
Imagine 4.0 on P5
Advanced- freeform modeling & animation

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1.1168 Message number 1163

Date:
Wed, 28 Feb 1996 18:01:31 -0800
From:
Chuck Needham
<twobit@GLOBALDIALOG.COM>

Subject:

Re: Velocity scaling

Granberg Tom wrote:

>
> As you can see, I may know a lot about Imagine, but I aint almighty.:-)
>

"Deification is the highest form of flattery"

--

Chuck Needham
2Bit Graphics
e-mail: twobit@globaldialog.com
<http://www.globaldialog.com/~twobit/>

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1.1169 Message number 1164

Date:
Wed, 28 Feb 1996 19:37:27 -0500
From:
Chris Magoulis
<CMagoulis@AOL.COM>

Subject:

Hard Copies...

Users,

I have recently come to the realization that, unless I can give people in the "real world" actual video tapes of my animations, there is no way for them to visualize what I'm doing in the "computer world". That is to say, it would be easier for someone to view a tape than a FLC.

And so I ask this collective group of informed professionals and ingenious hobbieists... how can I get my stuff onto a standard VHS cassette in the most cost effective manner? Is there, perhaps, a card that I can throw into my PC that will output to a VCR or something like this?

Here's my system specs:

Pentium 75 PC
16 MB RAM
SVGA 1024KB
1.2 Gig HD

So what can you guys throw at me? I'll initially assume that I need to get a LOT more memory, but what do I know?! Any and all information is greatly appreciated.

Chris Magoulis

cmagoulis@aol.com

BTW: I can't get hold of Steve Worley either... Anyone want to make a copy of Essence and send it to me via this list? ;}

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1.1170 Message number 1165

Date:
Wed, 28 Feb 1996 16:55:01 -0800
From:
Ted Stethem
<tstethem@LINKNET.KITSAP.LIB.WA.US>

Subject:

Re: Velocity scaling

On Wed, 28 Feb 1996, Chuck Needham wrote:

> Granberg Tom wrote:
> >
> > As you can see, I may know a lot about Imagine, but I aint almighty.:-)
> >
>
> "Deification is the highest form of flattery"
>
> "Defecation is the highest form of flatulence"

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1.1171 Message number 1166

Date:
Wed, 28 Feb 1996 19:49:00 -0600
From:
MATTHEW MATHERS
<matthew.mathers@CSHL.COM>
Subject:
UNSUBSCRIBE

UNSUBSCRIBE

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1.1172 Message number 1167

Date:
Wed, 28 Feb 1996 22:31:15 -0500
From:
Prophet
<jbk4@PSU.EDU>
Subject:
Re: Unsliced!

>On Tue, 27 Feb 1996, Robert Darke wrote:
>
>>
>> As a consequence, if you have, for example, an object that consists of two
>> spheres that aren't touching and you slice it, you'll separate the spheres
>> into individual objects plus an axis as their group-parent.
>>
>
>Aha! I knew I was forgetting something. If you have a non-contiguous

>surface (ie all of the triangles aren't touching each other, you have
>separate pieces) you can use Slice to automatically center each object's
>axis in the object. Try it: create a primitive tube w/ default values,
>pick it, and select Slice. Wait a few moments, and your tube's axis is
>centered in the tube instead of being at the bottom. The only side effect
>is that you get the PARTS axis, which must be deleted.

Ah, but this doesn't always work.

If you can slice the objects successfully by themselves then usually they will slice together.

But say you have two objects that won't slice together. Try slicing each piece by itself. I've done this several times. One of your pieces probably won't slice itself, you'll get an error. This may only be related to the dreaded err2 though. So if they don't slice individually, they don't slice together either.

Jaeson K.

```

( | \      ( / \      ( )      _ / )
 ) | ) _   / / _   _ _ /   ( X )
 ( | / ~ \ / \ ) / --- ~ / ) / ) / ) / ~ \ / \ ) / _
 ) ll / 1 / \ _ ( /   ( /   ( _ / _ / / / \ _ ( _ )
 ( _____ )      ( _ /      ( _ )

```

Jaeson Koszarsky

Amiga 3000

cyberprophet@psu.edu

68040 (68060 MkII soon)

jbk4@email.psu.edu

24Megs-ZIP

OS3.1, ShapeShifter

Imagine4.0, pro+

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1.1173 Message number 1168

Date:

Thu, 29 Feb 1996 01:00:25 -0500

From:

Curtis Carlson
<Curtcee@AOL.COM>

Subject:

Re: Edimator(sp?)

In a message dated 96-02-28 01:18:51 EST, Stephen G. wrote:

>

>Yeah, and even if it wasn't a SCSI connection on the card if you have a
>dedicated hard drive even with ISA you can still get fast enough throughput
>for full screen video. The PAR has been doing it for a few years now!

>
>So there! :)
>
>s.g.

I'm not sure if I understand this right. You mean to say that your PAR has been playing back full screen video through your ISA bus to your computer monitor? I have both the PAR and the Perception and neither of them do that.

Here is how my PAR and Perception have always worked: The frames of my animation are rendered to the PAR board (through the ISA bus) which compresses the frames and stores them in a single file on the dedicated drive. When I want to play back the animation at 30 frames per second, the dedicated drive sends the file to the PAR board for decompression and conversion to an NTSC signal and then on to the PAR's S-video, composite and component outputs which are connected to an NTSC monitor--not my computer monitor. In doing this, the playback completely bypasses the ISA bus to my computer. As far as the PAR is concerned, the ISA bus is for nothing more than power and software communication.

The Perception does have a player that can play back the animation file on the computer monitor (through the PCI bus) but it is the herky-jerky AVI type of playback. It is only for those times when reaching over to turn on the television monitor is just more effort than it is worth.

If it is true your PAR is playing back your animations full screen on your computer monitor through your ISA bus, then you must have a model of the PAR that I have never heard of. As a matter of fact, you may have a model that even Digital Processing Systems (the makers of the PAR and Perception) has never heard of.

Curtis Carlson
Curtcee@aol.com

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1.1174 Message number 1169

Date:
Thu, 29 Feb 1996 19:03:17 +1300
From:
Gary Dierking
<garyd@WAVE.CO.NZ>

Subject:

Re: Hard Copies...

> And so I ask this collective group of informed professionals and
>ingenius hobbieists... how can I get my stuff onto a standard VHS cassette in
>the most cost effective manner? Is there, perhaps, a card that I can throw
>into my PC that will output to a VCR or something like this?
> So what can you guys throw at me? I'll initially assume that I need to

>get a LOT more memory, but what do I know?! Any and all information is

I'm using a Creative Labs external TV coder which feeds an NTSC or PAL signal to your VCR or TV. It will handle up to 640x480 in DOS and 800x600 in Windows although I haven't had good results at the higher resolution. You can use AAWin to script your FLC's together and play them back while recording with the coder. To get smooth playback you need enough ram to hold the whole animation.

I paid about \$200 US here in New Zealand for one so I'm sure you can get it for less. Don't expect broadcast quality, but it can tide you over until you can afford a PVR.

Gary Dierking-DX4-100-20 meg-1.2 gig-Imagine 4.0

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1.1175 Message number 1170

Date:
Thu, 29 Feb 1996 06:12:18 GMT
From:
Fred Aderhold
<fredster@DIGISYS.NET>

Subject:

Re: Hard Copies...

On Wed, 28 Feb 1996 19:37:27 -0500, you wrote:

> And so I ask this collective group of informed professionals and
>ingenius hobbieists... how can I get my stuff onto a standard VHS cassette in
>the most cost effective manner? Is there, perhaps, a card that I can throw
>into my PC that will output to a VCR or something like this?

>From the "maniac hobbieist" corner, here's my solution.

What I got:

A DPS Perception Video Recorder, and a 4gig SCSI hard drive.

How it works:

The PVR is a PCI card that goes in your PC that is capable of playing a full screen animation at 30fpc from its dedicated SCSI hard drive. It's hard drive has nothing to do with your system drives. If you're running Windows(3.1,3.11,'95), you have to render your animation frames to your regular hard drive, then import them onto the PVR drive. It automatically compiles the animation in it's own format. Connect the output of the card to the input of your VCR, hit "play" with the PVR software, record on your VCR, and there ya go. If you're running Windows NT, the PVR drive shows up like a system drive and you can render your frames right to it (c'mon WinImagine!). The PVR uses its own compression, and a 1gig hard drive gets you about 3min of recording time (4 gigs gets me 16 minutes!). Being SCSI, you can chain

up to 6 drives. You can make a playlist, and seamlessly play one animation after another. The PVR software also has some basic editing, so you can fade between scenes or fade out. You can also use Adobe Premiere to edit video clips.

There is an earlier version called the Personal Animation Recorder (PAR) that used IDE drives instead of SCSI. The PVR is the latest, and they claim has better quality output than the PAR. I've never seen PAR video, so I could'nt say.

How much:

The PVR was \$1795, the 4gig HD was \$1200.

Requirements:

A 486, Pentium or higher.

A full length PCI slot.

At least 32mb of RAM. (I went to 48MB)

A SVGA display (800x600x16m). - You'll need to upgrade to at least 2mb, 4mb would be better.

Windows 3.1, WFWG, '95 or NT.

> 1.2 Gig HD

That'll do, but with IDE drives so cheap these days, I'd get another one.

For more info, they have a web page:

<http://www.dps-inc.com>

BTW - while I was at it, I also got 3DS for DOS, and the 3DS Max upgrade(when it comes out). I am indeed in 3d heaven. :)

Fredster
fredster@digisys.net
<http://www.digisys.net/users/fredster>

After we pull the pin, Mr. Grenade is NOT our friend!

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1.1176 Message number 1171

Date:
Thu, 29 Feb 1996 03:03:06 -0500
From:
Tom Ross

<rosst@UNVAX.UNION.EDU>

Subject:

Re: Velocity scaling

On Wed, 28 Feb 1996, Chuck Needham wrote:

> Granberg Tom wrote:

> >

> > As you can see, I may know a lot about Imagine, but I aint almighty.:-)

> >

>

> "Deification is the highest form of flattery"

Also called 'verbosity scaling,' I think.

>

> --

> Chuck Needham

> 2Bit Graphics

> e-mail: twobit@globaldialog.com

> <http://www.globaldialog.com/~twobit/>

>

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1.1177 Message number 1172

Date:

Thu, 29 Feb 1996 03:29:32 -0500

From:

Tom Ross

<rosst@UNVAX.UNION.EDU>

Subject:

Re: Hard Copies...

I single-frame record to a neat (and expensive!) Hi8 VTR, the Sony 9650. With software this is controllable directly out of the Amiga serial port. I chose it because of the lovely PCM sound, better than HiFi (which itself is no slouch).

>From this master I make VHS HiFi sound copies which look and sound mighty good to me, but I lack comparisons. SVHS also possible this way.

Single-framing is probably on its way out as non-linear methods speed up. But besides the good sound an advantage is that you can make a frame as graphically rich as you want to without worrying about slowdowns or memory chokes.

On Wed, 28 Feb 1996, Chris Magoulis wrote:

> Users,

>

> I have recently come to the realization that, unless I can give people
> in the "real world" actual video tapes of my animations, there is no way for
> them to visualize what I'm doing in the "computer world". That is to say, it
> would be easier for someone to view a tape than a FLC.

> And so I ask this collective group of informed professionals and
> ingenious hobbieists... how can I get my stuff onto a standard VHS cassette in
> the most cost effective manner? Is there, perhaps, a card that I can throw
> into my PC that will output to a VCR or something like this?

> Here's my system specs:

> Pentium 75 PC
> 16 MB RAM
> SVGA 1024KB
> 1.2 Gig HD

> So what can you guys throw at me? I'll initially assume that I need to
> get a LOT more memory, but what do I know?! Any and all information is
> greatly appreciated.

Chris Magoulis

cmagoulis@aol.com

> BTW: I can't get hold of Steve Worley either... Anyone want to make a copy
> of Essence and send it to me via this list? ;}

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1.1178 Message number 1173

Date:
Thu, 29 Feb 1996 03:32:29 -0500
From:
Tom Ross
<rosst@UNVAX.UNION.EDU>

Subject:

Re: Velocity scaling
>

On Wed, 28 Feb 1996, Ted Stethem wrote:

> On Wed, 28 Feb 1996, Chuck Needham wrote:
>
> > Granberg Tom wrote:
> > >
> > > As you can see, I may know a lot about Imagine, but I aint almighty.:-)
> > >
> >
> > "Deification is the highest form of flattery"
> >
> "Defecation is the highest form of flatulence"

Hoho. De Vacation is de highest road of flat tires.

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1.1179 Message number 1174

Date:
Thu, 29 Feb 1996 03:58:56 EST
From:
Tim Wilson [Crestline]
<76432.1122@COMPUSERVE.COM>

Subject:

Video Output

To Chris Magoulis, re your Hard Copies message of Wed, 28 Feb 1996,

>>>how can I get my stuff onto a standard VHS cassette in the most cost effective manner? Is there, perhaps, a card that I can throw into my PC that will output to a VCR or something like this?<<<

Indeed, there are many. The Edimator, PVR and PAR get alot of attention. If you're looking for something more modest, one of the boards I've looked into lately is the Q-motion, by Quadrant. There are two models-- ISA, and PCI, ranging from about \$500-\$1000. The specs indicate the boards can do both playback and capture (at no additional cost) at 640x480 NTSC video (or 768x576 PAL, or SECAM) at 60 fields, with Motion-JPEG. The board has Composite and Y/C in and out, and it doesn't require a dedicated hard drive (like the PAR and PVR do). I don't have one myself, but others I've talked to are very pleased with the quality. I don't know how much memory you have, but you shouldn't need any more for this. Quadrant's number is 800-700-0362 or 1-610-964-7600 if you want to get more info.

BTW, there are many other MPEG, and M-JPEG boards on the market, but this is one of the few that supposedly does both capture and playback at 640X480, 60 fields. So it can be used for video editing, instead of just playback.

-Tim Wilson
Imagine 4.0 on P5
Advanced- freeform modeling & animation

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1.1180 Message number 1175

Date:
Thu, 29 Feb 1996 09:26:05 0000
From:
Harry Drummond
<in4831@WLV.AC.UK>

Subject:

Re: Unsliced no more!

My thanks to everyone for yesterday's explanations of Slicing, together with the additional points that got to me this morning. I went home last night and had success right away. I did a more serious experiment this morning before coming to work, and was even more pleased.

My one concern is that Slicing might now be\co|me a ba/d ha|b|it!

Thanks again.

Harry

```

|++++/<<+<< Harry Drummond, University of Wolverhampton
|<<+>>\<<+>>/ email: H.Drummond@wlv.ac.uk
\ |<<+>>\++++>>\
\++>>\ \ \++>> Some days I seem to get
\++++>>\<<+>>| shunted every whichway...

```

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1.1181 Message number 1176

Date:
Thu, 29 Feb 1996 06:53:06 -0500
From:
Jim Rix
<jim@YAKKO.CS.WMICH.EDU>

Subject:

Re: Velocity scaling

On Wed, 28 Feb 1996, Granberg Tom wrote:

> Hi guys

>
> I wonder if someone could explain to me how the velocity scaling works. I know
> that it's a way of telling imagine to interpolate the "numbers" between two
> key
> frames. And I use them all the time, and I find it rather confusing when my
> keyframes no longer seems to be an absolute keyframe anymore. It seems to me
> that
> it overrides my keyframes if there are a short time between two of them and the
> movement between the two keyframes are "semi-huge"
> So, what does the first and the second value indicate? And how can I know what
> I
> should put in them.?
>
> Thanks
>
> Tom G
>

These numbers refer to that initial and final speed of the effect. For example, if you had 0.0 for both start and finish on a movement and spline interpolation was turned on then the object would start and stop at in a smooth acceleration with the object moving fastest at the middle point between the key frames.

If the number were like 1.0 for start and stop then the motion would be the same between each frame.

A few observations about the spline interpolation method of moving objects. It is very hard to get your objects to move exactly like you would like it to move. If you want an object to follow a complicated path use paths.

Jim Rix
<http://yakko.cs.wmich.edu/~jim>

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1.1182 Message number 1177

Date:
Thu, 29 Feb 1996 15:00:00 +0100
From:
Joakim Olsen
<joakim.olsen@ECS.ERICSSON.SE>

Subject:
New to this group...

Hi,

Just wanted to introduce myself as I'm new to this list. My name is Joakim=20
Olsen and I live in cold cold Sweden. I recently purchased a used copy of

f=20

Imagine 3.0 for Amiga and it was love at first sight. Before I got my hands=20 on Imagine, I've been working with Real 3d.

Well..to get started in this list, here's a question for you all (please=20 bear with me if it's been asked before, I'm new here..:)

As I run Imagine on my a3000 (currently with a 030@25MHz, waiting for my=20 060-card to be delivered) and only have 14Mb RAM it seems Imagine is quite=20 slow. I have tried changing the antialiasing levels and altering the=20

octree-settings but still, Imagine is slow and the main problem is that =20 it=20

leaves about 6Mb RAM unused nomatter whatever I set the octree settings =20 to.=20

Am I simply trying to render to simple objects or am I setting the=20 octree-variables all wrong? Any input would be greatly appreciated. (Yes=20 , I=20

know 14Mb is nothing to run a program such as Imagine with, will be getting=20 32Mb with the 060-card).

Regards,

Joakim Olsen (joakim.olsen@ecs.ericsson.se)

[Any opinions above are mine, mine mine!]

[A3000/14Mb RAM/1Gb HD/CV64/HP-17"]

[Claymodeller and manual raytracer]

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1.1183 Message number 1178

Date:

Thu, 29 Feb 1996 08:35:10 -0600

From:

Peter Kovach

<peter.joseph.kovach@MEDTRONIC.COM>

Subject:

hello -Reply

Would you be willing to email me the knight and dragon objects?
I am looking for some good animatable fantasy characters!

Thank you.

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1.1184 Message number 1179

Date:
Thu, 29 Feb 1996 15:24:56 +0100
From:
Milan Polle
<milan@IRISKMT.HKU.NL>

Subject:
Merlin GFX Card

Hi all,

I was wondering if anybody out there is using the Merlin card, as it is quite cheap, I was wondering how it performs and if it would be possible to use it with Imagine in any way (I already read that Imagine doesn't like CyberGFX too much).

Thanks in advance for any infos

Greetings, Milan

```

  \ / \ / \ /
- / \ / \ / \ / -
  \ / \ / \ /
  |   |   |

```

- Radiosity killed the cat -

AMIGA:

Reply to -> milan@bmt.hku.nl

back for

- My opinions are not my own, they're my mom's - the future

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1.1185 Message number 1180

Date:
Wed, 28 Feb 1996 20:48:47 -0500
From:
Martin Conlon
<mconlon@MAE.CARLETON.CA>

Subject:
Re: Velocity scaling -Reply

On Wed, 28 Feb 1996, Craig Andera wrote:

[snip]

> I think the reason you have problems with overshooting your

> keyframes is that the spline model they use to give the actual
> incremental positions can't "hit" the target point with the
> numbers you provide. It's trying to bend faster than the
> mathematical model will allow.
>
> Also, thinking about it a bit more, the spline must take into
> account not just the point it's moving to and from, but also the
> next point as well, or you wouldn't get smooth motion as it
> passed through the second keyframe. In other words, the
> spline is looking ahead to make sure it can get to the third point
> in a smooth manner.
>
[snip again]

Hi. Time for me to put my numerical methods course (2 years ago) to good use :-).

What you've described is exactly what a spline does. It joins a series of points in a continuous curve. The smoothness of the curve depends on the order of the polynomials used to interpolate the function.

The "stock market" type graphs are degree 1 polynomial interpolation (straight lines).

Most smooth interpolations use degree 3 or 4 polynomials. By definition, a spline will pass exactly through all of the control points (knots in Imagine). The points are interpolated in sets of 2 with the slopes of adjoining curves set to match at the control points. (This is why we specify the tangents in Imagine).

I think Imagine may use degree 4 polynomials which are a little unstable in certain situations. Depending on how it treats the accel/deccel, a large distance moved in a small time frame (Tom's quest.) could trigger this problem.

Assuming the keyframes are the control points, Imagine should nail them exactly. How it gets there is another matter.

There we go...my semi-expert opinion (tee hee). Time to hand off :-). TAG. You're it.

-Martin

P.S. Sorry for length, its a tough topic and I edited the best I could.

Martin Conlon

mconlon@mae.carleton.ca

MAE Carleton University,
Ottawa, Ontario

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1.1186 Message number 1181

Date:
Thu, 29 Feb 1996 13:49:12 +0000
From:
GARETH LLEWELLYN
<ggl4@ABER.AC.UK>

Subject:

Motion blur

I've been reading with interest the discussion concerning lensflare and motion blur. This has prompted me to experiment with motion blur a great deal over the last week, and I think I've just about got this sussed.

Anyway, would anyone like me to put my findings in the form of a tutorial onto my homepage? or perhaps as just a large posting to the IML?

I ask this, as the documentation supplied with Imagine 4 concerning motion blur isn't too hot, and its a great effect once you get the hang of it.

If you want to see a couple of images I've already done, I'll be putting them on my homepage in the next few hours.>

<http://www.aber.ac.uk/~ggl4/>

then to the gallery...

Let me know what you want.....

Gareth Llewellyn.

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1.1187 Message number 1182

Date:
Thu, 29 Feb 1996 11:26:45 -0500
From:
Tom Ross
<rosst@UNVAX.UNION.EDU>

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1.1189 Message number 1184

Date:
Thu, 29 Feb 1996 14:18:06 -0500
From:
fernando Bartra
<fer007@FREENET.SCRI.FSU.EDU>

Subject:

Re: Hard Copies...

Sorry, Chris I don't know how to output from pc to vcr but this might help p people with Amigas. I can record all anims straight to video and spent only 20 US\$ on the A520 video adapter which connects my A4000 to a vcr. The vcr is hooked to a tv and so I can use the tv as a monitor but the big payoff is I can display the animations and record directly into VHS tape. One more thing though, it only works with non AGA and Ntsc anims, but hires is no problem.

Fernando
Amiga 4000+6 mb+Imagine3

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1.1190 Message number 1185

Date:
Thu, 29 Feb 1996 13:41:56 -0600
From:
Louis Sinclair
<rundio@WINTERNET.COM>

Subject:

Re: Arexx - Rexx -- was Re: Scaling a project

Dave Wilson wrote:

>

>

> I have always thought the Amiga's Arexx was a port of the
> PC's Rexx. Now I have no idea where I got that from but I'm sure that Arexx
> is a copy of some other OS' Rexx. Which OS had Rexx first and why doesn't
> the PC have it?

> Rexx was written in 1979 by Mike Cowlshaw as a language for IBM
mainframes and minicomputers (he worked for IBM.) There are versions
of Rexx for many operating systems now, including Windows and DOS, and
of course the Amiga. It is also a native command language for OS/2.
Unless it's been updated for Windows 95 or NT, the Windows and DOS versions
don't have the interprocess communication abilities that Amiga users
are used to (I'm not sure about the OS/2 version.)

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1.1191 Message number 1186

Date:
Thu, 29 Feb 1996 15:40:27 -0500
From:
Robert Nilsson
<robert.nilsson@POP.LANDSKRONA.SE>

Subject:

Re: New to this group...

On Thu, 29 Feb 1996 15:00:00 +0100,
Joakim Olsen <joakim.olsen@ECS.ERICSSON.SE> wrote about New to this group...:

> Hi,

>

> Just wanted to introduce myself as I'm new to this list. My name is Joakim
> Olsen and I live in cold cold Sweden. I recently purchased a used copy of
> Imagine 3.0 for Amiga and it was love at first sight. Before I got my hands
> on Imagine, I've been working with Real 3d.

Hello.. Great with more Swedes on the list...

> Well..to get started in this list, here's a question for you all (please
> bear with me if it's been asked before, I'm new here..:)

>

> As I run Imagine on my a3000 (currently with a 030@25MHz, waiting for my
> 060-card to be delivered) and only have 14Mb RAM it seems Imagine is quite

Do you know any place in sweden... where I can get cheap memory for my newly
bought A3000... (ZIP-memory)...

--

```
*****  
| Robert Nilsson |  
| Flare Productions |  
| Tel: +46-418-53007 Fax: +46-418-53013 |  
| email: robert.nilsson@pop.landskrona.se |  
*****
```

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Martin Conlon

mconlon@mae.carleton.ca

MAE Carleton University,
Ottawa, Ontario

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1.1195 Message number 1190

Date:
Thu, 29 Feb 1996 15:59:42 -0500
From:
Bob Sampson
<RobSampson@AOL.COM>

Subject:

Re: Hard Copies...

In a message dated 96-02-29 01:47:14 EST, you write:

>What I got:

>A DPS Perception Video Recorder, and a 4gig SCSI hard drive.

>

>How it works:

>The PVR is a PCI card that goes in your PC that is capable of playing

>How much:

>The PVR was \$1795, the 4gig HD was \$1200.

>

>Requirements:

>

>A 486, Pentium or higher.

>A full length PCI slot.

>At least 32mb of RAM. (I went to 48MB)

>A SVGA display (800x600x16m). - You'll need to upgrade to at least

>2mb, 4mb would be better.

>

>For more info, they have a web page:

>

><http://www.dps-inc.com>

>

Fred I don't as a rule send many posts to the printer (and I probably should send more) but this was very informative and helpful information. Thanks for sharing.

Bob.....

Imagine renderings.

http://home.aol.com/robsampson
Imagine 4.0 P90 40 meg ram average+

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1.1196 Message number 1191

Date:
Thu, 29 Feb 1996 16:21:26 -0500
From:
Jon Galley
<JGALLEY@RFC.COM>

Subject: Re: Network support in Winimagine ? -Reply

WilsonWindowWare

makes a 16 and 32 bit bach interpreter and compiler.

>>> Ash Wyllie <ashw@LR.NET> 02/26/96 08:09pm >>>
>Andreas Torner wrote:

>>
>> Hi everyone!
>>
>> Does nel know if there is going to be network support in Winimagine ?
>>
>> That is that you can split up a rendering process on the computers
>> connected to the network, like in 3D-Studio (if im not wrong).
>>

>Have you tried accessing the same project directory on several machines
>on the network, say 3 machines. On machine 1 set up a render of the scene
>from frame 1 to 997 at a step of 3, machine 2 set up from frame 2 to 998
>at a step of 3, and on machine 3, frame 3 to 999 at a step of 3,
>logically it should work. Each of the frames are rendered by
>numbered-frame name into the pic directory of the co-selected project.

>anybody know if it WON'T work?

>I know that Imagine won't distribute the rendering of a single frame
>(REAL distributed processing) and neither will 3DS.

>3DS network render will keep track of frames rendered automatically, so
>if one machine goes down, the unrendered frames are redistributed to the
>other machines in the setup. The Imagine setup must be manually
>maintained.

>Oh well.

Chuck

I have done this with my Amigas, and everything is fine until two machines try to update the spec file at the same time.

I have some Arexx scripts that work with RayStorm to give true network rendering. Mike says that the new Amiga version will have an Arexx port so it might be possible to do network rendering. The scripts are only about 100 lines total so if people wish I can post them here. Is there a scripting language for Windoze?

-ash

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1.1197 Message number 1192

Date:
Thu, 29 Feb 1996 17:14:56 -0500
From:
Charles Blaquiere
<blaq@IO.ORG>

Subject:

Re: hello

On Wed, 28 Feb 1996, fernando Bartra wrote:

> 1- I only have a 4000amiga w 6mb and I'm thinking of getting an extra
> 4mb simms. Since Im a college student I need to make the most of my
> money. Will that extra 4mb make a difference in using Imagine? Does extra
> memory reduces render time?

I don't believe adding RAM will speed Imagine up, since by default it doesn't use virtual memory on the Amiga. On a PC running Windows, programs can access more RAM than exists on your computer, by swapping pages of RAM to/from a hard disk file called the "swap file", naturally. This allows programs to pretend they have all the RAM they need, but since hard disks are much, much slower than real RAM, anything that requires data temporarily stored in the swap file, will get hit with a large slowdown, as underused parts of RAM are written out to disk, in order to make room to read the data you need. This is why on a PC, you can improve speed by buying more RAM, since Windows includes virtual memory support. On an Amiga, you need a third-party VM utility; if you're not running this, then your 6M is all Imagine can use.

Adding memory to an Amiga that doesn't run a virtual memory utility, will allow you to create more complex objects and scenes in Imagine, but will not accelerate the rendering process.

> 2- Is it worth upgrading to Imagine 4.0? As I said, I cannot afford
> much until I graduate in 2 years and I rather get the 4mb.

This is an interesting call. Here's one way to look at it: having only 6M of RAM is a limiting factor, which you'll bump into regularly as you become ambitious and create complex objects. If you upgrade to 4.0, you'll have more toys (i.e. software functions) to play with, but that 6M limit will still haunt you. However, if you buy 4 more Megs and don't upgrade, you'll still have all those 3.0 functions to learn and play with, but with less frustration. If it were me, I'd choose to be able to play with less functions, but be better able to enjoy them, rather than have more functions, but be equally frustrated.

> 3- I have a few nice cycle anim objects for imagine (knight, dragons,
> etc) and using the cycle editor I can see the different slides that make
> up the cycle and even animate it in wireframe. Problem is i cant render
> so I go to scenery animator and try to load cycle but it only loads the
> first obj. Can I make an anim having all slides of cycle in scenery editor?

Cycles are used in the Action editor. Once you've loaded the object in your scene, Save Changes and go to the Action editor. Change the "Max. # frames" at the top from 1 to the desired animation length, for example 30 frames. Then, change the Actor bar for your object, entering the desired number of cycles you wish to be performed, in the duration of the bar. (If the bar only stretches from frame 1 to 1, you need to change its end frame to 30) You can enter fractional numbers of cycles, too, if you wish.

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1.1198 Message number 1193

Date:
Thu, 29 Feb 1996 17:25:00 -0500
From:
Charles Blaquiere
<blaq@IO.ORG>

Subject:
Re: Slicing stuff

On Tue, 27 Feb 1996, Granberg Tom wrote:

...a most interesting and valuable tip! I never knew that quitting & restarting Imagine would give different results with the same objects saved from before. Thanks a bunch, Tom!

> works 8-9 times out of 10. For the last 1-2 times?, go wiggle wobble your
> object
> a bit..(not the stiff one).....:-)

Cute. B^)

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1.1199 Message number 1194

Date:
Thu, 29 Feb 1996 19:10:52 -0500
From:
Prophet
<jbk4@PSU.EDU>

Subject:

EssencePC woes

```

( | \      ( / \      ( )      _ / )
 )| )_  _  / / _  _  _ /  _  ( X_ )
 ( | /~ \ / \_ ) /---~/ ) / )/ )/~\ / \_ ) / _
 )11/ 1/ \_ ( / ( / ( _//_// / \_ (___)
 (_____)      (___/      (___)

```

Jaeson Koszarsky

Amiga 3000

cyberprophet@psu.edu

68040 (68060 MkII soon)

jbk4@email.psu.edu

24Megs-ZIP

OS3.1, ShapeShifter

Imagine4.0, pro+

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1.1200 Message number 1195

Date:
Thu, 29 Feb 1996 17:55:13 -0500
From:
Charles Blaquiere
<blaq@IO.ORG>

Subject:

Re: Velocity scaling

On Wed, 28 Feb 1996, Roger Straub wrote:

```

> Think of it like a spline path on a graph, leading from the origin to a
> point in the upper right area of the graph.. The X axis is time, or the
> number of frames your timeline extends. The Y axis is the distance travelled
> if you're moving the object, or degrees if you're rotating, etc.
>

```

> The VS #0 value is the angle of the knot of the bottom-left point of the
 > spline. It starts out at 1, which is straight to the right. A value of 0
 > would point the knot straight up. With the VS0 value at 1, the object
 > starts slow (not much rise in the graph) and then accelerates. The VS
 > value #1 is the angle of the top-right knot, 1 being straight left and 0
 > being straight down. With the value at 1, the object comes in fast and
 > then decelerates toward the end of the timeline. Do you follow?

I think you were on the right path, but your example values are a bit off. Here's my take on it. I don't know if it exactly reflects the way Imagine works, but for my situation, this has served me well.

In this example, we're setting up an Action editor bar to morph an object's size from 10,10,10 in frame 1, to 20,20,20 in frame 60.

Imagine a 2-D spline joining two corners of a square, A and B. A is the bottom-left corner, and B is the top-right. A and B are the two "values" Imagine is interpolating. These can be triplets of numbers (e.g. XYZ size), or something else, like two States of an object. (Imagine does have #0 and #1 velocity scaling in the Actor bar, right?)

Time is running left to right: the left side of the graph is frame 1, and the right side is frame 60. Running bottom to top is a "morph percent" ranging from 0 (bottom) to 100 (top). This tells Imagine what the actual size value will be at any frame, with 0% being the start value (10,10,10) and 100% being the end value (20,20,20). Obviously, corner A represents the initial value (10,10,10) at time=1, and corner B represents a size of (20,20,20) at time=60.

 My take on the whole velocity factors is this: #0 and #1 represent the slope of the spline curve that joins the two corners, #0 at point A and #1 at point B.

Since we're plotting the curve on a square area, a slope of 1 at A and 1 at B, will create a straight line joining A to B, resulting in a linear morph of the object size as time goes on.

If you change #0 to zero, the curve will start out horizontally at point A, and gradually curve up to meet point B with a 45-degree angle. (#1 is still set to 1). If you picture time increasing steadily from left to right, you see the morph % increasing slowly at first, then accelerating to finally reach 100%. In real life, or at least on your computer screen, this would mean your object would s-l-o-w-l-y begin growing, and grow faster as time goes on, until it reached a size of 20,20,20 -- and then, suddenly stop growing. (Assuming the animation extended beyond frame 60)

If you changed both #0 and #1 to zero, both ends of the spline curve would be horizontal, so the size change would begin and end very slowly. This is referred to as ease-out and ease-in. The curve would look similar to the left half of a cross-section of a smooth hill.

If you give #0 negative values, you force the spline curve to dip below the 0% morph line. Imagine will graciously follow your wishes, and the

object will begin by shrinking a bit, before growing again to reach 20,20,20. If you applied such a spline interpolation to a golfer's States bar, with state 1 being "holding putter right at ball" and state 2 being "end of stroke", the initial dip in the spline curve would cause your (presumably right-handed) golfer to swing his putter slightly to the right, before hitting the ball and swinging to the left until he reached the final pose, as defined by state 2.

Larger and larger negative values will emphasize this motion, called "anticipation", I believe, in animation books.

Alternately, if you use #0=0 and #1=-1, the motion will start at a standstill, accelerate slowly, overshoot the final value, and correct itself. I believe this is called "follow-through" in animation circles. Using -1 for both numbers, would give a motion that had both anticipation and follow-through.

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1.1201 Message number 1196

Date:
Thu, 29 Feb 1996 17:52:00 GMT
From:
Robert Darke
<iml@PARALLEL.DEMON.CO.UK>

Subject:

Re: Hard Copies...

Hi Tom,

> I single-frame record to a neat (and expensive!) Hi8 VTR, the Sony 9650.
> With software this is controllable directly out of the Amiga serial port.
> I chose it because of the lovely PCM sound, better than HiFi (which
> itself is no slouch).

How much is "expensive" ?

And how do you get the output into PAL format ? (assuming you're not just using the Amiga video output ...)

I use one of the very first old and slow Retina Z2 cards and I'd love to be able to convert it to a video signal. Come to think of it, I'd love to have a single-frame-capable video recorder ... :-)

Rob

--

```
+-----+-----+
|   robda@parallel.demon.co.uk   |   Why not take a quick peek at   |
|-----+-----+-----+-----|
|   Parallel Dimensions         |   Home of PCB Designer for Windows |
+-----+-----+-----+-----+
```

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1.1202 Message number 1197

Date:
Thu, 29 Feb 1996 18:54:38 -0700
From:
Roger Straub
<straub@CSN.NET>

Subject:

Re: hello -Reply

On Thu, 29 Feb 1996, Peter Kovach wrote:

> Would you be willing to email me the knight and dragon objects?
> I am looking for some good animatable fantasy characters!

HELLO!! Check your TO: line before sending a message to 500 people who
don't care! =)

>
> Thank you.
>

No, no - Thank YOU. ;))

--

"There is no love sincerer than the love of food." -- George Bernard Shaw

See ya,
Ben

** Imagine 4.0 - Amiga 3000/030/16MHz - 10MB - Skilled **

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1.1203 Message number 1198

Date:
 Thu, 29 Feb 1996 23:26:59 -0800
 From:
 Marcel Lettier
 <mars@ADINET.COM.UY>

Subject:
 Hard Copies...

FROM : Mars-L at Unifield (our own Vortex)
 REPLY TO : mars@adinet.com.uy
 ORGANIZATION: Unifield Space & Time
 --

On 28-Feb-96 19:37:27, Chris Magoulis wrote the following:
 >the most cost effective manner? Is there, perhaps, a card that I can throw
 >into my PC that will output to a VCR or something like this?

> Here's my system specs:
 > Pentium 75 PC
 > 16 MB RAM
 > SVGA 1024KB
 > 1.2 Gig HD

> So what can you guys throw at me? I'll initially assume that I need to
 >get a LOT more memory, but what do I know?! Any and all information is
 >greatly appreciated.

Well, I'm not at this trouble because I have an Amy and I just plugit into a
 VHS recorder to tape it.

But, I can tell you about a friend of mine who moved from an Amy to a Pentium
 to speed up his renderings and has them networked.
 He renders in the PC, then moves the pics to the Amy, makes the animation at
 the Amy, with a beter frame rate and direct output to his VHS.

This really works fast, because when he's adding post-rendering effects,
 making the anim and taping it, the PC is already generating another anim. :)

Maybe a good card to tape the PC is cheaper than an Amy, maybe not. But since
 some of you have both machines this could be a good idea.

I just hope someone finds it usefull.

--

```

      _...---/-----\---..._
    _=====
,-----./' \-----...-----'
(_____|_|) . . ,--'
  / / .---' \/ A1200/68020/68882/2CHIP+4FAST/270+420HD
'-----_ - - - - _/ More than a machine / It's a _feeling!!!_
  \-----' to *bOLDLY* gO WHERE nO oNE hAS gONE bEFORE
    
```

Mars-L
 at UniField
 logging _off._

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1.1204 Natural Ordered Index

```
Mail Number Subject
* 0001 *
Featuring the Frontpage!
  * 0002 *
Re: New Show
  * 0003 *
Re: New Show (veto)
  * 0004 *
Re: New Show
  * 0005 *
Re: Whats with this realism thing??
  * 0006 *
Re: Animating Compund Objects
  * 0007 *
Re: ToBoldyKillLikeNoOneHasKilledBefore
  * 0008 *
Re: imtoiv Imagine Object Converter
  * 0009 *
Re: New Show
  * 0010 *
Re: New Show
  * 0011 *
Re: Filter Question
  * 0012 *
Re: ToBoldyKillLikeNoOneHasKilledBefore
  * 0013 *
Re: New Show
  * 0014 *
Re: Essence for PC is shipping
  * 0015 *
Re: Global Brush Problem
  * 0016 *
Bow Displacement of Gasses for Voyager
  * 0017 *
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New to this group...
* 1178 *
hello -Reply
* 1179 *
Merlin GFX Card
* 1180 *
Re: Velocity scaling -Reply
* 1181 *
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* 1182 *
Re: Motion blur
* 1183 *
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* 1184 *
Re: Hard Copies...
* 1185 *
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* 1186 *
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* 1187 *
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* 1188 *
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* 1189 *
Re: Arexx - REXX
* 1190 *
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* 1191 *
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* 1192 *
Re: hello
* 1193 *
Re: Slicing stuff
* 1194 *
EssencePC woes
* 1195 *
Re: Velocity scaling
* 1196 *
Re: Hard Copies...
* 1197 *
Re: hello -Reply
* 1198 *
Hard Copies...

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1.1205 Daily Ordered Index ->> day 01

Daily Ordered Index ->> Thu, 1 Feb 1996

[0002]
->> Re: New Show

[0003]
->> Re: New Show (veto)

[0004]
->> Re: New Show

[0006]
->> Re: Animating Compound Objects

[0016]
->> Bow Displacement of Gasses for Voyager

[0017]
->> Re: Realistic car lights ?

[0018]
->> Watcom 10.0 texture example

[0019]
->> Re: Whats with this realism thing??

[0020]

->> Essence....

[0022]
->> Re: imtoiv Imagine Object Converter -Reply

[0023]
->> Polyview

[0024]
->> Graphics clearing house

[0025]
->> Stereo 3D Images

[0026]
->> Texture info request (Programming)

[0027]
->> Sorry no time any more

[0028]
->> Re: New Show

[0029]
->> Re: ToBoldyKillLikeNoOneHasKilledBefore

[0030]
->> Re: January Contest

[0031]
->> Re: Whats with this realism thing??

[0032]
->> Re: New Show

[0033]
->> Re: imtoiv Imagine Object Converter

[0034]
->> Re: New Show

[0035]
->> Re: New Show

[0036]
->> Matrox Millenium and Imagine info

[0037]
->> subscribe

[0038]
->> Re: Graphics clearing house

[0039]
->> Homepages

[0040]

->> Re: Stereo 3D Images

[0041]
->> Re: Bow Displacement of Gasses for Voyager

[0042]
->> Wandering mail?

[0043]
->> Essence PC arives!!

[0044]
->> Re: New Show

[0045]
->> CAUTION: Essence / Imagine V? compatibility?

[0046]
->> BMW (was New Show)

[0047]
->> Re: ToBoldyKillLikeNoOneHasKilledBefore

[0048]
->> Re: Essence for PC is shipping

[0049]
->> Re: EDO

[0050]
->> Re: Field Rendering

[0051]
->> Re: Global Brush Problem

[0052]
->> Creating seamless brushmaps (Was: Re: Global Brush Problem)

[0053]
->> Re: New Show

[0055]
->> Re: New Show

[0056]
->> Re: Whats with this realism thing??

[0057]
->> Re: Matrox Millenium and Imagine info

[0058]
->> Mike H. drops a bombshell!

[0059]
->> Re: Wandering mail?

[0061]

->> Re: Stereo 3D Images

[0062]

->> Re: CAUTION: Essence / Imagine V? compatibility?

[0070]

->> Re: AIFF>WAV OK, Now Anim>FLC???

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1.1206 Daily Ordered Index ->> day 02

Daily Ordered Index ->> Fri, 2 Feb 1996

[0054]

->> Axis only transformation

[0060]

->> Pyrotechnics

[0063]

->> Re: New Show

[0064]

->> Re: Global Brush Problem

[0065]

->> Re: imtoiv Imagine Object Converter

[0066]

->> Re: Featuring the Frontpage!

[0067]

->> Re: Essence for PC is shipping

[0068]

->> Re: New Show

[0069]

->> Re: imtoiv Imagine Object Converter

[0071]

->> Worley snailmail address?

[0072]

->> <unsubscribe>

[0073]

->> Re: January Contest

[0074]
->> Re: Hard Wood Floors

[0075]
->> Re: Axis only transformation

[0076]
->> Re: Graphics clearing house

[0077]
->> Re: Axis only transformation

[0078]
->> Re: Axis only transformation

[0079]
->> PC Essence - How?

[0080]
->> Re: Mike H. drops a bombshell!

[0081]
->> Re: FLC question

[0082]
->> Essence Snailmail Address

[0083]
->> [Sorry, NO Subject]

[0084]
->> Re: Mike H. drops a bombshell!

[0085]
->> HELLO!

[0086]
->> Searching.....

[0087]
->> Re: ToBoldyKillLikeNoOneHasKilledBefore

[0088]
->> Re: Whats with this realism thing??

[0090]
->> Re: Axis only transformation

[0091]
->> Disappearing Objects When Ray-Traced

[0093]
->> Re: Creating seamless brushmaps

[0095]
->> texture scaling

[0096]
->> Re: Stereo 3D Images

[0102]
->> Re: Essence for PC is shipping

[0103]
->> Re: New Show (that's been aired for quite a while now)

[0112]
->> Featuring the Frontpage!

[0114]
->> Whats with this realism thing??

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1.1207 Daily Ordered Index ->> day 03

Daily Ordered Index ->> Sat, 3 Feb 1996

[0089]
->> Re: PC Essence - How?

[0092]
->> Re: dolphin object?

[0094]
->> Re: New Show (that's been aired for quite a while now)

[0097]
->> Re: PC Essence - How?

[0098]
->> Re: texture scaling

[0099]
->> Re: New Show

[0100]
->> Re: Featuring the Frontpage!

[0101]
->> Re: Disappearing Objects When Ray-Traced

[0104]
->> Re: Whats with this realism thing?? (fwd)

[0105]
->> Re: Stereo 3D Images

[0106]
->> Re: New Show

[0107]
->> Re: Whats with this realism thing??

[0108]
->> Creating seamless brushmaps (Was: Re: Global Brush Problem)

[0109]
->> Re: Field Rendering

[0110]
->> Re: New Show... B5/SPACE

[0111]
->> Field Rendering Revisited

[0113]
->> Printing posters

[0115]
->> Re: Axis only transformation

[0116]
->> Re: texture scaling

[0117]
->> Re: Whats with this realism thing??

[0118]
->> Bonehead Question #1

[0119]
->> Re: Axis only transformation

[0120]
->> Re: Printing posters

[0121]
->> Re: texture scaling

[0122]
->> Hacking 2.0 textures to work with 3.0

[0123]
->> Re: New Show

[0124]
->> Space explosion (was: New Show)

[0125]
->> Re: texture scaling

[0126]
->> Re: Searching.....

[0127]
->> Re: Printing posters

[0128]
->> Re: Bonehead Question #1

[0129]
->> Re: Creating seamless brushmaps

[0130]
->> Texture Scaling

[0131]
->> Re: texture scaling

[0132]
->> Re: Bonehead Question #1

[0133]
->> Re: New Show

[0134]
->> Re: Searching.....

[0135]
->> Re: texture scaling

[0137]
->> Re: Essence for PC is shipping

[0140]
->> Re: Bonehead Question #1

[0141]
->> Re: Searching.....

[0142]
->> Re: Stereo 3D Images

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1.1208 Daily Ordered Index ->> day 04

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[0136]
->> Re: Space explosion (was: New Show)

[0138]

->> Re: Searching.....

[0139]
->> Re: New Show

[0143]
->> ADMIN: List

[0144]
->> Re: Space explosion (was: New Show)

[0145]
->> Re: Stereo 3D Images

[0146]
->> Re: New Show

[0147]
->> Re: Searching.....

[0148]
->> Re: Bonehead Question #1

[0149]
->> Printing Posters

[0150]
->> Re: Searching.....

[0151]
->> Particle Question

[0152]
->> Re: Light textures

[0153]
->> Re: Space explosion (was: New Show)

[0154]
->> Re: Space explosion (was: New Show)

[0155]
->> Re: Searching.....

[0156]
->> Re: Particle Question

[0157]
->> Animated Brush Maps

[0158]
->> Re: Particle Question

[0160]
->> Re: Printing Posters

[0161]

->> Re: Disappearing Objects When Ray-Traced

[0163]
->> Re: Imagine Book

[0164]
->> Re: Particle Question

[0165]
->> Re: Imagine Book

[0166]
->> more bad bricks(texture scaling)

[0167]
->> Re: Imagine Book

[0168]
->> Re: more bad bricks(texture scaling)

[0414]
->> Re: Imagine Book

[0415]
->> Re: All those hellos

[0416]
->> Re: Humanoid Update

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1.1209 Daily Ordered Index ->> day 05

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[0159]
->> Imagine Book

[0162]
->> Re: Particle Question

[0169]
->> Re: more bad bricks(texture scaling)

[0170]
->> Are the attributes out there ?!

[0171]
->> Printing Posters

[0172]
->> Re: Light textures

[0173]
->> Tutorial for Shiny materials!

[0174]
->> Re: more bad bricks(texture scaling)

[0175]
->> Re: more bad bricks(texture scaling)

[0176]
->> Quick Tip - House objects

[0177]
->> Re: Watcom 10.0 texture example

[0178]
->> Fonts Question

[0179]
->> Re: Needed Utility

[0181]
->> Re: Hard Wood Floors

[0182]
->> Re: Light textures

[0183]
->> Re: Space explosion (was: New Show)

[0184]
->> Re: Disappearing Objects When Ray-Traced

[0185]
->> Re: Fonts Question

[0187]
->> Re: Stereo 3D Images

[0188]
->> Re: Imagine Book

[0189]
->> Re: Are the attributes out there ?!

[0190]
->> Essence Attributes

[0191]
->> ADMIN: Re: Needed Utility

[0192]
->> Re: Space-Time and Beyond

[0193]
->> Startrek [was Searching..]

[0194]
->> Re: Space-Time and Beyond

[0195]
->> Re: Searching.....

[0196]
->> Re: more bad bricks(texture scaling)

[0197]
->> Re: texture scaling

[0198]
->> ADMIN: To perry

[0199]
->> Re: more bad bricks(texture scaling)

[0200]
->> Re: New Show

[0201]
->> Re: Mike H. drops a bombshell

[0202]
->> Re: Space explosion

[0203]
->> Re: Are the attributes out there ?!

[0204]
->> Re: Fonts Question

[0205]
->> Re: Startrek [was Searching..]

[0206]
->> BMW Commercial

[0207]
->> Hi

[0208]
->> Re: Watcom 10.0 texture example

[0209]
->> Frame Rates

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1.1210 Daily Ordered Index ->> day 06

Daily Ordered Index ->> Tue, 6 Feb 1996

[0180]
->> Re: Bonehead Question #1

[0186]
->> Re: Particle Question

[0210]
->> Re: Are the attributes out there ?!

[0211]
->> Re: Space explosion (was: New Show)

[0212]
->> Re: Hi

[0213]
->> To Tom Renderbrandt

[0214]
->> Re: BMW Commercial

[0215]
->> Re: Startrek [was Searching..]

[0216]
->> Re: Space explosion

[0217]
->> Commercial use, (was:New show)

[0218]
->> Re: Searching.....

[0219]
->> Rookie

[0220]
->> Re: Are the attributes out there ?!

[0221]
->> Re: Space explosion

[0222]
->> Re: (no subject)

[0223]
->> Humanoid Update

[0224]
->> Printing Posters

[0225]
->> Re: Frame Rates

[0226]
->> Poster Printing

[0227]
->> Re: Are the attributes out there ?!

[0228]
->> Re: Startrek [was Searching..]

[0229]
->> Re: Watcom 10.0 texture example

[0230]
->> Re: Space explosion

[0231]
->> Re: Space explosion

[0232]
->> Essence II/PC (Atts Error)

[0233]
->> Flare Filter Map

[0234]
->> Re: BMW Commercial

[0235]
->> Re: Startrek [was Searching..]

[0237]
->> Rolling Text

[0240]
->> Re: Flare Filter Map

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1.1211 Daily Ordered Index ->> day 07

Daily Ordered Index ->> Wed, 7 Feb 1996

[0236]
->> Star Trek

[0238]
->> Re: Essence for PC is shipping

[0239]
->> Re: Mike H. drops a bombshell

[0241]
->> Re: more bad bricks(texture scaling)

[0242]
->> Re: Frame Rates

[0243]
->> Re: Whats with this realism thing??

[0244]
->> Re: Essence II/PC (Atts Error)

[0245]
->> Hello

[0246]
->> Re: Flare Filter Map

[0247]
->> Re: Rolling Text

[0248]
->> In a galaxy far, far away...

[0249]
->> Re: Space explosion

[0250]
->> BrushWrapping

[0251]
->> Re: In a galaxy far, far away...

[0252]
->> ignore this, just a test sorry

[0253]
->> ignore this also, yet another test, sorry

[0254]
->> Re: New Show

[0255]
->> Re: more bad bricks(texture scaling)

[0256]
->> Textures for Imagine

[0257]
->> Re: more bad bricks(texture scaling)

[0259]
->> 1 Month off the list!

[0260]
->> Grassroots Editors

[0261]
->> Re: Essence II/PC (Atts Error)

[0262]
->> HELP! Transparency probs.

[0263]
->> Re: Frame Rates

[0264]
->> Free textures ahoy!

[0265]
->> Re: converting animations Amiga->PC

[0266]
->> Attributes Yummy!!

[0267]
->> Re: HELP! Transparency probs.

[0268]
->> Re: In a galaxy far, far away...

[0269]
->> Re: HELP! Transparency probs.

[0270]
->> PC Format - JANUARY

[0271]
->> Re: HELP! Transparency probs.

[0272]
->> Re: HELP! Transparency probs.

[0273]
->> Re: New Show

[0274]
->> Re: HELP! Transparency probs.

[0275]
->> Texture Magic

[0276]
->> Re: HELP! Transparency probs.

[0278]
->> Re: (no subject)

[0279]
->> Re: Essence II/PC (Atts Error)

[0280]
->> Re: BrushWrapping

[0281]
->> Re: In a galaxy far, far away...

[0282]
->> Re: HELP! Transparency probs.

[0283]
->> Re: HELP! Transparency probs.

[0284]
->> Off Topic, Sorry.

[0285]
->> Re: Free textures ahoy!

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1.1212 Daily Ordered Index ->> day 08

Daily Ordered Index ->> Thu, 8 Feb 1996

[0258]
->> Re: Rolling Text

[0277]
->> I'm back!

[0286]
->> Re: Mike H. drops a bombshell

[0287]
->> Re: Grassroots Editors

[0288]
->> Imagine PC textures

[0289]
->> Re: Grassroots Editors

[0290]
->> Re: New Show

[0291]
->> Re: Imagine Book

[0292]

->> Re: In a galaxy far, far away...

[0293]
->> Re: In a galaxy far, far away...

[0294]
->> DXF

[0295]
->> Re: converting animations Amiga->PC

[0296]
->> ADMIN: Files through IML

[0297]
->> Re: DXF

[0298]
->> Re: In a galaxy far, far away...

[0299]
->> Re: HELP! Transparency probs.

[0301]
->> Re: BrushWrapping

[0302]
->> Re: PC Format - JANUARY

[0303]
->> Re: ADMIN: Files through IML - A goodbye message

[0304]
->> Re: HELP! Transparency probs.

[0305]
->> Off Topic, Sorry#2

[0306]
->> rotoscope

[0308]
->> Re: Rolling Text

[0309]
->> Re: converting animations Amiga->PC

[0310]
->> Re: Grassroots Editors

[0311]
->> Updated ***CONTENT*** contributors (fwd)

[0312]
->> Updated ***ADMIN*** Contributors (fwd)

[0313]

->> Re: Grassroots Editors

[0314]

->> subscription and FAQ

[0315]

->> Re: HELP! Transparency probs.

[0316]

->> Re: HELP! Transparency probs.

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1.1213 Daily Ordered Index ->> day 09

Daily Ordered Index ->> Fri, 9 Feb 1996

[0300]

->> Texture conversion

[0307]

->> Lets put this Enterprise thing to bed

[0317]

->> Imagine PC textures

[0318]

->> Re: Grassroot manual

[0319]

->> Imagine PC textures

[0320]

->> Re: Bye for now (fwd)

[0321]

->> Re: Imagine PC textures

[0322]

->> Re: Grassroot manual

[0323]

->> Re: Imagine PC textures

[0324]

->> UK Companies using Imagine

[0325]

->> Re: Imagine PC textures

[0326]
->> Upgrade im 3.0 -> 4.0 (coverdisk)

[0327]
->> Re: DXF

[0328]
->> Re: Grassroot manual

[0329]
->> Re: DXF

[0330]
->> A request to Perry

[0331]
->> Re: Imagine PC textures

[0332]
->> Imagine reviews

[0333]
->> Imagine Mailing List Warning

[0334]
->> Re: In a galaxy far, far away...

[0335]
->> Re: list

[0336]
->> Grasroots?

[0337]
->> Re: Imagine Mailing List Warning

[0338]
->> "Humanoid" update

[0339]
->> any Sailing vessel models

[0340]
->> Re: Startrek [was Searching..]

[0341]
->> Re: any Sailing vessel models

[0342]
->> Re: BrushWrapping

[0343]
->> Re: DXF

[0344]
->> Re: Startrek [was Searching..]

[0345]
->> Is there a 3DS to Imagine convertor for Amiga?

[0346]
->> ADMIN: Clarification

[0347]
->> Re: Free textures ahoy!

[0348]
->> Re: Imagine Mailing List Warning

[0349]
->> Re: Is there a 3DS to Imagine convertor for Amiga?

[0350]
->> Re: BrushWrapping

[0351]
->> Re: Imagine reviews

[0352]
->> Re: Imagine reviews

[0353]
->> New image

[0354]
->> Re: BrushWrapping

[0355]
->> Suggestions

[0356]
->> Re: Suggestions

[0357]
->> Re: Imagine reviews

[0358]
->> Re: Suggestions

[0359]
->> Re: Suggestions

[0360]
->> Re: Imagine reviews

[0361]
->> Re: Suggestions

[0362]
->> Imagine Cover Disks

[0370]
->> Contest Rules

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1.1214 Daily Ordered Index ->> day 10

Daily Ordered Index ->> Sat, 10 Feb 1996

[0363]

->> Re: Rob's Questions pic

[0364]

->> New Site. 3D and Audio based.

[0365]

->> Re: "Humanoid" update

[0366]

->> Imagine Mailing List Warning

[0367]

->> aspect and res..

[0368]

->> First time

[0369]

->> Re: DXF

[0371]

->> CGI Magazine

[0372]

->> Re: nice pic

[0373]

->> Re: Imagine reviews

[0374]

->> Re: "Humanoid" update

[0375]

->> Re: Rob's Questions pic

[0376]

->> " getting annoyed " was "Humanoid" update

[0377]

->> Renderus Interruptus (was Re: nice pic)

[0378]

->> Re: " getting annoyed " was "Humanoid" update

[0379]
->> Cool pic, and about the contest

[0380]
->> Re: Rob's Questions pic

[0381]
->> PC Essence

[0382]
->> Re: Cool pic, and about the contest

[0383]
->> Re: Renderus Interruptus (was Re: nice pic)

[0384]
->> Re: Cool pic, and about the contest

[0385]
->> Re: " getting annoyed " was "Humanoid" update

[0386]
->> Re: nice pic

[0387]
->> Re: New image

[0388]
->> Killer Video Card

[0389]
->> Re: DXF

[0390]
->> Re: Renderus Interruptus (was Re: nice pic)

[0391]
->> Re: Cool pic, and about the contest

[0392]
->> Re: Cool pic, and about the contest

[0397]
->> Re: Is there a 3DS to Imagine convertor for Amiga?

[0398]
->> Re: Imagine reviews

[0399]
->> Re: nice pic

[0400]
->> Hello

[0401]
->> Cool modellers?

[0402]
->> Re: Hello (Read your IML Rules)

[0403]
->> Re: Imagine reviews

[0404]
->> Re: Imagine reviews

[0963]
->> Re: Imagine Mailing List Warning

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1.1215 Daily Ordered Index ->> day 11

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[0393]
->> Re: Grassroot manual

[0394]
->> Re: PC Essence

[0395]
->> Re: Startrek [was Searching..]

[0396]
->> Re: Suggestions

[0405]
->> Re: Imagine reviews

[0406]
->> Re: Imagine reviews

[0407]
->> Humanoid Update

[0408]
->> More Bad bricks

[0409]
->> Dino Modeling

[0410]
->> Dino Textures

[0411]

->> New pictures

[0412]
->> Re: PC FormaT - JANUARY

[0413]
->> New pictures2

[0417]
->> Re: Suggestions

[0418]
->> Re: PC FormaT - JANUARY

[0419]
->> Re: Imagine reviews

[0420]
->> Ehhh..

[0421]
->> Re: Imagine reviews

[0422]
->> Re: Ehhh..

[0423]
->> Re: PC FormaT - JANUARY

[0424]
->> Re: DXF

[0425]
->> Re: Pyro pictures

[0428]
->> Re: Ehhh..

[0430]
->> Re: Ehhh..

[0431]
->> Re: Ehhh..

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1.1216 Daily Ordered Index ->> day 12

Daily Ordered Index ->> Mon, 12 Feb 1996

[0426]
->> aspect and res..

[0427]
->> Re: aspect and res..

[0429]
->> Re: Imagine reviews

[0432]
->> Re: Upgrade im 3.0 -> 4.0 (coverdisk)

[0433]
->> ADMIN: Missing Posts?

[0434]
->> Shield Effects

[0435]
->> Shininess

[0436]
->> Re: Ehhh..

[0437]
->> "Humanoid" update

[0438]
->> "Humanoid" update

[0439]
->> "Humanoid" update

[0440]
->> Humanoid Update

[0441]
->> Re: New pictures2

[0442]
->> Amiga Bmap Util on Aminet

[0443]
->> Re: "Humanoid" update

[0444]
->> Howdy

[0445]
->> Imagine Mailing List Warning -Reply

[0446]
->> Re: Shield Effects

[0447]
->> Starting

[0448]
->> Re: Imagine Mailing List Warning -Reply

[0449]
->> Humanoid Update -Reply

[0450]
->> Re: Howdy

[0451]
->> Re: Shield Effects

[0452]
->> Re: Ehhh..

[0453]
->> Re: Amiga Bmap Util on Aminet

[0454]
->> Humans and CADs

[0455]
->> Re: Starting

[0456]
->> Pyro was:Re: Ehhh..

[0457]
->> Re: nice pic

[0458]
->> Re: Hello (Read your IML Rules)

[0459]
->> Re: Ehhh..

[0460]
->> Re: Ehhh..

[0461]
->> Re: Ehhh..

[0462]
->> Screen Res

[0463]
->> Re: "Humanoid" update

[0464]
->> aztec city for PC

[0465]
->> fvdauwer@uia.ua.ac.be

[0466]
->> rotoscope2

[0467]
->> Re: fvdauwer@uia.ua.ac.be

[0468]
->> getting scorched

[0469]
->> Re: Shield Effects

[0470]
->> "Humanoid" update

[0473]
->> Re: Starting

[0474]
->> Re: Howdy

[0475]
->> Re: Starting

[0476]
->> Re: Screen Res

[0477]
->> Re: aztec city for PC

[0478]
->> Re: fvdauwer@uia.ua.ac.be

[0479]
->> Re: Starting

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1.1217 Daily Ordered Index ->> day 13

Daily Ordered Index ->> Tue, 13 Feb 1996

[0471]
->> Re: Screen Res

[0472]
->> Re: "Humanoid" update

[0480]
->> PC Squest

[0481]
->> Starting

[0482]
->> Humanoid Update

[0483]
->> Humanoid Update

[0484]
->> imagine reviews

[0485]
->> Re: Starting

[0486]
->> Re: Animating

[0487]
->> Re: imagine reviews

[0488]
->> Computer Arts

[0489]
->> Re: Animating

[0490]
->> Re: Starting

[0491]
->> Re: Starting

[0492]
->> Re: Starting

[0493]
->> Re: Starting

[0494]
->> Re: "Humanoid" update

[0495]
->> I'm back

[0496]
->> Humanoid Update -Reply

[0497]
->> Iml direction; newbie questions

[0498]
->> Re: Starting

[0499]
->> Re: Hello (IM4.0 on a P100)

[0500]
->> Re: Iml direction; newbie questions

[0501]
->> Freebee for \$495.00

[0502]
->> Grass roots and Lights

[0503]
->> Re: Grass roots and Lights

[0504]
->> Sorry for indiscriminate post

[0505]
->> Spider

[0506]
->> Re: Lights

[0509]
->> Re: Screen Res

[0510]
->> Re: Imagine SVGA Modes

[0511]
->> Re: Screen Res

[0512]
->> Just in re: Win95 and virus - please don't panic

[0513]
->> Another free Imagine Coverdisc(k)

[0514]
->> newbie tutorial

[0515]
->> Re: Another free Imagine Coverdisc(k)

[0516]
->> That Spider Anim

[0517]
->> re unsubscribe

[0519]
->> Essence Textures for PC

[0520]
->> Hi

[0521]
->> Re: Essence Textures for PC

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1.1218 Daily Ordered Index ->> day 14

Daily Ordered Index ->> Wed, 14 Feb 1996

[0507]
->> Re: Iml direction; newbie questions

[0508]
->> Re: Starting

[0518]
->> Seeking de* textures tutorial

[0522]
->> Lights and Shadows

[0523]
->> Re: Iml direction; newbie questions

[0524]
->> Re: Freebee for \$495.00

[0525]
->> Re: \$495 software question

[0526]
->> Re: Are the attributes out there ?!

[0527]
->> Re: Seeking de* textures tutorial

[0528]
->> subscribe

[0529]
->> Re: Starting

[0530]
->> Starting

[0531]
->> Re: Freebee for \$495.00

[0532]
->> Re: Starting

[0533]
->> Re: Lights and Shadows

[0534]

->> Re: Iml direction; newbie questions

[0535]
->> hello

[0536]
->> Imagine Documentation Project

[0537]
->> Re: HELP! Transparency probs.

[0538]
->> off topic. Snoopdos on PC?

[0539]
->> PovRayPublicBeta

[0540]
->> Re: Hello (IM4.0 on a P100)

[0541]
->> Re: Hello (IM4.0 on a P100)

[0542]
->> Upgrade/ register PC Answeres 3.0

[0543]
->> Re: Upgrade/ register PC Answeres 3.0

[0544]
->> Debump texture

[0545]
->> Re: DXF

[0546]
->> Re: Essence Textures for PC

[0547]
->> Re: Essence Textures for PC

[0548]
->> PS Fonts

[0550]
->> Re: PS Fonts

[0552]
->> Re: Pyro was:Re: Ehhh..

[0554]
->> Re: Hello (IM4.0 on a P100)

[0555]
->> Re: Amiga->PC file conversion problems

[0556]

->> BrushesOnBlobs

[0557]
->> Amiga->PC file conversion problems

[0558]
->> Re: Amiga->PC file conversion problems

[0559]
->> Re: fvdauwer@uia.ua.ac.be

[0560]
->> Re: Lights and Shadows

[0561]
->> Re: Sorry for indiscriminate post

[0562]
->> Re: Starting

[0563]
->> Postscript fonts (was: Starting)

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1.1219 Daily Ordered Index ->> day 15

Daily Ordered Index ->> Thu, 15 Feb 1996

[0549]
->> Amiga->PC file conversion problems

[0551]
->> How do I unsubscribe

[0553]
->> Re: rotoscope

[0564]
->> Re: Pyro was:Re: Ehhh..

[0565]
->> Re: Postscript fonts (was: Starting)

[0566]
->> Re: Postscript fonts (was: Starting)

[0567]
->> Re: fvdauwer@uia.ua.ac.be

[0568]
->> Re: Essence Textures for PC

[0569]
->> Re: HELP! Transparency probs.

[0570]
->> Re: PS Fonts

[0571]
->> Re: How do I unsubscribe

[0572]
->> Archives For IML?

[0573]
->> Multiboot (was Re: Postscript fonts (was: Starting))

[0574]
->> New for version 5

[0575]
->> Re: Light and shadows

[0576]
->> Lensflares?

[0577]
->> Re: New for version 5

[0578]
->> Tim Wilson

[0579]
->> News From Impulse

[0580]
->> Re: Lights

[0582]
->> Re: News From Impulse

[0584]
->> Re: New for version 5

[0585]
->> Re: New for version 5

[0586]
->> Re: New for version 5

[0587]
->> Re: New for version 5

[0588]
->> Re: Howdy

[0589]
->> Re: Hello (IM4.0 on a P100)

[0590]
->> Re: New for version 5

[0591]
->> Re: New for version 5

[0592]
->> Re: New for version 5

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1.1220 Daily Ordered Index ->> day 16

Daily Ordered Index ->> Fri, 16 Feb 1996

[0581]
->> Re: Essence Textures for PC

[0583]
->> Morphing diff objects, YES! (not...)

[0593]
->> Re: Pyro - An Unzipping util for Amigans

[0594]
->> Re: New for version 5

[0595]
->> Re: Postscript fonts (was: Starting)

[0596]
->> Re: Morphing diff objects, YES! (not...)

[0597]
->> [Q] defining "Gold" texture

[0598]
->> Real life laser

[0599]
->> Simple things

[0600]
->> Re: [Q] defining "Gold" texture

[0601]
->> Re: Real life laser

[0602]
->> Re: [Q] defining "Gold" texture

[0603]
->> Re: Simple things

[0604]
->> Re: Simple things

[0605]
->> Re: Simple things

[0606]
->> Re: Simple things

[0607]
->> Re: New for version 5

[0608]
->> Humanoid Update -Reply

[0609]
->> Re: Simple things

[0610]
->> Re: Pyro was:Re: Ehhh..

[0611]
->> Re: Amiga->PC file conversion problems

[0612]
->> Re: HELP! Transparency probs.

[0613]
->> Re: Simple things

[0614]
->> Particle question

[0615]
->> Re: News From Impulse

[0616]
->> Re: New for version 5

[0617]
->> Re: Handjive

[0618]
->> Re: New for version 5

[0619]
->> Some Info

[0620]
->> Re: New for version 5

[0673]
->> Re: FPU

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1.1221 Daily Ordered Index ->> day 17

Daily Ordered Index ->> Sat, 17 Feb 1996

[0621]
->> Re: fvdauwer@uia.ua.ac.be

[0622]
->> Re: [Q] defining "Gold" texture

[0623]
->> Re: Real life laser

[0624]
->> Imagine on an SGI!!!!!!

[0625]
->> Re: Real life laser

[0626]
->> Smoothing

[0627]
->> Message Received

[0628]
->> Re: Animating

[0629]
->> Re: New for version 5

[0630]
->> Re: New for version 5

[0631]
->> Hello

[0633]
->> Re: Imagine on an SGI!!!!!!

[0634]
->> Re: Imagine on an SGI!!!

[0635]

->> ADMIN - Imagine list - Perry

[0636]
->> Re: Imagine on an SGI!!!!

[0637]
->> Animation

[0638]
->> Re: Imagine on an SGI!!!!

[0640]
->> Re: Imagine on an SGI!!!!

[0641]
->> Re: Imagine on an SGI!!!!

[0642]
->> Re: Animation

[0643]
->> Edimator/Media 100 : Comparision

[0644]
->> Re: Imagine on an SGI!!!!

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1.1222 Daily Ordered Index ->> day 18

Daily Ordered Index ->> Sun, 18 Feb 1996

[0632]
->> Re: [Q] defining "Gold" texture

[0639]
->> Re: Animation

[0645]
->> [Sorry, NO Subject]

[0646]
->> Edge Line Prob

[0647]
->> Hello

[0648]
->> Re: Howdy

[0649]
->> Re: HELP! Transparency probs.

[0650]
->> Preference settings

[0651]
->> Re: Imagine on an SGI!!!!

[0652]
->> Re: your mail

[0653]
->> Re: Animation

[0654]
->> Bashing Impulse

[0655]
->> This is only a test; do not read

[0656]
->> Sorry, another test; please ignore

[0657]
->> FOR SALE: OBJ & TEXTURE CD

[0658]
->> Hello

[0660]
->> Re: Bashing Impulse

[0661]
->> Re: Hello

[0662]
->> off topic -Real life lasers

[0663]
->> Re: Hello

[0664]
->> On Blobs, Smoothing and the meaning of life

[0665]
->> Re: "Bashing Impulse" - I am NOT bashing Impulse...

[0666]
->> Re: Hello (Alfonso Hermida)

[0667]
->> Re: Some Info

[0668]
->> Re: Hello (Alfonso Hermida)

[0669]
->> Re: "Bashing Impulse" - I am NOT bashing Impulse...

[0670]
->> Hex Editing Imagine 3.0 for PC

[0671]
->> Re: Bashing Impulse

[0674]
->> Re: Some Info

[0676]
->> Re: Some Info

[0677]
->> Re: Some Info

[0678]
->> VESA dead horse

[0679]
->> Re: Bashing Impulse

[0680]
->> Re: "Bashing Impulse" - I am NOT bashing Impulse...

[0681]
->> Re: "Bashing Impulse" - I am NOT bashing Impulse...

[0682]
->> Pixar and ILM. was Re: Some Info

[0683]
->> Re: Some Info

[0684]
->> Re: VESA dead horse

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1.1223 Daily Ordered Index ->> day 19

Daily Ordered Index ->> Mon, 19 Feb 1996

[0659]
->> Re: your mail

[0672]
->> Re: Hello

[0675]
->> Re: Imagine 4,0 RotationAnimation

[0685]
->> Re: Imagine 4,0 RotationAnimation

[0686]
->> Applying a single texture to multiple objects

[0687]
->> Preference settings

[0688]
->> Hello

[0689]
->> Bashing Impulse

[0690]
->> Altitude seam

[0691]
->> Re: Imagine 4,0 RotationAnimation

[0692]
->> Re: Applying a single texture to multiple objects

[0693]
->> Memory

[0694]
->> Re: Real life laser

[0695]
->> Reducing Render Time

[0696]
->> Dino Lighting

[0697]
->> Shadows

[0698]
->> BrushesOnBlobs

[0699]
->> Re: Imagine 4,0 RotationAnimation

[0700]
->> Re: VESA dead horse

[0701]
->> Re: Memory

[0702]
->> Applying a single texture to multiple objects

[0703]
->> Pyro Essence? when.....

[0704]
->> Re: Applying a single texture to multiple objects

[0705]
->> Re: Postscript fonts (was: Starting)

[0706]
->> Re: Postscript fonts (was: Starting)

[0707]
->> PS-Font quicky (was Re: Postscript fonts)

[0708]
->> Re: Pixar and ILM. was Re: Some Info

[0709]
->> subscribe

[0710]
->> Re: Applying a single texture to multiple objects

[0711]
->> Re: Some Info

[0712]
->> Re: BrushesOnBlobs

[0713]
->> leaving...again!

[0714]
->> Re: Pyro Essence? when.....

[0715]
->> Re: Applying a single texture to multiple objects

[0716]
->> Re: Postscript fonts (was: Starting)

[0717]
->> Re: Pyro Essence? when.....

[0719]
->> OctVolume ???

[0720]
->> Re: Imagine 4,0 RotationAnimation

[0721]
->> Re: OctVolume ???

[0722]
->> Applying a single texture to multiple

[0723]
->> [Sorry, NO Subject]

[0724]
->> Re: Memory

[0725]
->> Re: OctVolume ???

[0726]
->> Re: Pyro Essence? when.....

[0727]
->> << None >>

[0728]
->> PC Paint Program?

[0729]
->> Re: PC Paint Program?

[0730]
->> Re: PC Paint Program?

[0731]
->> Please Unsubscribe

[0736]
->> Re: Real life laser

[0737]
->> Re: OctVolume ???

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1.1224 Daily Ordered Index ->> day 20

Daily Ordered Index ->> Tue, 20 Feb 1996

[0718]
->> Re: Imagine 4,0 RotationAnimation

[0732]
->> Re: PC Paint Program?

[0733]
->> BrushesOnBlobs

[0734]

->> Re: Real life laser

[0735]
->> Reducing Render Time

[0738]
->> Re: Unsubscribeing

[0739]
->> Re: PC Paint Program?

[0740]
->> Re: News From Impulse

[0741]
->> Re: Some Info

[0742]
->> Re: Edge Line Prob

[0743]
->> Re: Edimator/Media 100 : Comparision

[0744]
->> Re: Imagine 4,0 RotationAnimation

[0745]
->> [Sorry, NO Subject]

[0746]
->> Re: PS-Font quicky (was Re: Postscript fonts)

[0747]
->> Need a nose...

[0748]
->> Re: Memory

[0749]
->> Re: Real life laser

[0750]
->> Re: Postscript fonts (was: Starting)

[0751]
->> Re: Need a nose...

[0752]
->> Re: Memory

[0753]
->> Re: Pyro Essence? when.....

[0754]
->> Re: Real life laser

[0755]

->> Re: Edge Line Prob

[0756]
->> Divide overflow error

[0758]
->> Re: Real life laser

[0759]
->> Re: your mail

[0760]
->> Re: Real life laser

[0761]
->> Re: Divide overflow error

[0762]
->> Re: Pyro Essence? when....

[0763]
->> Edimator comparison?

[0764]
->> Pyro EssenceNow!

[0765]
->> PAL & NTSC

[0766]
->> Re: PAL & NTSC

[0769]
->> Caustic

[0770]
->> Re: Real life laser

[0771]
->> Re: Divide overflow error

[0772]
->> Re: Pyro Essence? when.....

[0773]
->> Re: Real life laser

[0774]
->> Re: Edimator comparison?

[0775]
->> Re: Edimator/Media 100 : Comparision

[0776]
->> Re: Bashing Impulse

[0777]

->> Re: Imagine on an SGI!!!!

[0778]
->> Essence Textures - Still Waiting

[0779]
->> Wanted "Alt.binary.Imagine"

[0780]
->> REQ: I need a objects

[0781]
->> Re: Divide overflow error

[0785]
->> Re: Divide overflow error

[0786]
->> Re :SnopDos for PC

[0787]
->> Divide overflow error

[0788]
->> Re: Caustic

[0789]
->> Image Needed

[0795]
->> Re: Battletech

[0798]
->> Re: Edimator/Media 100 : Comparision

[0830]
->> Plug'ins for Imagine?

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1.1225 Daily Ordered Index ->> day 21

Daily Ordered Index ->> Wed, 21 Feb 1996

[0757]
->> Re: Edimator/Media 100 : Comparision

[0767]
->> Re: Real life laser

[0768]
->> Re: Shadows

[0782]
->> Re: Imagine 4,0 RotationAnimation

[0783]
->> Digital film resolution (Was: Some Info)

[0784]
->> Re: Edge Line Prob

[0790]
->> Re: Bashing Impulse

[0791]
->> Battletech

[0792]
->> Re: Divide overflow error

[0793]
->> Re: Edimator/Media 100 : Comparision

[0794]
->> Re: Wanted "Alt.binary.Imagine"

[0796]
->> Re: Wanted "Alt.binary.Imagine"

[0797]
->> Re: Not Bashing Impulse

[0799]
->> Re: PC Paint Program?

[0800]
->> BattleMech Objects

[0801]
->> Re: Imagine on an SGI!!!!!!

[0802]
->> Re: PAL & NTSC

[0803]
->> Re: Wanted "Alt.binary.Imagine"

[0804]
->> Re: Battletech

[0805]
->> Re: Applying a single texture to multiple objects

[0806]
->> Re: Imagine on an SGI!!!!!!

[0807]
->> Re: PC Paint Program?

[0808]
->> Re: Need a nose...

[0809]
->> Re: Need a nose...

[0810]
->> Hello There!

[0811]
->> Re: Wanted "Alt.binary.Imagine"

[0812]
->> Re: Need a nose...

[0813]
->> Amigas and PC's (was PC paint Programe)

[0814]
->> Greetings and A question.

[0815]
->> Imagine & Cybergfx

[0816]
->> Re: Imagine on an SGI!!!!

[0817]
->> divide overflow error

[0818]
->> Re: Divide overflow error

[0819]
->> Re: Wanted "Alt.binary.Imagine"

[0820]
->> Re: Bashing Impulse

[0821]
->> Imagine Channel on IRC

[0822]
->> TriSpectives

[0823]
->> Re: Wanted "Alt.binary.Imagine"

[0824]
->> Re: PC Paint Program?

[0825]
->> Re: Divide overflow error

[0826]
->> Re: Divide overflow error

[0827]
->> Re: PC Paint Program?

[0828]
->> Re: Wanted "Alt.binary.Imagine"

[0829]
->> Bashing Impulse

[0831]
->> The Nursery

[0832]
->> Re: PC Paint Program?

[0833]
->> Re: Wanted "Alt.binary.Imagine"

[0834]
->> Re: Not Bashing Impulse

[0835]
->> Re: PC Paint Program?

[0836]
->> Re: PC Paint Program?

[0837]
->> Re: Dino Lighting

[0838]
->> Re: Edge Line Prob

[0839]
->> SoftImage Educational Price

[0840]
->> Re: The Nursery

[0841]
->> Re: TriSpectives

[0842]
->> Re: The Nursery

[0843]
->> Re: Wanted "Alt.binary.Imagine"

[0844]
->> Imagine/VRML

[0845]
->> Re: The Nursery

[0846]
->> Re: Imagine 4,0 RotationAnimation

[0847]
->> Re: Image Needed

[0848]
->> MoreDavid'sThanGoliaths

[0850]
->> Re: Bashing Impulse

[0851]
->> Re: Plug'ins for Imagine?

[0852]
->> Re: PC Paint Program?

[0853]
->> Re: Imagine & Cybergfx

[0857]
->> Re: Wanted "Alt.binary.Imagine"

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1.1226 Daily Ordered Index ->> day 22

Daily Ordered Index ->> Thu, 22 Feb 1996

[0849]
->> Re: SoftImage Educational Price

[0854]
->> subscribe

[0855]
->> Re: Bashing Impulse

[0856]
->> Re: Caustic

[0858]
->> Re: Wanted "Alt.binary.Imagine"

[0859]
->> Re: Not Bashing Impulse

[0860]
->> Re: Wanted "Alt.binary.Imagine"

[0861]
->> Re: Imagine on an SGI!!!!

[0862]
->> Re: Greetings and A question.

[0863]
->> Re: The Nursery

[0864]
->> Nyah nyah nyah-nyah nyah

[0865]
->> Re: PC Paint Program?

[0866]
->> Re: Imagine 4,0 RotationAnimation

[0867]
->> Re: Greetings and A question.

[0868]
->> PC Card Trouble

[0869]
->> IML-FAQ #11?

[0870]
->> Re: PC Card Trouble

[0871]
->> Re: PC Paint Program?

[0872]
->> Re: PC Card Trouble

[0873]
->> Re: Spider

[0874]
->> Re: PC Card Trouble

[0875]
->> Re: Imagine 4,0 RotationAnimation

[0876]
->> Re: Wanted "Alt.binary.Imagine"

[0878]
->> Re: Caustic

[0879]
->> Re: Edimator/Media 100 : Comparision

[0880]
->> Re: Imagine on an SGI!!!!

[0881]
->> Re: Imagine on an SGI!!!!

[0882]
->> Spline circle [was Re: Imagine 4,0 RotationAnimation]

[0883]
->> Re: Nyah nyah nyah-nyah nyah

[0884]
->> Re: Caustic

[0886]
->> The Tess Pole

[0887]
->> Re: Greetings and A question.

[0888]
->> Re: OctVolume ???

[0889]
->> MoreDavid'sThanGoliaths

[0890]
->> Plug'ins for Imagine?

[0891]
->> Re: Imagine Channel on IRC

[0892]
->> Re: The Tess Pole

[0893]
->> Re: MoreDavid'sThanGoliaths

[0894]
->> Re: Imagine on an SGI!!!!

[0895]
->> Upper case "X" bug(?) in Spline editor

[0897]
->> Re: REQ: I need a objects

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1.1227 Daily Ordered Index ->> day 23

Daily Ordered Index ->> Fri, 23 Feb 1996

[0877]
->> DINO

[0885]
->> Splines!! (Was: Imagine 4,0 RotationAnimation)

[0896]
->> Re: Upper case "X" bug(?) in Spline editor

[0898]
->> Light Control

[0899]
->> Re: Need a nose...

[0900]
->> Re: The Tess Pole

[0901]
->> Re: Caustic

[0902]
->> Re: Light Control

[0903]
->> The Tess Poll

[0904]
->> Re: Caustic

[0905]
->> Dino Lighting

[0906]
->> Re: Spider

[0907]
->> The first Pyrotechnics tutor....

[0908]
->> FWD:Something funny

[0909]
->> Regarding oil-tanker in Millford Haven

[0910]
->> Re: Light Control

[0911]
->> Re: Upper case "X" bug(?) in Spline editor

[0912]
->> tomahawk?

[0913]
->> Re: Regarding oil-tanker in Millford Haven

[0914]
->> God damn archives, please!

[0915]
->> Book on the Detail editor?

[0916]
->> Re: tomahawk?

[0917]
->> Re: God damn archives, please!

[0918]
->> Re: Book on the Detail editor?

[0919]
->> Nyah nyah nyah-nyah nyah

[0920]
->> Re: Imagine/VRML

[0921]
->> ESSENCE!

[0922]
->> Essence Textures Received

[0923]
->> Re: Upper case "X" bug(?) in Spline editor

[0924]
->> Re: Wanted "Alt.binary.Imagine"

[0925]
->> Re: Wanted "Alt.binary.Imagine"

[0927]
->> Re: EssencePC

[0929]
->> Re: Alias

[0931]
->> Re: tomahawk?

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1.1228 Daily Ordered Index ->> day 24

Daily Ordered Index ->> Sat, 24 Feb 1996

- [0926]
->> imagine reviews
 - [0928]
->> Re: Regarding oil-tanker in Millford Haven
 - [0930]
->> Re: God damn archives, please!
 - [0932]
->> Essence for WinImagine
 - [0933]
->> Re: Essence for WinImagine
 - [0934]
->> Re: The Tess Poll
 - [0935]
->> Re: Need a nose without a seam...
 - [0936]
->> Re: PC Paint Program?
 - [0937]
->> Re: Regarding oil-tanker in Millford Haven
 - [0938]
->> Re: imagine reviews
 - [0939]
->> Re: Wanted "Alt.binary.Imagine"
 - [0940]
->> Imagine on an SGI!!!!
 - [0941]
->> Essence
 - [0942]
->> Rob's Questions pic
 - [0943]
->> Lensflares?
 - [0944]
->> Re: Wanted "Alt.binary.Imagine"
 - [0945]
->> About these problems with binaries.....
-

[0946]
->> Re: ESSENCE!

[0947]
->> Does anyone here own or work at an ISP?

[0948]
->> Re: Howdy

[0949]
->> Re: Regarding oil-tanker in Millford Haven

[0950]
->> Lens flare texture, Where?

[0951]
->> Re: Lens flare texture, Where?

[0952]
->> Re: Does anyone here own or work at an ISP?

[0953]
->> Render Of The Week Site.

[0954]
->> Re: About these problems with binaries.....

[0955]
->> pixel pro offer

[0956]
->> Re: PC Paint Program?

[0957]
->> Re: tomahawk?

[0958]
->> Re: Render Of The Week Site.

[0959]
->> Re: Lensflares?

[0960]
->> Wise judges

[0961]
->> Re: Lensflares?

[0962]
->> Re: pixel pro offer

[0964]
->> Re: Lensflares?

[0965]
->> Re: pixel pro offer

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1.1229 Daily Ordered Index ->> day 25

Daily Ordered Index ->> Sun, 25 Feb 1996

[0966]

->> Re: Imagine Mailing List Warning

[0967]

->> Re: Lensflares?

[0968]

->> Re: Anders wants some of Bob's pics, everyone!

[0969]

->> Re: pixel pro offer

[0970]

->> Re: Render Of The Week Site.

[0971]

->> Re: Lensflares?

[0972]

->> Essence

[0973]

->> Re: Wanted "Alt.binary.Imagine"

[0974]

->> Re: pixel pro offer

[0975]

->> Re: Render Of The Week Site.

[0976]

->> Re: Lensflares?

[0977]

->> Re: Lensflares?

[0978]

->> Re: Lensflares?

[0979]

->> Lensflares?

[0980]

->> Lensflares?

[0981]
->> God damn archives, please!

[0982]
->> Re: Imagine on an SGI!!!!

[0983]
->> Re: Lensflares?

[0987]
->> Re: Render Of The Week Site.

[0988]
->> CU Amiga Texture Studio!

[0989]
->> Re: Imagine Mailing List Warning

[0990]
->> Re: PS Fonts

[0991]
->> Re: New for version 5

[0992]
->> Re: New for version 5

[0994]
->> Re: Verismo

[0995]
->> Re: Imagine Mailing List Warning

[1015]
->> Encyclopaedia Lensflaria

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Daily Ordered Index ->> Mon, 26 Feb 1996

[0984]
->> Re: Essence

[0985]
->> ADMIN: Missing posts

[0986]

->> Re: Motionblur

[0993]
->> Re: Imagine Mailing List Warning

[0996]
->> Re: New for version 5

[0997]
->> Edge Line

[0998]
->> Edimator(sp?)

[0999]
->> Re: Imagine Mailing List Warning

[1000]
->> Eh?

[1001]
->> Re: Eh? and something else

[1002]
->> Re: Eh?

[1003]
->> AMIGA <-> PC -connection(was: Eh? and something else)

[1004]
->> Humanoid - Attributes

[1005]
->> Re: Motionblur

[1006]
->> Re: New for version 5

[1007]
->> Re: Eh? and something else

[1008]
->> Re: Eh?

[1009]
->> Re: Eh?

[1010]
->> Re: Imagine Mailing List Warning

[1011]
->> Re: Eh?

[1012]
->> Re: Eh?

[1013]

->> Re: Eh? and something else

[1014]
->> New for version 5

[1017]
->> New for version 5

[1018]
->> Demos

[1019]
->> Re: Edge Line

[1020]
->> Re: Imagine Mailing List Warning (MS/TNEF Attachment)

[1021]
->> Bump Mapping

[1022]
->> Laughs (very funny, realy)

[1023]
->> Stupid question

[1024]
->> how do i extrude in 3 dimensions?

[1025]
->> Neat lighting trick.

[1026]
->> Network support in Winimage ?

[1027]
->> LENSFLARES AND THEN SOME

[1028]
->> Basketball map?

[1029]
->> Re: Bump Mapping

[1030]
->> Image Contest

[1031]
->> Re: Stupid question

[1032]
->> More flares (Was: Encyclopaedia Lensflaria)

[1033]
->> Re: Eh? and something else

[1034]

->> Re: how do i extrude in 3 dimensions?

[1035]
->> Re: how do i extrude in 3 dimensions?

[1036]
->> Re: Network support in Winimagine ?

[1037]
->> Re: LENSFLARES AND THEN SOME

[1038]
->> Re: Bump Mapping

[1039]
->> Imagine@sjvm.stjohns.edu

[1040]
->> [Sorry, NO Subject]

[1041]
->> Detail & Stage (was Re: New for version 5)

[1042]
->> Re: Neat lighting trick.

[1043]
->> Re: Bowling Ball

[1044]
->> Email software ?

[1045]
->> Essence for PC

[1047]
->> Bowling Ball

[1048]
->> Re: Essence for WinImagine

[1049]
->> Re: pixel pro offer

[1050]
->> Re: The Tess Poll

[1051]
->> Re: Lensflares?

[1052]
->> Re: Neat lighting trick.

[1053]
->> Re: Essence for WinImagine

[1054]

->> Re: Encyclopaedia Lensflaria

[1055]
->> Re: Neat lighting trick.

[1056]
->> Re: how do i extrude in 3 dimensions?

[1057]
->> Re: Network support in Winimagine ?

[1058]
->> Re: Lensflares?

[1059]
->> Re: Lensflares?

[1060]
->> Re: Eh? and something else

[1061]
->> Re: please unsubscribe

[1062]
->> Re: how do i extrude in 3 dimensions?

[1063]
->> Re: Network support in Winimagine ?

[1064]
->> Re: The first Pyrotechnics tutor....

[1065]
->> Re: Bump Mapping

[1066]
->> Re: Email software ?

[1069]
->> Re: Email software ?

[1070]
->> Re: Essence for WinImagine

[1071]
->> Re: Eh? and something else

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Daily Ordered Index ->> Tue, 27 Feb 1996

[1016]

->> Re: Eh? and something else

[1046]

->> Re: how do i extrude in 3 dimensions?

[1067]

->> Re: Edimator(sp?)

[1068]

->> Flipping Symetrical Models??

[1072]

->> Re: Email software ?

[1073]

->> Re: Email software ?

[1074]

->> Re: New for version 5

[1075]

->> Re: Bump Maping

[1076]

->> Re: Basketball map?

[1077]

->> Re: Eh? and something else

[1078]

->> Re: Bowling Ball

[1079]

->> Explosions!

[1080]

->> Explosions!

[1081]

->> Bump Mapping

[1082]

->> Removable Back Options - was Re: Eh? and something else

[1083]

->> Re: how do i extrude in 3 dimensions?

[1084]

->> Re: Email software ?

[1085]

->> Re: LENSFLARES AND THEN SOME

[1086]
->> Re: Extrude 3d - Here's How

[1087]
->> Re: Lensflares?

[1088]
->> Re: Verismo

[1089]
->> Re: New for version 5

[1090]
->> Re: Edimator(sp?)

[1091]
->> Re: Flipping Symmetrical Models??

[1092]
->> Re: Neat lighting trick.

[1093]
->> Re: how do i extrude in 3 dimensions?

[1094]
->> Newflare?

[1095]
->> Re: Neat lighting trick.

[1096]
->> imagine@juvm.stjohns.edu unsubscribe

[1097]
->> Smoke

[1098]
->> Re: Neat lighting trick.

[1099]
->> Crestline lighting arrays

[1100]
->> Re: your mail

[1101]
->> Email progs.

[1102]
->> Re: Bowling Ball

[1103]
->> Re: Bump Mapping

[1104]
->> Re: Neat lighting trick.

[1105]
->> Contest entry

[1106]
->> Re: Unsliced!

[1107]
->> Re: Email software ?

[1108]
->> Slicing stuff

[1109]
->> Re: Edimator(sp?)

[1110]
->> subscribe

[1111]
->> Re: Unsliced!

[1112]
->> Edge Line

[1113]
->> Re: Unsliced!

[1114]
->> Re: Explosions!

[1115]
->> Re: Bump Mapping

[1116]
->> Re: Verismo

[1117]
->> Re: Unsliced!

[1118]
->> Re: Newflare?

[1119]
->> Re: Email software ?

[1120]
->> Feature Request

[1121]
->> CU Amiga Texture Studio!

[1122]
->> Re: Email software ?

[1124]
->> Re: Verismo

[1128]
->> Re: Edimator(sp?)

[1130]
->> Re: Unsliced!

[1136]
->> Newflare?

[1137]
->> Basketball map?

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[1123]
->> Re: Flipping Symmetrical Models??

[1125]
->> Re: More Edge Line

[1126]
->> Re: Email software ?

[1127]
->> Re: Slicing stuff

[1129]
->> New Anim

[1131]
->> BugFix was - Re: Newflare?

[1132]
->> Re: Slicing stuff

[1133]
->> Re: Contest entry

[1134]
->> Re: Slicing stuff

[1135]
->> Render of the week updated.

[1138]

->> Re: Contest entry

[1139]
->> Symmetrical Bones

[1140]
->> Crestline lighting arrays

[1141]
->> Explosions!

[1142]
->> Re: More Edge Line

[1143]
->> Verismo

[1144]
->> World record in rendering

[1145]
->> World Record Render

[1146]
->> Re: World Record Render

[1147]
->> Vertisketch 3D Scanners

[1148]
->> Scaling a project

[1149]
->> Re: More Edge Line

[1150]
->> Velocity scaling

[1151]
->> Re: Scaling a project

[1152]
->> Re: World record in rendering

[1153]
->> hello

[1154]
->> Velocity scaling -Reply

[1155]
->> Re: Scaling a project

[1156]
->> Re: Scaling a project

[1157]

->> Arexx - Rexx -- was Re: Scaling a project

[1158]
->> Re: Unsliced!

[1159]
->> Re: More Edge Line

[1160]
->> Re: Scaling a project

[1161]
->> Re: Velocity scaling

[1162]
->> Symmetrical Bones

[1163]
->> Re: Velocity scaling

[1164]
->> Hard Copies...

[1165]
->> Re: Velocity scaling

[1166]
->> UNSCRIBE

[1167]
->> Re: Unsliced!

[1180]
->> Re: Velocity scaling -Reply

[1183]
->> Arexx - Rexx -- was Re: Scaling a project

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1.1233 Daily Ordered Index ->> day 29

Daily Ordered Index ->> Thu, 29 Feb 1996

[1168]
->> Re: Edimator(sp?)

[1169]
->> Re: Hard Copies...

[1170]
->> Re: Hard Copies...

[1171]
->> Re: Velocity scaling

[1172]
->> Re: Hard Copies...

[1173]
->> Re: Velocity scaling

[1174]
->> Video Output

[1175]
->> Re: Unsliced no more!

[1176]
->> Re: Velocity scaling

[1177]
->> New to this group...

[1178]
->> hello -Reply

[1179]
->> Merlin GFX Card

[1181]
->> Motion blur

[1182]
->> Re: Motion blur

[1184]
->> Re: Hard Copies...

[1185]
->> Re: Arexx - Rexx -- was Re: Scaling a project

[1186]
->> Re: New to this group...

[1187]
->> Re: Arexx - Rexx -- was Re: Scaling a project

[1188]
->> Re: Arexx - Rexx -- was Re: Scaling a project

[1189]
->> Re: Arexx - Rexx

[1190]
->> Re: Hard Copies...

[1191]
->> Re: Network support in Winimage ? -Reply

[1192]
->> Re: hello

[1193]
->> Re: Slicing stuff

[1194]
->> EssencePC woes

[1195]
->> Re: Velocity scaling

[1196]
->> Re: Hard Copies...

[1197]
->> Re: hello -Reply

[1198]
->> Hard Copies...

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1.1234 Daily Ordered Index ->> day 31

Daily Ordered Index ->> Wed, 31 Jan 1996

[0001]
->> Featuring the Frontpage!

[0005]
->> Re: Whats with this realism thing??

[0007]
->> Re: ToBoldyKillLikeNoOneHasKilledBefore

[0008]
->> Re: imtoiv Imagine Object Converter

[0009]
->> Re: New Show

[0010]
->> Re: New Show

[0011]
->> Re: Filter Question

[0012]
->> Re: ToBoldyKillLikeNoOneHasKilledBefore

[0013]
->> Re: New Show

[0014]
->> Re: Essence for PC is shipping

[0015]
->> Re: Global Brush Problem

[0021]
->> Re[2]: Imagine3.0

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1.1236 Subject Ordered Index

Subject: " getting annoyed " was "Humanoid" update

->> by Peter Schaner
Subject: "Humanoid" update

->> by Bob Sampson

->> by Tim Wilson [Crestline]

->> by Tim Wilson [Crestline]

->> by Tim Wilson [Crestline]

->> by m.rubin9@GENIE.COM
Subject: 1 Month off the list!

->> by Anders Lundholm
Subject: << None >>

->> by Ali Helmy
Subject: <unsubscribe>

->> by Khayr Ben Lumumba
Subject: A request to Perry

->> by Bob Sampson
Subject: ADMIN - Imagine list - Perry

->> by Phil Stopford
Subject: ADMIN: Clarification

->> by Perry Lucas
Subject: ADMIN: List

->> by Perry Lucas
Subject: ADMIN: Files through IML

->> by Perry Lucas
Subject: ADMIN: Missing Posts?

->> by Mikael Johannsen
Subject: ADMIN: Missing posts

->> by Mikael Johannsen
Subject: ADMIN: Re: Needed Utility

->> by Perry Lucas
Subject: ADMIN: To perry

->> by Mikael Johannsen
Subject: AMIGA <-> PC -connection(was: Eh? and something else)

->> by Per Sverre Wold-Hansen
Subject: About these problems with binaries.....

->> by Dave Wilson
Subject: Altitude seam

->> by Tim Wilson [Crestline]
Subject: Amiga Bmap Util on Aminet

->> by Michael Rivers
Subject: Amiga->PC file conversion problems

->> by Brian Hay

->> by Patrick Sauvageau
Subject: Amigas and PC's (was PC paint Programe)

->> by Matthew Clemence
Subject: Animated Brush Maps

->> by Mark and Laura Weaver
Subject: Animation

->> by Marcel Lettier

Subject: Another free Imagine Coverdisc(k)

->> by !LuM!

Subject: Applying a single texture to multiple

->> by Anders Rasmussen

Subject: Applying a single texture to multiple objects

->> by Atool Varmuh

->> by imagemaster@INSTBBS.CAMBA.COM

Subject: Archives For IML?

->> by Marc Steinkoenig

Subject: Are the attributes out there ?!

->> by Anders Lundholm

Subject: Arexx - REXX -- was Re: Scaling a project

->> by Dave Wilson

->> by Dave Wilson

Subject: Attributes Yummy!!

->> by Michael Mortensen

Subject: Axis only transformation

->> by Stuart Fletcher

Subject: BMW (was New Show)

->> by Brad Molsen

Subject: BMW Commercial

->> by Perry Lucas

Subject: Bashing Impulse

->> by Stephen G.

->> by Tim Wilson [Crestline]

->> by Tim Wilson [Crestline]
Subject: Basketball map?

->> by Bill Osuch

->> by Anders Lundholm
Subject: BattleMech Objects

->> by Bill Boyce
Subject: Battletech

->> by Mikael Johannsen
Subject: Bonehead Question #1

->> by Michael Vines
Subject: Book on the Detail editor?

->> by Steve McLaughlin
Subject: Bow Displacement of Gasses for Voyager

->> by David Nix
Subject: Bowling Ball

->> by Craig Andera
Subject: BrushWrapping

->> by R.A. Borst
Subject: BrushesOnBlobs

->> by m.rubin9@GENIE.COM

->> by Tim Wilson [Crestline]

->> by Tim Wilson [Crestline]
Subject: BugFix was - Re: Newflare?

->> by Dave Wilson
Subject: Bump Mapping

->> by Carlos Martinez
Subject: Bump Mapping

->> by Tim Wilson [Crestline]

Subject: CAUTION: Essence / Imagine V? compatibility?

->> by Wayne Haufler

Subject: CGI Magazine

->> by Andrew Nunn

Subject: CU Amiga Texture Studio!

->> by Ted Stethem

->> by Ted Stethem

Subject: Caustic

->> by Conny Joensson

Subject: Commercial use, (was:New show)

->> by Granberg Tom

Subject: Computer Arts

->> by Phil Stopford

Subject: Contest Rules

->> by Rick Beilfuss

Subject: Contest entry

->> by Chuck Needham

Subject: Cool modellers?

->> by Jeff Fox

Subject: Cool pic, and about the contest

->> by Granberg Tom

Subject: Creating seamless brushmaps (Was: Re: Global Brush Problem)

->> by Charles Blaquiere

->> by Ian E. Petersen

Subject: Crestline lighting arrays

->> by Dick Bryant - 237-6502 27-Feb-1996 0925

->> by Tim Wilson [Crestline]
Subject: DINO

->> by travis
Subject: DXF

->> by Jeremy Peter Hopkin
Subject: Debump texture

->> by Mikael Johannsen
Subject: Demos

->> by Marcel Lettier
Subject: Detail & Stage (was Re: New for version 5)

->> by Conny Joensson
Subject: Digital film resolution (Was: Some Info)

->> by Per Sverre Wold-Hansen
Subject: Dino Lighting

->> by Tim Wilson [Crestline]

->> by Tim Wilson [Crestline]
Subject: Dino Modeling

->> by Tim Wilson [Crestline]
Subject: Dino Textures

->> by Tim Wilson [Crestline]
Subject: Disappearing Objects When Ray-Traced

->> by Dick Brandt
Subject: Divide overflow error

->> by Bob Sampson

->> by Bob Sampson
Subject: Does anyone here own or work at an ISP?

->> by Dave Wilson
Subject: ESSENCE!

->> by Jim Shinosky

Subject: Edge Line

->> by Jon Rubin

->> by Anders Lundholm

Subject: Edge Line Prob

->> by Jon Rubin

Subject: Edimator comparison?

->> by John Prusinski

Subject: Edimator(sp?)

->> by Jon Rubin

Subject: Edimator/Media 100 : Comparision

->> by Jay's Imagine Mailing List Account

Subject: Eh?

->> by Granberg Tom

Subject: Ehhh..

->> by Granberg Tom

Subject: Email progs.

->> by Nancy Jacobs

Subject: Email software ?

->> by Nancy Jacobs

Subject: Encyclopaedia Lensflaria

->> by Anders Lundholm

Subject: Essence

->> by Mikael Johannsen

->> by Dick Brandt

Subject: Essence Attributes

->> by Anders Lundholm

Subject: Essence II/PC (Atts Error)

->> by Jeff Patelidas

Subject: Essence PC arives!!

->> by Scott Lundholm

Subject: Essence Snailmail Address

->> by Greg Tatham

Subject: Essence Textures Received

->> by Dick Brandt

Subject: Essence Textures - Still Waiting

->> by Dick Brandt

Subject: Essence Textures for PC

->> by Dick Brandt

Subject: Essence for PC

->> by Nancy Jacobs

Subject: Essence for WinImagine

->> by Nancy Jacobs & John Schmitz

Subject: Essence....

->> by Gabriele Scibilia

Subject: EssencePC woes

->> by Prophet

Subject: Explosions!

->> by Tim Wilson [Crestline]

->> by Tim Wilson [Crestline]

->> by Tim Wilson [Crestline]

Subject: FOR SALE: OBJ & TEXTURE CD

->> by Jeff Patelidas

Subject: FWD:Something funny

->> by Granberg Tom

Subject: Feature Request

->> by Stephen G.

Subject: Featuring the Frontpage!

->> by Anders Lundholm

->> by Anders Lundholm

Subject: Field Rendering Revisited

->> by Mark and Laura Weaver

Subject: First time

->> by Marcel Lettier

Subject: Flare Filter Map

->> by Jeff Patelidas

Subject: Flipping Symmetrical Models??

->> by R.Achaibar escher@bc.cybernex.net

Subject: Fonts Question

->> by Cliff Bradshaw

Subject: Frame Rates

->> by Dave Wilson

Subject: Free textures ahoy!

->> by Chris Hall

Subject: Freebee for \$495.00

->> by Chuck Needham

Subject: God damn archives, please!

->> by Anders Lundholm

->> by Anders Lundholm

Subject: Graphics clearing house

->> by Mike Vandersommen

Subject: Grasroots?

->> by Milan Polle

Subject: Grass roots and Lights

->> by gregory denby

Subject: Grassroots Editors

->> by Greg Denby

Subject: Greetings and A question.

->> by Shane Amerman

Subject: HELLO!

->> by grant goss

Subject: HELP! Transparency probs.

->> by Dave Wilson

Subject: Hacking 2.0 textures to work with 3.0

->> by Jeff Fox

Subject: Hard Copies...

->> by Chris Magoulis

->> by Marcel Lettier

Subject: Hello

->> by Robert A. Waters

->> by Kendal Orrison

->> by Justice

->> by Paul Frey

->> by Alfonso Hermida

->> by Tim Wilson [Crestline]

Subject: Hello There!

->> by J.M.Dempsey

Subject: Hex Editing Imagine 3.0 for PC

->> by Dave Wilson
Subject: Hi

->> by rkoerper

->> by Carolyn Nicita
Subject: Homepages

->> by Bob Sampson
Subject: How do I unsubscribe

->> by Brian Hay
Subject: Howdy

->> by Jean Wong
Subject: Humanoid - Attributes

->> by Tim Wilson [Crestline]
Subject: Humanoid Update

->> by Tim Wilson [Crestline]

->> by Tim Wilson [Crestline]

->> by Tim Wilson [Crestline]

->> by Tim Wilson [Crestline]

->> by Tim Wilson [Crestline]
Subject: Humanoid Update -Reply

->> by Peter Kovach

->> by Peter Kovach

->> by Peter Kovach
Subject: Humans and CADs

->> by Nancy Jacobs
Subject: I'm back

->> by Torgeir Holm

Subject: I'm back!

->> by Bill Boyce

Subject: IML-FAQ #11?

->> by Ben Alkov

Subject: Image Contest

->> by Rick Beilfuss

Subject: Image Needed

->> by Paul Thompson

Subject: Imagine & Cybergfx

->> by HAINZ, EXI, ODER SO AEHNLICH ...

Subject: Imagine Book

->> by Ali Helmy

Subject: Imagine Channel on IRC

->> by Larry Fuller

Subject: Imagine Cover Disks

->> by MikeEgan@CUP.PORTAL.COM

Subject: Imagine Documentation Project

->> by David Gallegos

Subject: Imagine Mailing List Warning

->> by Perry Lucas

->> by Tim Wilson [Crestline]

Subject: Imagine Mailing List Warning -Reply

->> by Peter Kovach

Subject: Imagine PC textures

->> by Gabriele Scibilia

->> by Gabriele Scibilia

->> by Gabriele Scibilia

Subject: Imagine on an SGI!!!!

->> by Christopher M. Stoy

->> by Anders Lundholm

Subject: Imagine reviews

->> by Chuck Needham

Subject: Imagine/VRML

->> by Drift Dennis

Subject: Imagine@sjvm.stjohns.edu

->> by fernando Bartra

Subject: Iml direction; newbie questions

->> by Ben Alkov

Subject: In a galaxy far, far away...

->> by Phil Stopford

Subject: Is there a 3DS to Imagine convertor for Amiga?

->> by Wayne Waite

Subject: Just in re: Win95 and virus - please don't panic

->> by William Bogan

Subject: Killer Video Card

->> by Mike van der Sommen

Subject: LENSFLARES AND THEN SOME

->> by Granberg Tom

Subject: Laughs (very funny, realy)

->> by Granberg Tom

Subject: Lens flare texture, Where?

->> by Ing. Alexander Owen Wallace

Subject: Lensflares?

->> by Per Sverre Wold-Hansen

->> by Anders Lundholm

->> by Anders Lundholm

->> by Anders Lundholm

Subject: Lets put this Enterprise thing to bed

->> by Paul M. Bullock

Subject: Light Control

->> by Jon Rubin

Subject: Lights and Shadows

->> by Stuart Fletcher

Subject: Matrox Millenium and Imagine info

->> by Greg Stritmater

Subject: Memory

->> by Bob Sampson

Subject: Merlin GFX Card

->> by Milan Polle

Subject: Message Received

->> by Tim Wilson [Crestline]

Subject: Mike H. drops a bombshell!

->> by Charles Blaquiere

Subject: More Bad bricks

->> by Tim Wilson [Crestline]

Subject: More flares (Was: Encyclopaedia Lensflaria)

->> by Per Sverre Wold-Hansen

Subject: MoreDavid'sThanGoliaths

->> by Mike McCool

->> by Anders Rasmussen

Subject: Morphing diff objects, YES! (not...)

->> by Ayalon Hermony

Subject: Motion blur

->> by GARETH LLEWELLYN

Subject: Multiboot (was Re: Postscript fonts (was: Starting))

->> by William Bogan

Subject: Neat lighting trick.

->> by Martin Conlon

Subject: Need a nose...

->> by Bill Boyce

Subject: Network support in Winimagine ?

->> by Andreas Torner

Subject: New Anim

->> by Mikael Johannsen

Subject: New Site. 3D and Audio based.

->> by Dave Wilson

Subject: New for version 5

->> by stuarth

->> by Anders Lundholm

->> by Marcel Lettier

Subject: New image

->> by Bob Sampson

Subject: New pictures

->> by Granberg Tom

Subject: New pictures2

->> by Granberg Tom

Subject: New to this group...

->> by Joakim Olsen

Subject: Newflare?

->> by Martin Caspersson

->> by Anders Lundholm

Subject: News From Impulse

->> by gregory denby

Subject: Nyah nyah nyah-nyah nyah

->> by Bill Boyce

->> by Anders Lundholm

Subject: OctVolume ???

->> by Robert Smith

Subject: Off Topic, Sorry#2

->> by Stephen G.

Subject: Off Topic, Sorry.

->> by Stephen G.

Subject: On Blobs, Smoothing and the meaning of life

->> by Alfonso Hermida

Subject: PAL & NTSC

->> by William Bogan

Subject: PC Card Trouble

->> by stuarth

Subject: PC Essence

->> by MikeEgan@CUP.PORTAL.COM

Subject: PC Essence - How?

->> by Michael Whitten

Subject: PC Format - JANUARY

->> by William Bogan

Subject: PC Paint Program?

->> by Ali Helmy

Subject: PC Squest

->> by Tim Wilson [Crestline]

Subject: PS Fonts

->> by William Bogan

Subject: PS-Font quicky (was Re: Postscript fonts)

->> by Conny Joensson

Subject: Particle Question

->> by Mikael Johannsen

Subject: Particle question

->> by Bill Osuch

Subject: Pixar and ILM. was Re: Some Info

->> by Dave Wilson

Subject: Please Unsubscribe

->> by osc

Subject: Plug'ins for Imagine?

->> by Anders Rasmussen

->> by Anders Rasmussen

Subject: Polyview

->> by Mike Vandersommen

Subject: Poster Printing

->> by Tony Jones

Subject: Postscript fonts (was: Starting)

->> by Charles Blaquiere

Subject: PovRayPublicBeta

->> by Mike McCool

Subject: Preference settings

->> by Ted Stethem

->> by Tim Wilson [Crestline]

Subject: Printing Posters

->> by Tony Jones

->> by Anders Lundholm

->> by Tony Jones

Subject: Printing posters

->> by Anders Lundholm

Subject: Pyro EssenceNow!

->> by gregory denby

Subject: Pyro Essence? when.....

->> by Granberg Tom

Subject: Pyro was:Re: Ehhh..

->> by Granberg Tom

Subject: Pyrotechnics

->> by Granberg Tom

Subject: Quick Tip - House objects

->> by Ted Stethem

Subject: REQ: I need a objects

->> by Michael Klinteberg

Subject: Re :SnopDos for PC

->> by Michael Klinteberg

Subject: Re: " getting annoyed " was "Humanoid" update

->> by Chuck Needham

->> by Bob Sampson

Subject: Re: "Bashing Impulse" - I am NOT bashing Impulse...

->> by Jay's Imagine Mailing List Account

->> by Dave Wilson

->> by Stephen G.

->> by Jay's Imagine Mailing List Account

Subject: Re: "Humanoid" update

->> by David Nix

->> by Bob Sampson

->> by Margaret Copeland

->> by Bob Sampson

->> by Charles Blaquiere

->> by Mikael Johannsen

Subject: Re: \$495 software question

->> by David Nix

Subject: Re: (no subject)

->> by Imagine Subscriber

->> by Cybercore Design

Subject: Re: ADMIN: Files through IML - A goodbye message

->> by Andrew Herbert

Subject: Re: AIFF>WAV OK, Now Anim>FLC???

->> by Mark Kelly

Subject: Re: About these problems with binaries.....

->> by Perry Lucas

Subject: Re: Alias

->> by Tom Ross

Subject: Re: All those hellos

->> by wolfram schwenzer

Subject: Re: Amiga Bmap Util on Aminet

->> by Vance Schowalter

Subject: Re: Amiga->PC file conversion problems

->> by Kaspar Stromme

->> by Charles Blaquiere

->> by Duncan

Subject: Re: Anders wants some of Bob's pics, everyone!

->> by Bill Boyce

Subject: Re: Animating

->> by Tom Ross

->> by Dave Wilson

->> by Robert Nilsson

Subject: Re: Animating Compund Objects

->> by Granberg Tom

Subject: Re: Animation

->> by Robert Nilsson

->> by Mike McCool

->> by Andrew Nunn

Subject: Re: Another free Imagine Coverdisc(k)

->> by Rick Beilfuss

Subject: Re: Applying a single texture to multiple objects

->> by Jim Rix

->> by Wesley Jacocks

->> by Anita Vandenbeld

->> by Roger Straub

->> by Ernesto Poveda Cortes
Subject: Re: Are the attributes out there ?!

->> by Greg Stritmater

->> by Carlos Rego

->> by Stephen G.

->> by John J. Maver, Jr.

->> by Tom Marlar

->> by Ernesto Poveda Cortes
Subject: Re: Arexx - Rexx

->> by Martin Conlon
Subject: Re: Arexx - Rexx -- was Re: Scaling a project

->> by Louis Sinclair

->> by Marcel Lettier
Subject: Re: Arexx - Rexx -- was Re: Scaling a project

->> by Travis L. Smith
Subject: Re: Axis only transformation

->> by Steve Gardiner

->> by Marc Reinig

->> by Marc Reinig

->> by Fredster

->> by Louis Sinclair

->> by fredster@DIGISYS.NET

Subject: Re: BMW Commercial

->> by David Nix

->> by fredster@DIGISYS.NET

Subject: Re: Bashing Impulse

->> by John Prusinski

->> by Curtis Carlson

->> by Bob Sampson

->> by Charles Blaquiere

->> by Mikael Johannsen

->> by Mike van der Sommen

->> by Roger Straub

->> by travis

Subject: Re: Basketball map?

->> by Bill Boyce

Subject: Re: Battletech

->> by Chuck Needham

->> by Stephen G.

Subject: Re: Bonehead Question #1

->> by Conny Joensson

->> by Michael Vines

->> by Roger Straub

->> by Michael Vines

->> by Jodi Nelson

Subject: Re: Book on the Detail editor?

->> by Chuck Needham

Subject: Re: Bow Displacement of Gasses for Voyager

->> by Bob Sampson

Subject: Re: Bowling Ball

->> by Rick Beilfuss

->> by Anita Vandenbeld

->> by Imagine Subscriber

Subject: Re: BrushWrapping

->> by Charles Blaquiere

->> by Rick Beilfuss

->> by 129275 J PADFIELD

->> by Conny Joensson

->> by Rick Beilfuss

Subject: Re: BrushesOnBlobs

->> by Rick Beilfuss

Subject: Re: Bump Maping

->> by Chuck Needham

->> by Chuck Needham

->> by Stephen G.

->> by Bill Boyce

->> by Nancy Jacobs

->> by Roger Straub

Subject: Re: Bye for now (fwd)

->> by Phil Stopford

Subject: Re: CAUTION: Essence / Imagine V? compatibility?

->> by Scott Lundholm

Subject: Re: Caustic

->> by Mike McCool

->> by Tom Ross

->> by Conny Joensson

->> by Roger Straub

->> by travis

->> by Tom Ross

Subject: Re: Contest entry

->> by Bob Sampson

->> by Tom Ross

Subject: Re: Cool pic, and about the contest

->> by Dave Wilson

->> by Bob Sampson

->> by Conny Joensson

->> by Granberg Tom

Subject: Re: Creating seamless brushmaps

->> by Curtis Carlson

->> by Conny Joensson
Subject: Re: DXF

->> by Bob Sampson

->> by Lee Bryars

->> by Mike van der Sommen

->> by 129275 J PADFIELD

->> by Tom Ross

->> by David Alan Steiger

->> by Duncan

->> by 129275 J PADFIELD
Subject: Re: Dino Lighting

->> by Jon Rubin
Subject: Re: Disappearing Objects When Ray-Traced

->> by Charles Blaquiere

->> by Cybercore Design

->> by Bob Sampson
Subject: Re: Divide overflow error

->> by Chuck Needham

->> by Mikael Johannsen

->> by Lars & Rene' Nilsson

->> by Phil Stopford

->> by Bill Boyce

->> by Mike van der Sommen

->> by Bob Sampson

->> by Bob Sampson

Subject: Re: Does anyone here own or work at an ISP?

->> by Perry Lucas

Subject: Re: EDO

->> by Charles Blaquiere

Subject: Re: ESSENCE!

->> by Dave Wilson

Subject: Re: Edge Line

->> by Marc Reinig

Subject: Re: Edge Line Prob

->> by Bill Boyce

->> by Rick Beilfuss

->> by Per Sverre Wold-Hansen

->> by Jon Rubin

Subject: Re: Edimator comparison?

->> by Charles Blaquiere

Subject: Re: Edimator(sp?)

->> by Curtis Carlson

->> by Bill Boyce

->> by Garry McDonald

->> by Stephen G.

->> by Curtis Carlson

Subject: Re: Edimator/Media 100 : Comparision

->> by Bill Boyce

->> by travis

->> by Charles Blaquiere

->> by Bill Boyce

->> by David Nix

->> by Soeren Birk Jacobsen

Subject: Re: Eh?

->> by Vance Schowalter

->> by Bob Sampson

->> by Phil Stopford

->> by Chuck Needham

->> by Anita Vandenbeld

Subject: Re: Eh? and something else

->> by Granberg Tom

->> by Bob Sampson

->> by John Prusinski

->> by travis

->> by Per Sverre Wold-Hansen

->> by Margaret Copeland

->> by Drift Dennis

->> by Bill Boyce
Subject: Re: Ehhh..

->> by Chuck Needham

->> by Mr. Sharky

->> by Dave Wilson

->> by Chuck Needham

->> by Granberg Tom

->> by Vance Schowalter

->> by David Gallegos

->> by Jim Shinosky

->> by Jim Shinosky
Subject: Re: Email software ?

->> by Stephen G.

->> by Curtis White

->> by Christopher M. Stoy

->> by Anita Vandenbeld

->> by Bill Boyce

->> by Rick Beilfuss

->> by Roger Straub

->> by Chuck Needham

->> by Bill Boyce

Subject: Re: Encyclopaedia Lensflaria

->> by Bob Sampson

Subject: Re: Essence

->> by Mikael Johannsen

Subject: Re: Essence II/PC (Atts Error)

->> by Anita Vandenbeld

->> by Dave Wilson

->> by Jeff Patelidas

Subject: Re: Essence Textures for PC

->> by Dave Wilson

->> by Jim Shinosky

->> by Stephen G.

->> by Frank.VanDerAuwera

->> by Bill Boyce

Subject: Re: Essence for PC is shipping

->> by Kent Marshall Worley

->> by Stephen G.

->> by Bob Sampson

->> by Stephen G.

->> by Bob Sampson

->> by Charles Blaquiere

Subject: Re: Essence for WinImagine

->> by Lars & Rene' Nilsson

->> by Roger Straub

->> by Lars & Rene' Nilsson

->> by John Prusinski

Subject: Re: EssencePC

->> by Prophet

Subject: Re: Explosions!

->> by Jim Shinosky

Subject: Re: Extrude 3d - Here's How

->> by Bill Dimech

Subject: Re: FLC question

->> by Mikael Johannsen

Subject: Re: FPU

->> by David Rhodes

Subject: Re: Featuring the Frontpage!

->> by Tom Ross

->> by Charles Blaquiere

Subject: Re: Field Rendering

->> by Charles Blaquiere

->> by Tom Ross

Subject: Re: Filter Question

->> by Roger Straub

Subject: Re: Flare Filter Map

->> by Curtis White

->> by Phil Stopford

Subject: Re: Flipping Symmetrical Models??

->> by Tom Ross

->> by Bill Boyce

Subject: Re: Fonts Question

->> by Bob Sampson

->> by Carlos Rego

Subject: Re: Frame Rates

->> by Jim Rix

->> by Tom Ross

->> by Dave Wilson

Subject: Re: Free textures ahoy!

->> by Stephen G.

->> by Chris Hall

Subject: Re: Freebee for \$495.00

->> by David Nix

->> by Bob Sampson

Subject: Re: Global Brush Problem

->> by Curtis Carlson

->> by Charles Blaquiere

->> by Martin Caspersson

Subject: Re: God damn archives, please!

->> by Chuck Needham

->> by Mikael Johannsen

Subject: Re: Graphics clearing house

->> by William Bogan

->> by Mike van der Sommen

Subject: Re: Grass roots and Lights

->> by Marcel Lettier

Subject: Re: Grassroot manual

->> by Granberg Tom

->> by Cliff Bradshaw

->> by Lee Bryars

->> by Bill Boyce

Subject: Re: Grassroots Editors

->> by Per-Erik Westerberg

->> by Cliff Bradshaw

->> by Ing. Alexander Owen Wallace

->> by Ing. Alexander Owen Wallace

Subject: Re: Greetings and A question.

->> by Bill Boyce

->> by J.M.Dempsey

->> by Stephen G.

Subject: Re: HELP! Transparency probs.

->> by C and/or A Sullivan

->> by Chris Hall

->> by Marc Reinig

->> by Marc Reinig

->> by Warrick Holfeld

->> by Rick Beilfuss

->> by Dave Wilson

->> by Dave Wilson

->> by Soeren Birk Jacobsen

->> by Warrick Holfeld

->> by Dave Wilson

->> by Dave Wilson

->> by Darryl Lewis

->> by Mike van der Sommen

->> by Duncan

->> by Ted Stethem

Subject: Re: Handjive

->> by Tom Ross

Subject: Re: Hard Copies...

->> by Gary Dierking

->> by Fred Aderhold

->> by Tom Ross

->> by fernando Bartra

->> by Bob Sampson

->> by Robert Darke

Subject: Re: Hard Wood Floors

->> by Steve Gardiner

->> by Milan Polle

Subject: Re: Hello

->> by Chuck Needham

->> by Stephen G.

->> by Granberg Tom

Subject: Re: Hello (Alfonso Hermida)

->> by Jay's Imagine Mailing List Account

->> by Alfonso Hermida

Subject: Re: Hello (IM4.0 on a P100)

->> by Jean Wong

->> by Robert A. Waters

->> by Scott J. Geertgens

->> by Kaspar Stromme

->> by Jean Wong

Subject: Re: Hello (Read your IML Rules)

->> by Chuck Needham

->> by David Gallegos

Subject: Re: Hi

->> by Dave Wilson

Subject: Re: How do I unsubscribe

->> by JOHNNIE GJEDVED

Subject: Re: Howdy

->> by Conny Joensson

->> by Roger Straub

->> by Jean Wong

->> by Ted Stethem

->> by Dennis Wong

Subject: Re: Humanoid Update

->> by wolfram schwenzer

Subject: Re: Image Needed

->> by Rick Beilfuss

Subject: Re: Imagine & Cybergfx

->> by Doug Smith

Subject: Re: Imagine 4,0 RotationAnimation

->> by Michael Klinteberg

->> by GARETH LLEWELLYN

->> by Jim Rix

->> by Mike van der Sommen

->> by Per Sverre Wold-Hansen

->> by Paul Thompson

->> by Bill Boyce

->> by Per Sverre Wold-Hansen

->> by Rick Beilfuss

->> by Per Sverre Wold-Hansen

->> by Rick Beilfuss

Subject: Re: Imagine Book

->> by Stephen G.

->> by Rodney McNeel

->> by Mike McCool

->> by Mike van der Sommen

->> by Robert Smith

->> by wolfram schwenzer

Subject: Re: Imagine Channel on IRC

->> by Duncan

Subject: Re: Imagine Mailing List Warning

->> by Perry Lucas

->> by Rodney McNeel

->> by Garry McDonald

->> by Bill Boyce

->> by Martin Conlon

->> by Bill Boyce

->> by Stephen G.

->> by Perry J. Lucas

->> by Greg Stritmater

Subject: Re: Imagine Mailing List Warning (MS/TNEF Attachment)

->> by Ing. Alexander Owen Wallace
Subject: Re: Imagine Mailing List Warning -Reply

->> by Jeremy Peter Hopkin
Subject: Re: Imagine PC textures

->> by L/UDG Kenneth Jagenheim

->> by Anita Vandenbeld

->> by Travis L. Smith

->> by Bob Sampson
Subject: Re: Imagine SVGA Modes

->> by Graham Parkinson
Subject: Re: Imagine on an SGI!!!

->> by GARETH LLEWELLYN
Subject: Re: Imagine on an SGI!!!!!!

->> by Marc Reinig

->> by Bob Sampson

->> by Stu Teasdale

->> by Kevin Alvarado

->> by Stephen G.

->> by Christopher M. Stoy

->> by Ian E. Petersen

->> by Soeren Birk Jacobsen

->> by Bill Boyce

->> by Martin Caspersson

->> by Lars & Rene' Nilsson

->> by Bill Boyce

->> by Soeren Birk Jacobsen

->> by Soeren Birk Jacobsen

->> by Soeren Birk Jacobsen

->> by Christopher M. Stoy

Subject: Re: Imagine reviews

->> by Rick Beilfuss

->> by Bob Sampson

->> by Stephen G.

->> by John Prusinski

->> by Bob Sampson

->> by Charles Blaquiere

->> by Dave Thomas

->> by Ted Stethem

->> by Stephen G.

->> by Stephen G.

->> by Lee Bryars

->> by Robert Nilsson

->> by David Nix

Subject: Re: Imagine/VRML

->> by Chris Hall

Subject: Re: Iml direction; newbie questions

->> by Rick Beilfuss

->> by Bill Boyce

->> by David Nix

->> by Ben Alkov

Subject: Re: In a galaxy far, far away...

->> by Soeren Birk Jacobsen

->> by Chris Hall

->> by Andrew H. Willard

->> by Phil Stopford

->> by Phil Stopford

->> by Bob Sampson

->> by Chuck Needham

Subject: Re: Is there a 3DS to Imagine convertor for Amiga?

->> by Rodney McNeel

->> by Ash Wyllie

Subject: Re: January Contest

->> by Conny Joensson

->> by Rick Beilfuss

Subject: Re: LENSFLARES AND THEN SOME

->> by Chuck Needham

->> by Tom Ross

Subject: Re: Lens flare texture, Where?

->> by Dave Wilson

Subject: Re: Lensflares?

->> by Tom Ross

->> by Dave Wilson

->> by John Prusinski

->> by Bill Boyce

->> by Robert Nilsson

->> by Per Sverre Wold-Hansen

->> by Per Sverre Wold-Hansen

->> by Bob Sampson

->> by Bob Sampson

->> by Roger Straub

->> by Bob Sampson

->> by Roger Straub

->> by Tom Ross

Subject: Re: Light Control

->> by Bob Sampson

->> by Ernesto Poveda Cortes

Subject: Re: Light and shadows

->> by Per Sverre Wold-Hansen

Subject: Re: Light textures

->> by oscar castillo

->> by Mark Kelly

->> by Bob Sampson

Subject: Re: Lights

->> by Nancy Jacobs

->> by gregory denby

Subject: Re: Lights and Shadows

->> by Marc Reinig

->> by Charles Blaquiere

Subject: Re: Matrox Millenium and Imagine info

->> by Charles Blaquiere

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->> by Jeremy Peter Hopkin

->> by Bob Sampson

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->> by Marc Reinig

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->> by Michael Rivers

->> by Charles Blaquiere

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->> by Kevin Alvarado

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->> by Tom Ross

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->> by Marco Dufour

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->> by Conny Joensson

->> by Lars & Rene' Nilsson

->> by Bob Sampson

->> by Per Sverre Wold-Hansen

->> by Stephen Benson

->> by Bob Sampson

->> by Lars & Rene' Nilsson

Subject: Re: Need a nose without a seam...

->> by Bill Boyce

Subject: Re: Need a nose...

->> by Chuck Needham

->> by Tom Ross

->> by Tom Ross

->> by Bill Boyce

->> by Charles Blaquiere

Subject: Re: Needed Utility

->> by Milan Polle

Subject: Re: Network support in Winimagine ?

->> by Chuck Needham

->> by Ash Wyllie

->> by Chuck Needham

Subject: Re: Network support in Winimagine ? -Reply

->> by Jon Galley

Subject: Re: New Show

->> by Andrew Herbert

->> by Andrew Herbert

->> by Phil Stopford

->> by Perry Lucas

->> by Bob Sampson

->> by John Prusinski

->> by Bob Sampson

->> by Phil Stopford

->> by Kevin Alvarado

->> by AJ

->> by Charles Blaquiere

->> by Charles Blaquiere

->> by Martin Caspersson

->> by Bob Sampson

->> by Charles Blaquiere

->> by Tom Ross

->> by John Prusinski

->> by Kent Marshall Worley

->> by Duncan

->> by Tom Ross

->> by David Gallegos

->> by Bob Sampson

->> by William Leimberger

->> by Bob Sampson

Subject: Re: New Show (that's been aired for quite a while now)

->> by Duncan

->> by Bush Doktor

Subject: Re: New Show (veto)

->> by Andrew Herbert

Subject: Re: New Show... B5/SPACE

->> by Kim Thomas

Subject: Re: New for version 5

->> by GARETH LLEWELLYN

->> by Roger Straub

->> by Edward Askins

->> by Stephen G.

->> by Stephen G.

->> by Jim Shinosky

->> by !LuM!

->> by Greg Stritmater

->> by Jodi Nelson

->> by Edward Askins

->> by Roger Straub

->> by !LuM!

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->> by Robert Nilsson

->> by Robert Nilsson

->> by Carlos Rego

->> by Dave Wilson

->> by Stephen G.

->> by Bob Sampson

->> by Charles Blaquiere

->> by Bill Boyce

Subject: Re: New image

->> by Bob Sampson

Subject: Re: New pictures2

->> by Granberg Tom

Subject: Re: New to this group...

->> by Robert Nilsson

Subject: Re: Newflare?

->> by Roger Straub

Subject: Re: News From Impulse

->> by Chuck Needham

->> by Curtis Carlson

->> by Bill Boyce

Subject: Re: Not Bashing Impulse

->> by Bill Boyce

->> by Ash Wyllie

->> by Bill Boyce

Subject: Re: Nyah nyah nyah-nyah nyah

->> by Roger Straub

Subject: Re: OctVolume ???

->> by Chuck Needham

->> by Bob Sampson

->> by Ted Stethem

->> by Robert Smith

Subject: Re: PAL & NTSC

->> by Sherman LKG2-A/R5 pole AA2 DTN 226-6992

->> by Bill Boyce

Subject: Re: PC Card Trouble

->> by Rick Beilfuss

->> by Ing. Alexander Owen Wallace

->> by Harry Drummond

Subject: Re: PC Essence

->> by Bill Boyce

Subject: Re: PC Essence - How?

->> by Joe Beard

->> by David Nix

Subject: Re: PC Format - JANUARY

->> by Vincenzo Vibio

->> by Graham Parkinson

->> by Stephen G.

->> by Graham Parkinson
Subject: Re: PC Paint Program?

->> by Bill Osuch

->> by Stephen G.

->> by Tom Ross

->> by Ted Stethem

->> by TigerDan

->> by Tom Ross

->> by John Prusinski

->> by Anita Vandenbeld

->> by Bob Sampson

->> by Chuck Needham

->> by Marc Steinkoenig

->> by John Prusinski

->> by Bill Boyce

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->> by John Prusinski
Subject: Re: PS Fonts

->> by Roger Straub

->> by Mike van der Sommen

->> by Carlos Rego

Subject: Re: PS-Font quicky (was Re: Postscript fonts)

->> by Marcus Johansson

Subject: Re: Particle Question

->> by Roger Straub

->> by Jim Shinosky

->> by Mikael Johannsen

->> by Marc Reinig

->> by Jodi Nelson

Subject: Re: Pixar and ILM. was Re: Some Info

->> by Conny Joensson

Subject: Re: Plug'ins for Imagine?

->> by Roger Straub

Subject: Re: Postscript fonts (was: Starting)

->> by Harry Drummond

->> by Granberg Tom

->> by Harry Drummond

->> by Harry Drummond

->> by Chuck Needham

->> by Roger Straub

->> by Harry Drummond

Subject: Re: Printing Posters

->> by Gary Beeton

Subject: Re: Printing posters

->> by fredster@DIGISYS.NET

->> by Conny Joensson

Subject: Re: Pyro - An Unzipping util for Amigans

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->> Re: Basketball map?

->> Re: Eh? and something else

->> Re: how do i extrude in 3 dimensions?

->> Re: Email software ?

->> Re: Verismo

->> Re: New for version 5

->> Re: Edimator(sp?)

->> Re: Flipping Symmetrical Models??

->> Re: Email software ?

by Bill Dimech

->> Re: Extrude 3d - Here's How

by Bill Osuch

->> Particle question

->> Re: PC Paint Program?

->> Basketball map?

by Bob Sampson

->> Re: ToBoldyKillLikeNoOneHasKilledBefore

->> Re: New Show

->> Re: New Show

->> Homepages

->> Re: Bow Displacement of Gasses for Voyager

->> Wandering mail?

->> Re: Essence for PC is shipping

->> Re: New Show

->> Re: imtoiv Imagine Object Converter

->> Re: Essence for PC is shipping

->> Re: Light textures

->> Re: Space explosion (was: New Show)

->> Re: Disappearing Objects When Ray-Traced

->> Re: Fonts Question

->> Re: New Show

->> Re: New Show

->> Re: DXF

->> Re: In a galaxy far, far away...

->> A request to Perry

->> Re: Imagine PC textures

->> "Humanoid" update

->> Re: Imagine reviews

->> New image

->> Re: nice pic

->> Re: Imagine reviews

->> Re: "Humanoid" update

->> Re: Rob's Questions pic

->> Re: Renderus Interruptus (was Re: nice pic)

->> Re: Cool pic, and about the contest

->> Re: " getting annoyed " was "Humanoid" update

->> Re: New image

->> Re: "Humanoid" update

->> Re: Freebee for \$495.00

->> Simple things

->> Re: [Q] defining "Gold" texture

->> Re: Simple things

->> Re: Simple things

->> Re: Imagine on an SGI!!!!

->> Re: Bashing Impulse

->> Memory

->> Re: Memory

->> Re: OctVolume ???

->> Re: Pyro Essence? when.....

->> Divide overflow error

->> Divide overflow error

->> Re: Divide overflow error

->> Re: Divide overflow error

->> The Nursery

->> Re: PC Paint Program?

->> Re: The Nursery

->> Re: Light Control

->> Re: Regarding oil-tanker in Millford Haven

->> Re: Render Of The Week Site.

->> Re: Lensflares?

->> Re: Lensflares?

->> Re: Motionblur

->> Re: New for version 5

->> Re: Eh? and something else

->> Re: Eh?

->> Re: Encyclopaedia Lensflaria

->> Re: Neat lighting trick.

->> Re: Lensflares?

->> Re: Neat lighting trick.

->> Re: Slicing stuff

->> Re: Contest entry

->> Re: Hard Copies...

by Brad Molsen

->> BMW (was New Show)

->> Re: Pyro was:Re: Ehhh..

by Brian Hay

->> Amiga->PC file conversion problems

->> How do I unsubscribe

by Bush Doktor

->> Re: New Show (that's been aired for quite a while now)

by C and/or A Sullivan

->> Re: HELP! Transparency probs.

by CMC

->> [Sorry, NO Subject]

by Carlos Martinez

->> subscribe

->> Bump Mapping

by Carlos Rego

->> Re: Are the attributes out there ?!

->> Re: Fonts Question

->> Re: PS Fonts

->> Re: New for version 5
by Carolyn Nicita

->> Hi
by Charles Blaquiere

->> Re: EDO

->> Re: Field Rendering

->> Re: Global Brush Problem

->> Creating seamless brushmaps (Was: Re: Global Brush Problem)

->> Re: New Show

->> Re: New Show

->> Re: Whats with this realism thing??

->> Re: Matrox Millenium and Imagine info

->> Mike H. drops a bombshell!

->> Re: texture scaling

->> Re: New Show

->> Re: Featuring the Frontpage!

->> Re: Disappearing Objects When Ray-Traced

->> Re: Essence for PC is shipping

->> Re: Mike H. drops a bombshell

->> Re: more bad bricks(texture scaling)

->> Re: Whats with this realism thing??

->> Re: BrushWrapping

->> Re: Imagine reviews

->> Re: nice pic

->> Re: "Humanoid" update

->> Re: Amiga->PC file conversion problems

->> Re: fvdauwer@uia.ua.ac.be

->> Re: Lights and Shadows

->> Re: Sorry for indiscriminate post

->> Re: Starting

->> Postscript fonts (was: Starting)

->> Re: fvdauwer@uia.ua.ac.be

->> Re: [Q] defining "Gold" texture

->> Re: Edimator comparison?

->> Re: Edimator/Media 100 : Comparision

->> Re: Bashing Impulse

->> Re: Need a nose...

->> Re: New for version 5

->> Re: hello

->> Re: Slicing stuff

->> Re: Velocity scaling

by Chris

->> divide overflow error

by Chris Hall

->> Free textures ahoy!

->> Re: In a galaxy far, far away...

->> Re: HELP! Transparency probs.

->> Re: Free textures ahoy!

->> Re: Imagine/VRML

->> Re: Regarding oil-tanker in Millford Haven

by Chris Magoulis

->> Hard Copies...

by Chuck Needham

->> Re: more bad bricks(texture scaling)

->> Imagine reviews

->> Re: In a galaxy far, far away...

->> Re: " getting annoyed " was "Humanoid" update

->> Re: Hello (Read your IML Rules)

->> Re: Ehhh..

->> Re: Ehhh..

->> Re: fvdauwer@uia.ua.ac.be

->> Freebee for \$495.00

->> Re: News From Impulse

->> Re: Hello

->> Re: VESA dead horse

->> Re: Postscript fonts (was: Starting)

->> Re: OctVolume ???

->> Re: Real life laser

->> Re: Need a nose...

->> Re: Real life laser

->> Re: Divide overflow error

->> Re: Battletech

->> Re: PC Paint Program?

->> Re: The Nursery

->> Re: The Nursery

->> Re: God damn archives, please!

->> Re: Book on the Detail editor?

->> Re: Eh?

->> Re: Bump Maping

->> Re: Network support in Winimagine ?

->> Re: LENSFLARES AND THEN SOME

->> Re: Bump Maping

->> Re: Network support in Winimagine ?

->> Re: The first Pyrotechnics tutor....

->> Contest entry

->> Re: Email software ?

->> Re: Velocity scaling

by Cliff Bradshaw

->> Fonts Question

->> Re: Grassroots Editors

->> Re: Grassroot manual

->> [Q] defining "Gold" texture

by Conny Joensson

->> Re: ToBoldyKillLikeNoOneHasKilledBefore

->> Re: January Contest

->> Re: Whats with this realism thing??

->> Space explosion (was: New Show)

->> Re: texture scaling

->> Re: Searching.....

->> Re: Printing posters

->> Re: Bonehead Question #1

->> Re: Creating seamless brushmaps

->> Re: Searching.....

->> Re: Space-Time and Beyond

->> Re: Searching.....

->> Re: BrushWrapping

->> Re: Renderus Interruptus (was Re: nice pic)

->> Re: Cool pic, and about the contest

->> Re: Howdy

->> PS-Font quicky (was Re: Postscript fonts)

->> Re: Pixar and ILM. was Re: Some Info

->> Caustic

->> Re: Caustic

->> Re: Wanted "Alt.binary.Imagine"

->> Re: Render Of The Week Site.

->> Detail & Stage (was Re: New for version 5)

->> Re: Neat lighting trick.

by Craig Andera

->> Bowling Ball

->> World Record Render

->> Velocity scaling -Reply
by Curtis Carlson

->> Re: Global Brush Problem

->> Re: Creating seamless brushmaps

->> Re: News From Impulse

->> Re: Bashing Impulse

->> [Sorry, NO Subject]

->> Re: Edimator(sp?)

->> Re: Edimator(sp?)
by Curtis White

->> Re: Flare Filter Map

->> Re: Email software ?
by Cybercore Design

->> Re: Disappearing Objects When Ray-Traced

->> Re: (no subject)
by Damon LaCaille

->> Rolling Text
by Daniel Bisig

->> Vertisketch 3D Scanners
by Darryl Lewis

->> Startrek [was Searching..]

->> Re: HELP! Transparency probs.

->> off topic. Snoopdos on PC?

by Dave Thomas

->> off topic -Real life lasers

by Dave Wilson

->> Re: Imagine reviews

->> Frame Rates

->> Re: Hi

->> Re: Essence II/PC (Atts Error)

->> HELP! Transparency probs.

->> Re: Frame Rates

->> Re: HELP! Transparency probs.

->> Re: HELP! Transparency probs.

->> Re: HELP! Transparency probs.

->> Re: HELP! Transparency probs.

->> Re: Rob's Questions pic

->> New Site. 3D and Audio based.

->> Re: Rob's Questions pic

->> Re: Cool pic, and about the contest

->> Re: Ehhh..

->> Re: Starting

->> Re: Screen Res

->> Re: aztec city for PC

->> Re: fvdauwer@uia.ua.ac.be

->> Re: Animating

->> Re: Essence Textures for PC

->> Re: Some Info

->> Re: "Bashing Impulse" - I am NOT bashing Impulse...

->> Hex Editing Imagine 3.0 for PC

->> Pixar and ILM. was Re: Some Info

->> Re: Some Info

->> Re: Unsubscribing

->> Re: Wanted "Alt.binary.Imagine"

->> About these problems with binaries.....

->> Re: ESSENCE!

->> Does anyone here own or work at an ISP?

->> Re: Lens flare texture, Where?

->> Render Of The Week Site.

->> Re: Lensflares?

->> Re: New for version 5

->> Re: how do i extrude in 3 dimensions?

->> Removable Back Options - was Re: Eh? and something else

->> BugFix was - Re: Newflare?

->> Render of the week updated.

->> Arexx - Rexx -- was Re: Scaling a project

->> Arexx - Rexx -- was Re: Scaling a project
by David Alan Steiger

->> Re: DXF
by David Gallegos

->> Re: ToBoldyKillLikeNoOneHasKilledBefore

->> Re: New Show

->> Re: nice pic

->> Re: Hello (Read your IML Rules)

->> Re: Ehhh..

->> Imagine Documentation Project
by David Nix

->> Bow Displacement of Gasses for Voyager

->> Re: PC Essence - How?

->> Re: Space explosion (was: New Show)

->> Re: Space explosion (was: New Show)

->> Re: BMW Commercial

->> Re: "Humanoid" update

->> Re: Imagine reviews

->> Re: Iml direction; newbie questions

->> Re: Freebee for \$495.00

->> Re: \$495 software question

->> Re: Some Info

->> Re: Edimator/Media 100 : Comparision

->> Re: The Tess Poll

->> pixel pro offer

->> Re: Verismo

->> Re: Slicing stuff

by David Rhodes

->> Re: FPU

by Dennis Wong

->> Re: Howdy

by Dick Brandt

->> Disappearing Objects When Ray-Traced

->> Essence Textures for PC

->> Essence Textures - Still Waiting

->> Essence Textures Received

->> Essence

by Dick Bryant - 237-6502 27-Feb-1996 0925

by Doug Darland ->> Crestline lighting arrays

by Doug Smith ->> aztec city for PC

by Drift Dennis ->> Re: Imagine & Cybergfx

->> Re: Suggestions

->> Re: Starting

->> Re: Wanted "Alt.binary.Imagine"

->> Imagine/VRML

->> Re: pixel pro offer

by Duncan ->> Re: Eh? and something else

->> Re: dolphin object?

->> Re: New Show (that's been aired for quite a while now)

->> Re: New Show

->> Re: Rolling Text

->> Re: converting animations Amiga->PC

->> Re: DXF

->> Re: Pyro was:Re: Ehhh..

->> Re: Amiga->PC file conversion problems

->> Re: HELP! Transparency probs.

->> Re: Imagine Channel on IRC

->> Re: REQ: I need a objects

by Dylan Neill

->> Re: rotoscope

by Edward Askins

->> Re: New for version 5

->> Re: New for version 5

by Ernesto Poveda Cortes

->> Re: Upgrade im 3.0 -> 4.0 (coverdisk)

->> Re: Are the attributes out there ?!

->> Re: Pyro - An Unzipping util for Amigans

->> Re: Applying a single texture to multiple objects

->> Re: Light Control

by Fred Aderhold

->> Re: Hard Copies...

by Fredster

->> Re: Axis only transformation

by GARETH LLEWELLYN

->> Re: New for version 5

->> Re: Imagine on an SGI!!!

->> Re: Imagine 4,0 RotationAnimation

->> Motion blur

by Gabriele Scibilia

->> Essence....

->> Imagine PC textures

->> Imagine PC textures

->> Imagine PC textures

by Gareth Llewellyn

->> UK Companies using Imagine

by Garry McDonald

->> Re: Imagine Mailing List Warning

->> Re: Edimator(sp?)

by Gary Beeton

->> Re: Stereo 3D Images

->> Re: Printing Posters

by Gary Dierking

->> Re: Realistic car lights ?

->> Re: Screen Res

->> Re: Hard Copies...

by Gerard Menendez

->> Re: how do i extrude in 3 dimensions?

by Graham Parkinson

->> Re: PC Format - JANUARY

->> Re: PC Format - JANUARY

->> Screen Res

->> Re: Screen Res

->> Re: Imagine SVGA Modes

->> Re: Screen Res

by Granberg Tom

->> Re: Animating Compund Objects

->> Pyrotechnics

->> Commercial use, (was:New show)

->> Re: Grassroot manual

->> aspect and res..

->> Cool pic, and about the contest

->> Re: Cool pic, and about the contest

->> New pictures

->> New pictures2

->> Ehhh..

->> Re: Pyro pictures

->> Re: Ehhh..

->> Re: New pictures2

->> Pyro was:Re: Ehhh..

->> Re: Seeking de* textures tutorial

->> Re: Postscript fonts (was: Starting)

->> Re: Hello

->> Pyro Essence? when.....

->> Re: Pyro Essence? when.....

->> The first Pyrotechnics tutor....

->> FWD:Something funny

->> Regarding oil-tanker in Millford Haven

->> Eh?

->> Re: Eh? and something else

->> Laughs (very funny, realy)

->> LENSFLARES AND THEN SOME

->> Slicing stuff

->> Velocity scaling

by Greg Denby

->> Grassroots Editors

by Greg Stritmater

->> Matrox Millenium and Imagine info

->> Re: Are the attributes out there ?!

->> Re: Suggestions

->> Re: New for version 5

->> Re: Imagine Mailing List Warning

by Greg Tatham

->> Essence Snailmail Address
by Hans De Kok

->> Texture conversion
by Harry Drummond

->> Re: Starting

->> Re: Postscript fonts (was: Starting)

->> Re: Postscript fonts (was: Starting)

->> Re: Postscript fonts (was: Starting)

->> Re: Postscript fonts (was: Starting)

->> Re: PC Card Trouble

->> Re: Unsliced!

->> Re: Unsliced no more!
by Imagine Subscriber

->> Texture Scaling

->> Re: more bad bricks(texture scaling)

->> Re: (no subject)

->> Re: Simple things

->> Re: TriSpectives

->> imagine@juvm.stjohns.edu unsubscribe

->> Re: Bowling Ball
by JOHNNIE GJEDVED

->> Re: How do I unsubscribe
by Jay's Imagine Mailing List Account

->> Edimator/Media 100 : Comparision

->> Re: "Bashing Impulse" - I am NOT bashing Impulse...

->> Re: Hello (Alfonso Hermida)

by Jean Wong

->> Re: "Bashing Impulse" - I am NOT bashing Impulse...

->> Howdy

->> Re: Hello (IM4.0 on a P100)

->> Re: Howdy

by Jeff Fox

->> Re: Hello (IM4.0 on a P100)

->> Hacking 2.0 textures to work with 3.0

->> Cool modellers?

by Jeff Patelidas

->> VESA dead horse

->> Essence II/PC (Atts Error)

->> Flare Filter Map

->> Re: Essence II/PC (Atts Error)

by Jeremy Peter Hopkin

->> FOR SALE: OBJ & TEXTURE CD

->> Texture info request (Programming)

->> DXF

->> Re: Imagine Mailing List Warning -Reply

->> Re: Morphing diff objects, YES! (not...)

->> Re: Memory

by Jim Belcher

->> Re: Memory

->> subscribe

->> Re: Space explosion (was: New Show)

by Jim Rix

->> re unsubscribe

->> Re: Frame Rates

->> Re: Imagine 4,0 RotationAnimation

->> Re: Applying a single texture to multiple objects

->> Re: Real life laser

by Jim Shinosky

->> Re: Velocity scaling

->> Re: ToBoldyKillLikeNoOneHasKilledBefore

->> Re: Particle Question

->> Re: Ehhh..

->> Re: Ehhh..

->> Re: Essence Textures for PC

->> Re: New for version 5

->> Re: Pyro Essence? when.....

->> ESSENCE!

->> Re: Explosions!

by Joakim Olsen

->> New to this group...

by Jodi Nelson

->> Re: Bonehead Question #1

->> Re: Particle Question

->> Re: Rolling Text

->> Re: New for version 5

->> [Sorry, NO Subject]

->> Re: your mail

by Joe Beard

->> Re: PC Essence - How?

by John Grieggs

->> Re: Watcom 10.0 texture example

by John Prusinski

->> Re: New Show

->> Re: New Show

->> Re: texture scaling

->> Re: Suggestions

->> Re: Imagine reviews

->> Re: Bashing Impulse

->> Edimator comparison?

->> Re: PC Paint Program?

->> Re: PC Paint Program?

->> Re: PC Paint Program?

->> Upper case "X" bug(?) in Spline editor

->> Re: Upper case "X" bug(?) in Spline editor

->> Re: PC Paint Program?

->> Re: tomahawk?

->> Re: Lensflares?

->> Re: Eh? and something else

->> [Sorry, NO Subject]

->> Re: Essence for WinImagine

->> Re: Network support in Winimagine ? -Reply

->> Edge Line Prob

->> Re: Dino Lighting

->> Re: Edge Line Prob

->> SoftImage Educational Price

->> Light Control

by Jon Galley

by Jon Rubin

->> Edge Line

->> Edimator(sp?)

by Justice
->> Re: More Edge Line

by Jynx
->> Hello

by Kaspar Stromme
->> Re: Wanted "Alt.binary.Imagine"

->> Re: Hello (IM4.0 on a P100)

by Kendal Orrison
->> Re: Amiga->PC file conversion problems

by Kent Marshall Worley
->> Hello

->> Re: Essence for PC is shipping

->> Re: New Show

by Kevin Alvarado
->> Re: texture scaling

->> Re: imtoiv Imagine Object Converter

->> Re: New Show

->> Re: Stereo 3D Images

->> Re: Mike H. drops a bombshell!

->> Re: Startrek [was Searching..]

->> Re: any Sailing vessel models

->> Re: Startrek [was Searching..]

->> Re: Imagine on an SGI!!!!!!

->> Re: tomahawk?

by Khayr Ben Lumumba

->> <unsubscribe>

by Kim Thomas

->> Re: New Show... B5/SPACE

by L/UDG Kenneth Jagenheim

->> Re: Imagine PC textures

->> Re: Starting

->> Re: Pyro was:Re: Ehhh..

by Larry Fuller

->> Imagine Channel on IRC

by Lars & Rene' Nilsson

->> Re: Divide overflow error

->> Re: Imagine on an SGI!!!!!!

->> Re: Wanted "Alt.binary.Imagine"

->> Re: SoftImage Educational Price

->> Spline circle [was Re: Imagine 4,0 RotationAnimation]

->> Re: The Tess Pole

->> Re: Essence for WinImagine

->> Re: Neat lighting trick.

->> Re: Essence for WinImagine

->> Re: Neat lighting trick.

by Lee Bryars

->> Re: Scaling a project

->> Re: DXF

->> Re: Grassroot manual

->> Re: Imagine reviews

by Louis Sinclair

->> Re: Real life laser

->> Re: Axis only transformation

->> Re: texture scaling

->> Renderus Interruptus (was Re: nice pic)

->> Re: Scaling a project

by MATTHEW MATHERS

->> Re: Arexx - Rexx -- was Re: Scaling a project

by Marc Reinig

->> UNSCRIBE

->> Re: Axis only transformation

->> Re: Axis only transformation

->> Re: Particle Question

->> Re: more bad bricks(texture scaling)

->> Re: HELP! Transparency probs.

->> Re: HELP! Transparency probs.

->> Re: Lights and Shadows

->> Re: Imagine on an SGI!!!!

->> Re: Memory

->> Re: Edge Line

by Marc Steinkoenig

->> Re: fvdauwer@uia.ua.ac.be

->> Archives For IML?

->> Re: Real life laser

->> Re: Real life laser

->> Re: PC Paint Program?

by Marcel Lettier

->> First time

->> Starting

->> Re: Starting

->> Re: Starting

->> Re: Starting

->> Re: Grass roots and Lights

->> Tim Wilson

->> Animation

->> New for version 5

->> Demos

->> Stupid question

->> Re: Arexx - Rexx -- was Re: Scaling a project

->> Hard Copies...

by Marco Dufour

->> Re: Motionblur

by Marcus Johansson

->> Re: PS-Font quicky (was Re: Postscript fonts)

->> Re: World Record Render

by Margaret Copeland

->> Re: "Humanoid" update

->> Re: Eh? and something else

by Mark Kelly

->> Re: AIFF>WAV OK, Now Anim>FLC???

->> Re: Light textures

by Mark and Laura Weaver

->> Field Rendering Revisited

->> Animated Brush Maps

by Martin Caspersson

->> Re: New Show

->> Re: Global Brush Problem

->> Re: Space explosion

->> Re: Starting

->> Re: Imagine on an SGI!!!!

->> Newflare?

by Martin Conlon

->> Re: Imagine Mailing List Warning

->> Neat lighting trick.

->> Re: Velocity scaling -Reply

->> Re: Arexx - Rexx

by Matthew Clemence

->> Re: Space explosion

->> fvdauwer@uia.ua.ac.be

->> Amigas and PC's (was PC paint Programe)

by Michael Klinteberg

->> Re: Imagine 4,0 RotationAnimation

->> Wanted "Alt.binary.Imagine"

->> REQ: I need a objects

->> Re :SnopDos for PC

->> Re: Wanted "Alt.binary.Imagine"

->> Re: Wanted "Alt.binary.Imagine"

by Michael Mortensen

->> Re: converting animations Amiga->PC

->> Attributes Yummy!!

by Michael Pramateftakis

->> subscribe
by Michael Rivers

->> Re: Mike H. drops a bombshell

->> Re: Space explosion

->> Re: Mike H. drops a bombshell

->> Amiga Bmap Util on Aminet
by Michael Vines

->> Stereo 3D Images

->> Re: Stereo 3D Images

->> Bonehead Question #1

->> Re: Bonehead Question #1

->> Re: Bonehead Question #1
by Michael Whitten

->> PC Essence - How?
by Mikael Johannsen

->> Re: FLC question

->> Particle Question

->> Re: Space explosion (was: New Show)

->> Re: Particle Question

->> ADMIN: To perry

->> To Tom Renderbrandt

->> Re: Startrek [was Searching..]

->> Star Trek

->> ADMIN: Missing Posts?

->> Re: "Humanoid" update

->> Seeking de* textures tutorial

->> Debump texture

->> Real life laser

->> Re: Divide overflow error

->> Re: Pyro Essence? when.....

->> Re: Real life laser

->> Re: Bashing Impulse

->> Battletech

->> Re: Wanted "Alt.binary.Imagine"

->> Re: Regarding oil-tanker in Millford Haven

->> Re: God damn archives, please!

->> Essence

->> Re: Essence

->> ADMIN: Missing posts

->> New Anim

by Mike McCool

->> Re: Imagine Book

->> Re: more bad bricks(texture scaling)

->> That Spider Anim

->> PovRayPublicBeta

->> Re: [Q] defining "Gold" texture

->> Re: Animation

->> Re: Caustic

->> MoreDavid'sThanGoliaths

->> Re: The Tess Pole

->> Re: MoreDavid'sThanGoliaths

->> tomahawk?

->> Re: tomahawk?

->> Re: Scaling a project
by Mike Vandersommen

->> Polyview

->> Graphics clearing house
by Mike van der Sommen

->> Re: Graphics clearing house

->> Re: Imagine Book

->> Textures for Imagine

->> Re: DXF

->> Killer Video Card

->> Re: Suggestions

->> Re: HELP! Transparency probs.

->> Re: PS Fonts

->> Re: Real life laser

->> Re: Imagine 4,0 RotationAnimation

->> Re: VESA dead horse

->> Re: Divide overflow error

->> Re: Wanted "Alt.binary.Imagine"

->> Re: Bashing Impulse
by MikeEgan@CUP.PORTAL.COM

->> Imagine Cover Disks

->> PC Essence
by Milan Polle

->> Re: Needed Utility

->> Re: Hard Wood Floors

->> Re: Stereo 3D Images

->> Grasroots?

->> Merlin GFX Card
by Nancy Jacobs

->> Re: Whats with this realism thing??

->> Re: imtoiv Imagine Object Converter

->> texture scaling

->> Re: texture scaling

->> Re: Whats with this realism thing??

->> Re: texture scaling

->> more bad bricks(texture scaling)

->> Re: more bad bricks(texture scaling)

->> Re: more bad bricks(texture scaling)

->> Re: more bad bricks(texture scaling)

->> Humans and CADs

->> Re: Lights

->> Re: Simple things

->> Re: Simple things

->> Email software ?

->> Essence for PC

->> Email progs.

->> Re: Bump Maping

by Nancy Jacobs & John Schmitz

->> Essence for WinImagine

by Patrick Sauvageau

->> Amiga->PC file conversion problems
by Paul Frey

->> Hello
by Paul Thompson

->> Re: Imagine 4,0 RotationAnimation

->> Image Needed
by Per Sverre Wold-Hansen

->> Re: Light and shadows

->> Lensflares?

->> Re: Imagine 4,0 RotationAnimation

->> Re: Imagine 4,0 RotationAnimation

->> Digital film resolution (Was: Some Info)

->> Re: Edge Line Prob

->> Re: Imagine 4,0 RotationAnimation

->> Splines!! (Was: Imagine 4,0 RotationAnimation)

->> Re: Lensflares?

->> Re: Lensflares?

->> AMIGA <-> PC -connection(was: Eh? and something else)

->> More flares (Was: Encyclopaedia Lensflaria)

->> Re: Eh? and something else

->> Re: how do i extrude in 3 dimensions?

->> Re: Neat lighting trick.

->> Re: More Edge Line
by Per-Erik Westerberg

->> Re: Grassroots Editors
by Perry Lucas

->> Re: New Show

->> Re: Wandering mail?

->> ADMIN: List

->> ADMIN: Re: Needed Utility

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->> Re: About these problems with binaries.....
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->> " getting annoyed " was "Humanoid" update

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->> Re: Unsliced!

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->> Re: aspect and res..

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->> Re: Slicing stuff

by Rodney McNeel

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->> Re: Imagine Mailing List Warning

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->> Re: More Edge Line

->> Re: Scaling a project

->> Re: Velocity scaling

->> Re: hello -Reply
by Scott Lundholm

->> Essence PC arives!!

->> Re: CAUTION: Essence / Imagine V? compatibility?
by Shane Amerman

->> Greetings and A question.
by Sherman LKG2-A/R5 pole AA2 DTN 226-6992

->> Re: PAL & NTSC

->> Re: Unsliced!
by Soeren Birk Jacobsen

->> Re: In a galaxy far, far away...

->> ignore this, just a test sorry

->> ignore this also, yet another test, sorry

->> Re: HELP! Transparency probs.

->> Re: Imagine on an SGI!!!!!!

->> Re: Edimator/Media 100 : Comparision

->> Re: Imagine on an SGI!!!!!!

->> Re: Imagine on an SGI!!!!!!

->> Re: Imagine on an SGI!!!!!!
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->> Re: Neat lighting trick.
by Steve Gardiner

->> Re: Hard Wood Floors

->> Re: Axis only transformation
by Steve McLaughlin

->> Book on the Detail editor?

->> how do i extrude in 3 dimensions?
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->> Re: Imagine on an SGI!!!!
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->> Re: PC Paint Program?

->> Re: Spider

->> CU Amiga Texture Studio!

->> CU Amiga Texture Studio!

by TigerDan

->> Re: Velocity scaling

by Tom Marlar

->> Re: PC Paint Program?

by Tom Ross

->> Re: Are the attributes out there ?!

->> Re: Whats with this realism thing??

->> Re: Featuring the Frontpage!

->> Re: Whats with this realism thing?? (fwd)

->> Re: Stereo 3D Images

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->> Wise judges

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->> Re: Lensflares?

->> Re: Flipping Symmetrical Models??

->> Re: Contest entry

->> Re: Velocity scaling

->> Re: Hard Copies...

->> Re: Velocity scaling

->> Re: Motion blur

->> Printing Posters

by Tony Jones

->> Printing Posters

->> Poster Printing
by Torgeir Holm

->> I'm back

->> leaving...again!
by Undetermined origin c/o LISTSERV maintainer

->> Re: how do i extrude in 3 dimensions?
by Vance Schowalter

->> Re: imtoiv Imagine Object Converter

->> Re: Shield Effects

->> Re: Ehhh..

->> Re: Amiga Bmap Util on Aminet

->> Re: Starting

->> Re: Render Of The Week Site.

->> Re: Eh?
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->> Re: PC Format - JANUARY
by Warrick Holfeld

->> Re: HELP! Transparency probs.

->> Re: HELP! Transparency probs.
by Wayne Haufler

->> CAUTION: Essence / Imagine V? compatibility?

->> Re: ToBoldyKillLikeNoOneHasKilledBefore
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->> Is there a 3DS to Imagine convertor for Amiga?
by Wesley Jacocks

->> Re: Applying a single texture to multiple objects
by William Bogan

->> Re: Graphics clearing house

->> PC Format - JANUARY

->> Re: list

->> any Sailing vessel models

->> Sorry for indiscriminate post

->> Just in re: Win95 and virus - please don't panic

->> PS Fonts

->> Multiboot (was Re: Postscript fonts (was: Starting))

->> PAL & NTSC

->> TriSpectives
by William Christjaener

->> Spider

->> Re: Spider
by William Leimberger

->> Re: New Show
by Yury German

->> subscription and FAQ
by ben.knudsen@DJH.DK

->> subscribe
by fernando Bartra

->> Imagine@sjuvm.stjohns.edu

->> hello

->> Re: Hard Copies...
by fredster@DIGISYS.NET

->> Re: Axis only transformation

->> Re: Printing posters

->> Re: BMW Commercial

->> Re: Simple things

->> Re: Wanted "Alt.binary.Imagine"
by grant goss

->> HELLO!
by gregory denby

->> Grass roots and Lights

->> News From Impulse

->> Re: Lights

->> Re: Pyro Essence? when....

->> Pyro EssenceNow!
by imagemaster@INSTBBS.CAMBA.COM

->> Applying a single texture to multiple objects
by kevin

->> [Sorry, NO Subject]
by m.rubin9@GENIE.COM

->> "Humanoid" update

by osc ->> BrushesOnBlobs

->> Please Unsubscribe

by oscar castillo ->> Re: please unsubscribe

by rkoerper ->> Re: Light textures

by stuarth ->> Hi

->> New for version 5

by travis ->> PC Card Trouble

->> Re: [Q] defining "Gold" texture

->> Re: Edimator/Media 100 : Comparision

->> Re: Bashing Impulse

->> DINO

->> Re: Caustic

by wolfram schwenzer ->> Re: Eh? and something else

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->> Re: Humanoid Update

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