CAM Index - Amigaguide Version

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WRITTEN BY		January 7, 2023	

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Chapter 1

CAM Index - Amigaguide Version

1.1   3d data

CAM #208 Objets 3d

InterFont_Sample, apple7.scene, church.scene, LBrick_obj.scene,
LOPS2_scene.scene, LOPS_scene.scene, OHIO_obj.scene,
PeaceSignObj.scene, Sink.scene, SuperS_obj.scene, Terrain1.silver,
Terrain2.silver, Waves, XObj

Unpack

CAM #234 Objets 3d

HABall2.scene, Hastings_Object

12 objects in GEO format:

AH64Body, AH64Rotor, AratiBuilding, AratiLot, Graveyard, HauntedHouse,
Iceberg1, Iceberg2, LeftTurnSign, Pumpkin, RightTurnSign, StopSign

Sculpt_3d_fonts, spider.scene, Tardis_Object< TieFighter

XObj_v1.1

XObj is a handy utility to convert 3D objects from VideoScape 3D file
format or Sculpt 3D file format into Turbo Silver object files. Binary
only, author: Phil Camp

Unpack

CAM #359a &b: Objets 3D

Amiga 1000 à l'échelle et en détails, Format Videoscape texte et Turbo
Silver V3.0

Unpack disk A

Unpack disk B

CAM #386a & b: Objets 3d

Animotions_Demo

Ademo part of a mannequin script motion in sculpt format. Author: Tom
Macri

Charpente_Globe

Wood block globe in Videoscape & Turbo Silver format. Author: Jean
Pepin

TurboSilver

2 objects in TurboSilver format: face.silver, trooper.silver

Amiga_1000_Sculpt.LZH

Sculpt version of Amiga 1000 from CAM 359, click icon for unarc in RAM:
Author: Jean Pepin

Sculpt

17 objects in sculpt format. Author: various

Unpack disk A

Unpack disk B

CAM #457a&b: Objets 3d (Imagine)

Thirty 3-D objects in Impulse's IMAGINE format (TDDD). These were
mostly converted from freely distributable objects from DEC's object
archive. Author: Steve Worley

Unpack disk A

Unpack disk B

CAM #527a&b Objets Imagine etc.

aircar

THe following is an object that was created using Imagine, the object
is modeled after the Moller 400 in the Jan issue of Popular Mechanics
This object is set up with color and all attributes that were from the
picture of the real thing. Great looking in Scan Line mode Rendering

33 objets "Imagine" convertis du formats NFF

Apple BatWing F15e Frog Glasses Phone plant Robot Runway shuttle tire
Voyager wheel Balloon Callipers cobra crypt dragon expresso gothic H2O
hang jaws lamp1 lamp2 matchbox Mirror_Ball RoboHand Robot stpauls
temple watch x29

imagine.compendium

Article with GREAT tips for using Imagine from Impulse.

Unpack disk A

Unpack disk B

CAM #547a&b Objets "Imagine"

human

This is a detail editor object of a human-shaped figure. Author: M.
Gibson

Plug&Outlet

Here's an electrical outlet and matching plug object for Imagine.
Author: Carmen Rizzolo.

robot-cop

This is Mike Halvorson's Robot Cop object.

rocket

My rocket bank is from 1950's or so. You can see one just like it in
the movie scrooged when Bill Murry visits himself as a child. I left
the object unmerged and grouped so you can change it around. If you
want to just select everything and join. There are no moving parts so
it dosent matter. Author: Rob Borsari

Semi-Tractor

Here is an object I had originally modeled with Modeler-3D for
VideoScape. It was transferred to Imagine with Interchange and
enhanced with more parts and attributes. Author: Jim McInnis

SPACE_STATION

This is my space station object. Use it in good health. You'll
probably need loads of RAM (well, maybe 2 Meg) to render it. The
station is made of about 40 grouped objects, and totals about 300K.
Author: Steve Worley

WebbObjects

Misc Imagine objects. Authors: Steven Webb & Jessie Watson

WebbObjects2

Just some Legos that I made. Author: Steven Webb

Baloons

8 dirigeable balloon, brush mapping and detailed gondola included.

STEAMENGINE

This steam engine is a replica of the locomotive in use at Disneyland,
Anaheim, CA. Author: Glenn M. Lewis

Unpack disk A

Unpack disk B

CAM #548a&b Objets et matériel didactique pour"Imagine"

Enterprise_Classic

Star Trek Enterprise object.

ImagineTutorial

   -Form_tutorial
    This is a complete tutorial describing the use of the Forms Editor
    in Imagine. It provides a general overview of the editor as well
    as descriptions of all of the menu options and some complete
    step-by-step examples. by Steven Worley

   -Imagine_Compendium_vC edited by Sandy Antunes

   -Brushmap tutorial
    This is a complete tutorial describing how to map brush in Imagine.

   -Detail tutorial
    This is a complete tutorial describing the use of the Detail Editor
    in Imagine.

   -Texture tutorial
    This is a complete tutorial describing how to use texture in
    Imagine.

Simpsons

Simpsons object.

TARDIS

Here is an object of the TARDIS from Dr. Who. Author: Daryl T.
Bartley

TRANSPORT

This is an Imagine object of a hypersonic transport. Very curvy and
NASA prototype looking. Author: Steve Worley

Afga_outline

Agfa fonts Turbo Silver objects.

BrushMap

4 24 bit repeatable brush map for Imagine 1.1. grass, lattice,
sidewalk & Wave Author: Steve Worley

Imagine_from_LightwaveObj

The following objects were created using LightWave and converted using
a beta-test version of the new LightWave converter module for
InterChange. They have been converted to TS 3.0 format and should work
with Imagine. Let me know how well they converted. One object, the
reels for the audio tape deck, would not even convert. You are free to
redistribute the objects if you include this file with them.
audio.reel.to.reel, fan, fan.blades, gun, hubble.telescope,
magic.marker, movie.light, movie.light.stand, rocket synth.kybd,
toy.plane, toy.plane.prop, toy.train.car, toy.train.engine,
zenith.star.laser. Author: Mark Thompson.

Misc

SPACE SHIP, sword, etc objects from different authors.

TRIPLANE

This is the Imagine object of the triplane. The propeller and wheels
and such are grouped objects, to animating them should be easy.
Author: Steve Worley

TronTank

This is the both famed & dreaded TRON TANK! object. Author: Steven
Webb

Vista_objects

Two TURBO SILVER/IMAGINE OBJECTS of a portion of a valley from the
VISTA DEM(digital elevation model) landscape of El Capitan in Yosemite
valley in Caifornia.

Unpack disk A

Unpack disk B

CAM #598a&b Objets Imagine

A3000

This is a new and improved A3000 CPU Imagine Object created by Carmen
Rizzolo. Also is included are two keyboards. One keyboard has all the
keys grouped and the other has them joined.

AntiqueRptrs

These are the two pistols. The objects are to a (very approximate)
scale of 1 Imagine unit = 1 mm. The pepperbox is an early repeating
pistol with (usually) six muzzle-loading barrels turned by pulling the
(in this case) ring trigger. Noted for its inaccuracy: not much point
in a front sight, is there? Caliber .36 inch (9mm). The "Volcanic"
repeater was a Winchester predecessor. Most Volcanic repeaters had
longer barrels than this one's 4 inches (100mm). You might consider
dragging the muzzle, sight, and magazine tube out 2-4 inches
(50-100mm). This object requires the "Wood" texture supplied with
Imagine. Caliber .30 inch (7.62mm), low-powered since the primitive
caseless ammo had only as much black powder as could be stuffed into
the base of a hollow bullet. Author: Paul Weiser

Boing_737

This is an Imagine BOING 737 object

CWRevolvers

These are the two pistols. The objects are to a (very approximate)
scale of 1 Imagine unit = 1 mm. The LeMat is a remarkable and rare
revolver favored by Confederate general officers. The barrel really IS
half octagonal and half round. This is the "First Model," with nine
shots (!) of caliber .42 inch (10.6mm) in the conventional cylinder and
a .63 inch (16mm) shotgun barrel below. Starr was third in Union
pistol procurement (behind Colt and Remington). The model shown is the
1858 Army in caliber .44 inch (11mm). This was a self-cocking weapon:
everything happens when the trigger is pulled, but it cannot be used
single-action by cocking the hammer. Squeamish users may wish to
remove the tacks from the handgrip, a form of decoration allegedly
practiced by Jesse James (who owned a pistol of this model) in place of
cutting notches. These objects require the Wood texture included with
Imagine. The LeMat also uses Grid for checkering, and the Star uses
Camouflage for case-hardening on the hammer, trigger, and loading lever
assembly. Author: Paul Weiser

DBlaszczak_IMobj

Imagine Objects by Dale Blaszczak

Pencil.obj

This is a mechanical pencil and is a group object, this object is ready
for tracing.

Compass.obj

This is a group object, ready for tracing.

Triangle.obj

This object is ready for tracing.

Quill_Pen.obj

This is a group object ready for tracing scale it as needed.

Ink_Well.obj

This is a group object ready for tracing.

Parchment.obj.

This a parchment type scroll... the parchment IFF brush is also included. Note: the brush has allready beenmapped to this object. In the object brush requester just type in the path name to the Parchment.brush.

Background 'grids' :

Grid.obj

This is the 3D steel grid (checkered) floor.

Hex_Matrix_Grid.obj

This is a six sided 3D grid that could be used for backgrounds.

Hex_Matrix_Grid_bev.obj

Same as above but has beveled edges.

Dining

These are table and chair Imagine objects. Also includes a 24-bit wood-grain brush for wrapping.

Frog

A Imagine frog object sitting on a lily pad.

Future_Tank

This is a rendering created with Imagine 2.0 with object file included. Also included is the attributes to include a camo texture to the tank. Pieces grouped for rotation. Looks sharp! Author: Chinh Nguyen

Head

This is a detailed head for use with Imagine. Attributes are included with the object.

Humans

This is an Imagine object of a human figure.

JP_Objects

Some of the objects of John Porter. They are fairly detailed objects
from the SF movies Star Wars & Aliens.

Lamp

An imagine object, One of those spring loaded desk lamps, Modeled it
after the lamp on my desk. It's fully manipulatable so have a blast!

Phasers

These are the objects rendered in Phasers.hamin, the Star Fleet hand
weapons from the original STAR TREK TV show. One of the "child" groups
in Phaser.group is PHASER1, which can be separated and used as an
independent weapon/object in its own right. It requires the "Grid"
texture supplied with Imagine. Objects are to a scale of 1 Imagine
unit = 1 mm, scaled from the STAR TREK STAR FLEET TECHNICAL MANUAL
(Ballantine, 1975/1986). Author: Paul Weiser

Soda

Object and brush for buildind a soda bottle in Imagine, HAM picture
rendering examdle included. Author: Tim Gilmore

Soldier

Imagine object of a toy soldier. Author: Chinh Nguyen

sphere-object

This object was created by a program using Glenn Lewis' TTDDD shareware
package. TTDDD makes it easy to make programs to create imagine
objects. TTDDD stands for Textual Three D Data Description, which is
an ascii form of imagine's binary TDDD object format. I made a short
program that generated a spiral path that followed the shape of a
sphere, kind of like an apple peel, and then extruded a shape along
that path. Author: Michael Gibson

SR-71

This is my quick attempt at making an SR71 object. It is not at all to
scale. I just eyeballed it using a picture I have. This was done
entirely in the Spacer view formes editor in Imagine 2.0. Author:
Brian Ridout

WebbOjects_3&4

Imagine objects converted from Sculpt. This collection of five vector
objects was created by Joseph Contegiacomo of Polar Arts. The objects
are all very detailed, very futuristic spacecraft. They are in Sculpt
.SCENE format and can be loaded and rendered using one of the Byte By
Byte Sculpt programs such as Sculpt Animate 4D. Or, by using
Interchange from Syndesis you can transform them to other formats such
as Turbo Silver or VideoScape. The five objects are named
SatProbe.scene BD-5.scene Bomber.scene Fighter.scene Killer.scene Also
included Mech robot.

Unpack disk A

Unpack disk B

CAM #599a&b Objets Imagine Ligthwave et Sculpt

1701_D

This is the 1701D by Lee Robert Willis converted in Imagine format.

BELL-X1

Here's the Bell X-1 I made with Turbo Silver. In it's current
incarnation, it is a group of two objects (Fuselage and tail) so it can
have two sets of attributes. It's not perfect, it currently has no
brushes or even a cockpit window, but it is always slowly evolving, and
when I come up with a particularly good improvement, I will make it
available again. [The Bell X-1 is the plane Yaeger broke the sound
barrier in, 1947.] Author: Geoffrey Noles

CameraALL

This is an object of a sony camera (camcorder). Objects for Imagine
and for Lightwave are both included.

Chessboard

This is an a realistic chessboard; it is the standard array of 8x8
black and off-white squares, with a glossy surface, surrounded by gold
trim and a beveled dark-grain wood border. The wood border is even cut
into quarters, with the grain perpendicular at the sides! (Special
thanks go to Mel Prince, who thought up the great wood modifications,
and who has encouraged me to keep tracing) NOTE: This object requires
the Wood texture in the Im_Textures drawer. It is actually a grouped
object consisting of five subobjects, useful for learning.

Coffee_Cup

These are two objects I created for Imagine; it's a coffee cup and a
matching coaster. Both utilize the new Phong edging ability if you
have Imagine 2.0.

Enterprise

This is a very simple model of the USS Enterprise, but accurate in it's
shape. (made from blueprints!). Author: Steve Worley

F18

This is an F18 constructed entirely of 3D faces and exported from the
DynaCADD Amiga version to Imagine Object format. The original author
is unknown.

me-109

Objects for a ME-109 of the second world war!.

MTV

This archive contains several objects used to create an Mtv logo.

NCC_1701D

Well, here it is. After MANY hours of tweeking, and perfecting, I have
FINAly finished my GREATEST accomplishment, the Enterprise from Star
Trek The Next Generation. Author: Bob McGee

p-38

Objects for a P-38 of the second world war!

Planes_obj

3 model planes for Imagine.

Porsche_911

This is a an Imagine Object exported from DynaCADD.

Spider

File is a pretty nice looking Imagine spider object.

spitfire

Objects for a Spitfire of the second world war!

synth

Synth keyboard object for Imagine.

Table

A round wood end-table with Dark Glass Centerpiece created in Imagine
This was created for use with my Lamp object. You'll need to edit the
object's attributes and enter your directory path for the Wood Texture
for this to render correctly. Author: Michael Sigalos

TieFighter

This resembles Darth Vaders tie fighter from the movie Star Wars.
Author: Rob Borsari

WarBird

Well, here it is. After MANY hours of tweeking, and perfecting, I have
FINALY finished my SECOND greatest accomplishment, the Romulan Warbird
from Star Trek The Next Generation. Author: Bob McGee

Z_Laser

An Imagine Object of a futuristic laser cannon. This object is called
"Zenith Star Laser". Object created by Mark Thompson.

Ligthwave

BRODWAVEengraved

BRODWAVEengraved is a 3D font for LightWave based on the font
BroadwayEngraved. The sides, front and back are all independent
surfaces, as well as the engravures (the recessed panels and subsequent
sidewalls) so the characters may be uniquely recolored to suit your
preferences.

LW_Mannequins

These are two artist mannequins based upon the 16" models available in
most art supply stores. They are Lightwave objects with parent
hierarchy centered on the sphere which corresponds to the abdomen.
This sphere is fused with the pelvis and hip spheres. Author: Jim
Pomeroy

Metal&Glass_Ligthwave

24 bits brush and object for chrome metallic and glass textures.
Author: Steve Nevins

Sculpt

BellCobra

This is a model of a Bell Cobra gunship, modelled to scale with
Modeler-3D. Except for the vulcan turret (done by my lame brother),
everything is pretty accurate. Never got around to include the T.O.W.
missile pods though. Converted and redone on Sculpt-Animate 4D.
Author: Quang Ho

Unpack disk A

Unpack disk B

CAM #619a&b Objets Imagine, Videoscape

Appache

A Nice Appache Attack Helicopter in Imagine object format.

Castle

Castle contains the Imagine 'source' for an animation of the batguy
object created by Marvin Landis.

Dancer_Cycle

Just a simple cycle object of a dancing man created totally in IMAGINE
by Randy Connell. Not a great object, but shows some of what the cycle
editor can do!

Dulcimer

A 3-string Appalachian Mountain dulcimer in Imagine object format.
Author: Marvin Landis

Ferengi

The Ferengi Marauder from Star Trek The Next Generation in Imagine
object format. Author: Bob McGee

Ladybug

This is a Ladybug Insect in Imagine Object Format.

LavaLamp

A Lava Lamp object for use with Imagine. Author: Douglas Michael
Kasten

Magiclamp

A highly detailed Magic (?) Lamp in Imagine Object Format.

MickeyMouseWatch

A excellent Imagine Object of a Micky Mouse Wrist Watch complete with A
fantastic looking dial face of Micky. This object extracts to a size
of 867280.

nautilus

A Nautilus Sea Shell in Imagine Object Format.

polyhedra

Les 142 polyèdres de Netlib convertis en format Videoscape texte, un
répertoire pour les solides et un pour NET (l'état aplat avant
origamisation >)).

Pumpkins

2 pumpkins imagine object.

Tomahawk

A TLAM Cruise Missile in Imagine Object Format.

TrafficLight

A highly detailed Traffic Light in Imagine Object Format.

USS_RELIANT

This is the USS Reliant Federation Star ship from Star Trek the next
Generation. Silver object. Author: Ken Schmitt

wildcat

A nice WWII US Navy Wildcat Fighter Plane in Imagine Object Format.

Unpack disk A

Unpack disk B

CAM #683a,b&c Objets Imagine

D.Disney_ImagineObjects

20 3d objects in Imagine format, including picture example of each
rendered objects: Books, CandleHolder, Clock, ChevyEmblem, DiskBoxes,
EvilPacMan, FileCabinet, FishTank, MatchBox, PewterGoblet, PushPin,
Shelf, Sink, Skimmer, StarTrekInsignia, Submersible, Sword,
TreasureChest, TrumpCard, WorkBench. Author: David Disney

EnterpriseModeler3d

This is a Modeler 3d text format of StarTrek Enterprise ship.

StarTrek_ImagineObjects

Cruiser

Nearly 500k in size space cruiser object. Complete with windows and
other details. Warning: This thing may require 5 megs or more to
render! It was not built to conserve memory, it was built to look
good! Imagine 2.0 only. Comes with tutorial on a new spline based
rotations technique. Author: Carmen Rizzolo

NCC-80E

Star Trek-like Shuttle craft. For Imagine 2.0 only. Comes with nifty
tutorial that can help you speed up your animation creation. Author:
Carmen Rizzolo

NGPhaser

These are the Star Fleet hand weapons from the TV show STAR TREK - THE
NEXT GENERATION. Author: Paul Weiser

Unpack disk A

Unpack disk B

Unpack disk C

CAM #695a.b&c Objets 3d Lightwave (format WaveFront)

ViewPoint_Objects

17 detailed objects from ViewPoint in WaveFront obj(text) format: 1932

Dodge, 1982 Porsche 911SC, 1983 Camaro Berlinetta, 1983 Honda ATC, A
Bust of Beethoven, Al (a gangster), Bell Ranger Helicopter, Cow,
Dumptruck, Foot Bones, Low-top Tennis Shoe, P-51 Mustang, Spanish
Galleon, Street Lamp, Tommy Gun, Triceratops Dinosaur, Violin Case.

MiscObjects

3 anonymous Wavefront 3d objects in text format (.obj): Plane.obj,
Radar.obj, Radar2.obj.

Unpack disk A

Unpack disk B

Unpack disk C

CAM #706a&b Objets 3d Imagine

A3000_v2

New Amiga 3000 CPU & Keyboard Imagine object by Carmen Rizzolo

Andrews-objs

3 misc objects in Imagine format: Plane, Desk lamp & Lemming.

Celtic

Celtic pattern traced from postcript clip.

Disintegrator

This is the Imagine 2.0 object constructed after a photograph in ZAP!
RAYGUN CLASSICS by Leslie Singer. "Buck Rogers in the 25th Century" is
a tm; design was by Daisy Mfg. Co., 1936. Author: Paul Weiser

Fubuki

This ship is an Earth defense force destroyer from the universe of the
sci-fi animated classic STAR CRUISER YAMATO/STARBLAZERS, created by
Yoshinobu Nishizaki, West Cape Co. Ltd; STARBLAZERS is (tm)
Westchester Films, Inc.. Author: Paul Weiser

hourglass

Imagine object of an HourGlass, author: Kenneth F Goecke

Mark_Head

This is a LightWave model of my head that was scanned on a Cyberware 3D
laser scanner. The model is comprised of a 195K polygon data set and a
24bit map image (which has been jpeg compressed). Author: Mark
Thompson

MuseumGlobe

LightWave object of Earth.

Plant

Imagine object of a plant.

seashell

Imagine object of a seashell. Author: Jeff Saffold

Shades

Just a quick little Imagine object whipped up for a still scene. The
lenses are mirrored, so try them using a global picture: neat effects!

SpaceCruiser

This ship is (I think) an Earth heavy cruiser; it is from the universe
of the sci-fi animated classic STAR CRUISER YAMATO/STARBLAZERS, created
by Yoshinobu Nishizaki, West Cape Co. Ltd; STARBLAZERS is (tm)
Westchester Films, Inc.. Author: Paul Weiser

StarBlazers

This ship is an Earth battleship; it is from the universe of the sci-fi
animated classic STAR CRUISER YAMATO/STARBLAZERS, created by Yoshinobu
Nishizaki, West Cape Co. Ltd; STARBLAZERS is (tm) Westchester Films,
Inc.. Author: Paul Weiser

StarCruiserYamato

This is an IMAGINE 2.0 realization of the YAMATO from the Japanese
sci-fi/comic adventure "Star Cruiser Yamato" (which appeared in the
U.S. as a TV show retitled "Starblazers"). As I understand it (all my
literature is directly imported, and I don't read Kanji - just the
pictures) this is the actual Japanese battleship, raised and refitted
as a starship. A dynamite concept, and in additon to the YAMATO it
produced some other visually striking starships. Author: Paul Weiser

Stratocaster

This is a GREATLY improved version of the Fender Stratocaster Guitar
Lightwave object that was originally an Imagine object. Author: Erik
Flom

STTNGtitle

This object is in 5 seperate parts all in their proper location to form
the Star Trek: The Next Generation title. Author: Steve Lam

Sword

Imagine object of a Sword, author: Midgard Graphics

Veritech

Imagine object by Midgard Graphics.

WarpCone

Warp Cone Object in Imagine format.

Wineglass

Wineglass in Imagine format. Author: Greg Chance

Unpack disk A

Unpack disk B

CAM #732ab&c Vistapro DEM files

27 VistaPro DEM files from USGS & NIST coordinate data Converted by
Mike Bandy: Indian Hill – Colorado, Littleton – Colorado, PlatteCanyon
– Colorado, Kassler – Colorado, Alma – Colorado, Anchorage – Alaska,
BeverlyHills – California , Camas – Wa-Or Portland, Chapel Hill – North
Carolina, Crater Lake West – Or, Eloise – Florida, Entriken – Pa,
FortIrwin – California, Hogansburg – NY ON PO, Honolulu – Hawai, Jabez
– Ki, Jackson – SC-GA, NewBritain – Colorado, PhantomRanch – Arizona,
Saxton – Pa, Slaton – Texas, TiefortMountains – California, TumWater –
Wa, Virginia – Mn, WestPoint – NewYork, WestOfDrinkWaterLake –
California, Penny – penny surface.

Unpack disk A

Unpack disk B

Unpack disk C

CAM #738a,b&c Imagine Contest (Pics & Anim)

ANIMATION CATEGORY:

1st Prize- "BulbMash" by Stephen Mund

HAM CATEGORY:

1st Prize- "Forest" by Michael Comet
2nd Prize- "Ice Cream" by Chris Hurtt

24 BIT CATEGORY:

1st Prize- "3D STUDIO" by Chris Hurtt
2nd Prize- "EYES" by Guido Rechsteiner
2nd Prize- "Alien Vacation" by Michael Comet
3rd Prize- "Science Station" by Steve Langguth
4th Prize- "EndGame" by John Humpal
5th Prize- "Witches Brew" by Randy Auschrat

6th Prize- "Forum" by Don Hirschfeld
7th Prize- "Fishin" by Orin Palmer

Unpack disk A

Unpack disk B

Unpack disk C

CAM #739a,b&c Vistapro DEM files

23 VistaPro DEM files from USGS & NIST coordinate data - Converted by
Mike Bandy:

annandale.DEM, ashbygap.DEM, bellecreek.DEM, bluemont.DEM,
bountifulpeak.DEM, ennisne.DEM, fairfax.DEM, fallschurch.DEM,
ftdouglas.DEM, gaithersburg.DEM, germantown.DEM, helens1.DEM,
helens2.DEM, herndon.DEM, kensington.DEM, manassas.DEM,
poolesville.DEM, rockville.DEM, sandyspring.DEM, seneca.DEM,
sterling.DEM, vienna.DEM, washington.DEM.

MK-B

The T-4 "Bee" Imagine model uses a number of brushmaps to add detail
and texture. They are included in this archive. To render properly
you must assign the logical device "Brushmaps:" to the directory where
you have stored these brushes. The model was designed on a 16meg
A4000, but tested on a 6meg A3000. I can't be sure it will render on
machines with less memory.

Mouse

This is a mouse as in furry and squeak (not computer) that I produced
entirerly on turbo silver 3.0. Author: Mike Wagman

Raider

This object is the Cylon Raider from the universe of the live/model
action TV show BATTLESTAR GALACTICA (late 1970s). It is based upon a
Monogram model; BATTLESTAR GALACTICA is (tm) Universal City Studios,
Inc.. Author: Paul Weiser

SnowDome

This is a Snow dome Imagine object.

Unpack disk A

Unpack disk B

Unpack disk C

CAM #751a,b&c Objets 3d

ImagineOrganizer_v1.2

Articles from Carmen Rizzolo. In here you'll find all the tips, tricks
and tutorials that I have written to further help you get along with
Imagine. There will be things in here to speed up your creation
process, smooth out rough motion, and do things that maybe you never
thought you could do with Imagine.

ImGram_Object

Imagine object of the Imgram a Excelsior Class Starship from Star Trek
the Next Generation. Object was created by Kurt A. Suleski who
indicates this is his first completed project. You need the textures
from the Essence Program. Object is over 500K in size.

NCC-1701-D

This is a 'detailed' Imagine 2.0 object of the Enterprise from the Next
Generation modelled by Carmen Rizzolo. There are NO iff image maps
used in this model, all detail has been modelled and only uses standard
Imagine procedural textures.

SpeakerFON_object

This is a 'detailed' Imagine 2.0 object of SpeakerFON modelled by
Carmen Rizzolo. The telephone object is divided into three main
components. The BODY, the CORD, and the HANDSET.

ViewPoint Imagine & LightWave Objects

Sample hi-quality 3D objects from ViewPoint. These objects are uploaded
here in both Imagine and LightWave formats. The same objects are in each
archive, just in different formats. the "IOB" archive has the Imagine
objects and the "LWOB" archive has the LightWave objects. The objects are:
a cartoonish Al Capone figure, a '32 Dodge, a tommygun, a lamp, a violin
case, and the ViewPoint logo. These objects were handed out at the
Siggraph Convention in Chicago in 1992 by ViewPoint.

Unpack disk A

Unpack disk B

Unpack disk C

CAM #767a&b Objets 3d

Alien

Here's a SILLY and Probably Worthless 3D Model of an "Alien" for
Imagine. Author: Midgard Graphics

Bike

This is a old style "tank bicycle" The spokes and several parts are

chrome so when you render this jewel make sure that you have some kind
of ground and sky to show off the chrome. Imagine format. Author:
Mike Halvorson

Bouncing

Imagine cycle object, somewhat problematic.

ConsoleTable

This is an interesting idea...this is a table object, but the table
seems to be a work-table of some sort for an electronic hobby room or
something. Imagine object.

DiningChair

This can be multiplied and used around a dining-room table. Imagine
object.

DiningTable

And then.....

Dropship

This is an object of the Dropship from Aliens. Author unknown. Silver
format.

Eagle_1999

Space 1999 Eagle Imagine object. Author: Scott Goffman

ImagineOrganizr_v1.3ß

In here you'll find all the tips, tricks and tutorials that I have
written to further help you get along with Imagine. There will be
things in here to speed up your creation process, smooth out rough
motion, and do things that maybe you never thought you could do with
Imagine. AmigaGuide format, Author: Carmen Rizzolo

LesPaul

This is a Gibson Les Paul object I made with Imagine complete with
pickups and strings. Author: Richard G. L'Hommedieu

MidgardImagineObjects

20 imagine objects: Ant, Building, Castle, Cruiser, Dwing, Galileo,
Head, Helm, Maska, Maskb, Maskc, Maskd, Screw, Sheath, Shield, Spot,
Starship, Sthenge, Sword, Technorat. Author: Midgard Graphics

NatesObjects

A collection of 40+ LIGHTWAVE OBJECTS, without any maps, that I made.
It includes some text, some useful sale words and numbers (i.e. 50%
OFF), some christmas ornaments, and a bunch of other stuff that may be
of value for commercial animations. Author: Nate Wahl

PumpNateWahl

A set of Lightwave object (9) and Scene files. Makes an animated
Rotary Positive-Displacement, Variable Volume, Constant Pressure
Hydraulic Pump. Yeilds 15 and 30 frame loops, plus some still views.
Subject of 'LW Spline Values' thread from AmigaVen NewTek area. Scenes
will need edited to use your path, left mine in. Enjoy! Author: Nate
Wahl, Emerald Video

Runabout

It is a Shuttle type object and has landing "Feet". It looks a bit
like the Craft from the TV Series Space 1999. This Runabout object is
for Imagine and Requires the use of Steve Worley's Essence(copyright)
package. Peter Greci

Settee

A Lightwave object of an antique S-shaped Lovers Chair. Has about 5500
polygons, and includes a 16 color map for the upholstered seats. Took
about 5 hrs to make.

SpaceTree

This tree was made with 3D Pro and converted to Turbo Silver format
using Interchange. Author: Randy Connell

StarTrekShuttle

This is a short range shuttle craft from STNG. This is not done from a
model this is done from episode clips and memory. Imagine format,
Author: Mike Wagman

Trees

A set of trees for use in outdoor landscapes. Imagine object.

WarpBee

A MK-T6 primary warp drive trainer. This model includes a working
stroblight and for Essence owners impulse thrusters with fractal flames
dancing around inside the exhaust ports. The archive includes 4
Imagine objects and related brushmaps. Author: Paul Gerhardt

Unpack disk A

Unpack disk B

CAM #792a,b&c Objets Imagine

1702D-IM

The USS Enterprise 1701D Starship. Now 1.42 megs. More efficient and
faster to render. Only needs 8.4 actual RAM to render. Course, you'll

need about 10 or 11 total to hold Imagine, etc. Still uses no brushes
to conserve RAM and make things simple. Modular design for easy access
to turning off windows and lights too! Author: Carmen Rizzolo

CAD_3D_Objects

Here's a small collection of PD 3D Models I converted from the Atari
platform. Bskcourt, Invsbike, Mega, Piano, P_38, Town_sqr. From Peter
Greci, Midgard Graphics

Corridor

Here's a Simple object of a Long Straight Corridor. The Objects on the
top of the "Corridor" are Yellow Lights, that are actually Light
Sources. This object is in Imagine format. From Midgard Graphics

Ferrari

This is a Ferrari F189 Grand Prix Race car for Imagine 2.0. It was
modeled in Sculpt 3DXL and Imagine 2.0. It comes complete with outward
marking brushes, and is ready to render.

Gears

2 simple gears object in Imagine format.

Hi-Rise

Nice Skyscraper model for Imagine. LARGE and fairly well detailed.
Enjoy it, only thing it is missung an ENTRANCE for some reason. I
guess the Creator of this model needed it only for Scenery or a Fly By.

Human

Humanoid Object Converted from Autocad DXF to 3D Studio 3DS file by a
buddy of mine then I used Interchange Plus's 3D Studio Module to
convert to Imagine Model. Decent Quality. From Midgard Graphics

ParkBench

A simple park bench imagine object.

PatioTable

Here's a nice Patio Set of Table and Chairs and even has a Baseball Bat
and Ball in the scene. Converted from CAD 3D 3D2 model to Imagine
using Interchange Plus from Syndesis. Midgard Graphics.

Room

Nice Interior model of a Room for Imagine. Converted from CAD 3D 3D2
using Interchange Plus.

Stingray

Slick, purple, fighter spacecraft. Only 150k small! Shareware.
Including an IFF 24 bits example rendering. Author: Carmen Rizzolo

ViewPoint_2_Imagine

5 new objects from ViewPoint in Imagine format: 57chevy, Babem,
Sandal, Shark, Surfbord.

Unpack disk A

Unpack disk B

Unpack disk C

CAM #799a&b Objets 3D

4_LightwaveObjects

4 LIGHTWAVE OBJECTS. A SHARK A HONDA ATC 4 WHEELER a Bust of Ronald
Reagan and the London Skyline. Converted using Syndesis Interchange
and Modules of their Software INCLUDING their optional 3D Studio
module. The ATC and Ronald Reagan Bust are converted from 3D STudio.
Source: Compuserve, Autodesk Area

BrainBump

A bump-map of a brain texture. Uploaded for the benefit of those
looking to add some bumps to their brain. Source: Studio Amiga BBS

BrainParts

A bump-map of a brain texture. Uploaded for the benefit of those
looking to add some bumps to their brain. Source: Studio Amiga BBS

ChiliC

VistaPro DEM of Chilicotal Mtn, Big Bend, Texas. This data is 60 meter
data reduced from 30 meter USGS DEM data. This was done to give more
regional coverage in a Small VistaPro DEM.

Dakdungn

This is a collection of objects I've created with Imagine 2.0 and
Imagine PC over the past few months, all with the theme of
Dungeons&Dragons. Author: Doug Kelly

FlyingSaucer

Flying Saucer object for Imagine. Converted from CAD 3D 3D2 file using
Syndesis Interchange plus. May need Recoloring.

Glass_Surface

LightWave Surface file and required bitmap create a fairly good looking
glass for use in ornamental lamp fixtures. Author: Erik Flom

Golf

This file consists of two Lightwave objects, a golfball and a golf tee,
as well as a simple scene of the two objects. These objects are quite
dense in polygons, the ball having just under 10,000. This is what it
takes to make real modelled dimples! The tee is very detailed, no
edges at all will show.

MattPk

VistaPro DEM of Matterhorn Peak, in the northern part of Yosemite
National Park, in California. This is 60 meter DEM data made by
reducing 30 meter USGS DEM data in order to cover a larger area with a
Small VistaPro DEM file.

MBaker

VistaPro DEM of Mt Baker, in Washington State. This file contains 60
meter DEM data which was made by reducing 30 meter USGS DEM data, in
order to cover a larger area than is normally covered with a Small
VistaPro DEM.

Monitor

This is an object of Philips Monitor Model 8833 MK II commonly used
with the Amiga. The object was created by Neil Miller – "Tex" using
Imagine 2.0 on an Amiga 2000 '030.

NeverS

VistaPro DEM of the Never Summer Mountains in Colorado. This file
contains 60 meter DEM data which was made from 30 meter USGS DEM data
in order to cover a larger region than is normally covered with a Small
VistaPro DEM.

PikePk

VistaPro DEM of Pikes Peak, Colorado. This file contains 60 meter DEM
data reduced from 30 meter USGS DEM data in order to cover a larger
region than is normally covered by a Small VistaPro DEM.

Sci-Fi_Demo

A demo of Sci-Fi Type: 14 3d fonts for Imagine and other rendering
programs. Includes: Ultra (a full sample fonts), A short doc file
with ordrering info, and an iff (hi res 16 color) image depicting the
rest of the set. Author: Doug Brooks

SuperM

VistaPro DEM of the Superstition Mountains in Arizona. This file
contains 30 meter USGS DEM data.

Wilbtn

VistaPro DEM of Wilburton, Oklahoma. This file contains 30 meter USGS
DEM data.

WsMaui

VistaPro DEM of Western Maui, Hawaii. This file contains 60 meter DEM
data reduced from 30 meter USGS DEM data in order to cover a larger
area than is covered with a normal Small VistaPro DEM.

Unpack disk A

Unpack disk B

CAM #821a,b,c,d&e Objets 3d

2_Enterprises

There are two USS Enterprise objects in this archive, in both Real 3D
1.4 and Real 3D v2 format. Author: Nik Vukovljak

Amiga3000T

Here's an amiga 3000T object for imagine 2.0. I've tried to optimize
it as much as possible to reduce unnecessary edges, which is why the
size of the object is so small. Included is a dynamic hires trace of
the 3000T, use viewtek to view it. Author: Greg Pringle

ATM_Objects

This is a collection of objects, scripts, and images for Lightwave 3.0.
Some scripts use the default objects that came with lightwave, like
space/randomstars, space/planet, etc. Space objects: Al's Ship 1,
Al's Ship 2, Enginefire, Lazer, Station1, Thing, WeirdCone. Landscape
objects: MountainCircle2, CloudCover, Sky2. Images: UDgradient.b,
StationChase, PassMountains, ThingKills. Author: Alan Mackey

CommandSequenceProcessor

This arexx program takes a shell command with special pattern codes
embedded in it and issues a sequence of shell commands generated by
filling in the patterns. This allows for one-line processing of a
sequence of files such as LightWave image sequences. Author: Stuart
H. Ferguson

CycleOjects

3 Excellent Imagine Robot Objects. The objects in this archive all use
the Essence textures. I have made a point of making it easy to remove
them for people who don't have. Author: Jeff Holinski

DungeonDoor

This is a model of an ironbound wooden door, created in Imagine PC. It
is intended to be useful in modeling castles, dungeons, etc. Author:
Doug Kelly

Flame

A flame for use in Lightwave. Author: Eric Case

Jupiter

Lightwave scene file for the planet Jupiter. This includes a jpeg
image which will wrap seamlessly on the supplied Jupiter.lwob. The
image can be used with other 3D modelling packages which support image
wrapping It has been successfully used in Imagine in addition to
Lightwave. The image is modified from a Voyager image of the Jupiter
surface taken over a complete Jovian day. Author: Terry L. Tabor

LampTorchier

An imagine object of halogen "torchier" style lamps. Author: Greg
Pringle

LW_ConfigEditor_v1.0

Here's 3 Modeler Arexx scripts that'll let you edit your LW-Config
through Modeler's Arexx GUI. Author: Chris Hurtt

NewRex

This is a collection of a few new Arexx commands and Modeler 3.0 macros
that are handy for those people working in the professional field.
CMD: Bounding Box, Display Bounding Box info, optionally create box
for standin Obj. CheckFSSeq.rexx -- Check for missing frames in
sequence of FRAMESTORES. CheckSeq.rexx -- Check for missing frames in
sequence. FrameRenum.rexx -- Renumber frames in sequence by adding an
offset. CMD: Halve.lwm, Scale Object to half (twice) its size around
its center. CMD: Make Motion, Create motion file with user-specified
functions of the in each channel. CMD: Parametric Curve, Create curve
object with user-specified parametric functions. CMD: Router, Bevel
Polygons with multi=level bevels. CMD: Shape Text, Extrude/Bevel text
or other flat objects... _SaveMe.lwm -- A little reminder to for you
save your work! Author: Arnie Cachelin

Shark

Scene created for NewTek to demo displacement mapping. The whole thing
including scene file, shark object, and map image This scene went out
to dealers but never made it into the final release. The shark object
is PD and not very good, but back when I needed it. Author: Mark
Thompson

Solar

A SIMPLISTIC model of part of our Solar System. Converted from CAD 3D
3D2 model to Imagine format using Interchange Plus.

SpaceStationFreedom

Very detailed space station, Complete with image maps (for lightwave).
Multiple objected parented together (so you can easily make changes).
Author: Michael Crumpler, Space Power Institute.

Sphere

Having been challenged by Imagine's "Conform to Sphere" operation, I
sat down and wrote an ARexx script for Modeler 3.0 that does a similar
function. I only spent a few minutes on it, so it does not have a lot
of bells and whistles, but it does do essentially the desired
transformation. Author: Stuart H. Ferguson

Stapler

Imagine object of a stapler. Essence was used to create the slight
rainbow effect on the metal and was also used to vary the brightness on
the stapler slightly to give it a more realistic look. If you don't
have essence, removing the textures won't hurt anything. Author: Greg
Pringle

TableTop

8 Imagine objects: Ashtray, Desklamp, Glassgrp, Pipe, Rod1, Rodgrp,
Smoke, Smoke1. Including render example. Author: Jim Medek

The Tree

A 3-D tree w/o leaves, in Imagine format. Would look nice out on a
desolate plain, maybe with a small cow skull at the base. Author:
Eric Flom

TRexxCycle

Very nice Imagine 2.0 cycle object of T-Rexx. Requires Essence I and
II for skin textures, however, they can be removed. Author: James
Hastings-Trew

Unpack disk A

Unpack disk B

Unpack disk C

Unpack disk D

Unpack disk E

CAM #831 Objets 3D

Deb-Lw

Here's a DECENT Female 3D Model for Lightwave. From a Local IBM BBS It
was originally in 3D STdio Format converted with Interchange Plus to
Lightwave From Midgard Graphics

Evob_03

A couple of objects for Imagine. 2 pliers, 1 old grinding wheel, 1
wooden wagon wheel. Author: Paul Gluck Jr.

Evob_04

A couple of Objects for use in Imagine. 1 sword, 1 halberd, 1
battle-ax, 1 knife. Author: Paul Gluck Jr.

Nautilus

This is a model of the Nautilus from the Disney movie "20,000 Leagues
Under the Sea". It uses Essence texture on the "METAL" parent piece,
so if you want to remove the textures, that is where to look. Also it
uses real spheres for all the light pieces and I haven't checked to see
how it translate over yet. Imagine format. Author: Ben Gibson

Nut

Imagine object of a nut (screw). I made it very detailed, so you can
go real close with the camera. Author: David Hofmann

Shroom

An Imagine mushroom object with stem, cap and gills. This is supposed
to be a Fly Amanita (Amanita muscaria).

Sonic

This archive contains a Sonic the Hedgehog object for Imagine 2.0, as
featured in the Sega games. I have also included a sample jpeg 640x512
picture. Author: Andrew Nunn

T-17_SpaceFighter

This is a T-17 Swift as seen in Star Wars. You are free to use this
object in anything you want, but LucasFilm Inc. might have a different
opinion. This object was created in Imagine 2.0 AND 2.9. It uses a
couple of 2.9 textures and several bitmaps (brushmaps). It can only be
used with Imagine 2.9. (because of the textures). Author: James R.
Walker

Unpack

CAM #845 Objets

Bike

This bike has been modeled on Imagine 2.9. It requires Metal.itx
texture. Since there are many small faces, rendering it in Trace mode
may take a long time. Author: Stanis

EVob_5

Objects for use with Imagine. A tomb and a cross. Author: Paul Gluck
Jr.

Formula1

This car has been modeled from Alain Prost's Williams/Renault car.
There is no texture mapping. Author: Stanis

FW14bWilliamsFormula1

This archive contains an Imagine object file, three IFF brush maps and
two rendered pictures. The file FW14B+Sponsors is an Imagine object of
the Williams 1992,1993 season formula one car. The file is in the
standard Imagine object format, this includes all the attributes for
the surfaces and the sponsorship. The files FW14B.HAM and FW14B.HAM8
are renderings of the object in (i) standard HAM 320x512 and (ii) HAM8
at 640x512 (AGA only). The drawer called Wraps contains three 4-colour
brushes which are 'wrapped' onto the car to reproduce the Williams
colour scheme. Author: Graham Dean

NCC_1701D

Yet another Enterprise NCC_1701D, but this one have the saucer section
separate. Author: Scott Tracy

Unpack

CAM #946 Objets

Dragonball_kit

I'm providing two Imagine 3.0 models of an adult Songokuu from the
Dragonball Z manga/anime. The first one is a crude prototype which
barely resembles the real(?) thing. From the experience of building
the prototype, the second model looks much more faithful to the
original character. Author: Tomwoof

Sf2_Chunli

This is my second prototype Chun Li model for use with Imagine. It's
not exactly complete and is slightly out of proportions, but all the
brush maps are present and with a little work you can have a complete
Chun Li for FREE! Author: Tomwoof

Sf2_Machine

Now you can have your very own Street Fighter arcade machine absolutely
free! It's not a very detailed model but it's recognizable :) You can
always change the decor panels, game screen, number of buttons...etc,
for a totally different machine. This one comes with brush maps for
Super Street Fighter II. It's not based on any particular real world
unit though. Author: Tomwoof

Unpack

CAM #952 Objets

AliensAPC_v3

Imagine 2.0 model of the Armoured Personnel Carrier from Aliens. Also
included are some renders of other projects. Author: Simon C. Embley

Armoured_Walker!

Imagine 2.0 cycleobject of Armoured Walker. There is neither texture
nor brush applyied. This archive consists of two anims and an
cycleobject. Author: Krzysztof Korski

Unpack