

LightWalker

COLLABORATORS

	<i>TITLE :</i> LightWalker		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

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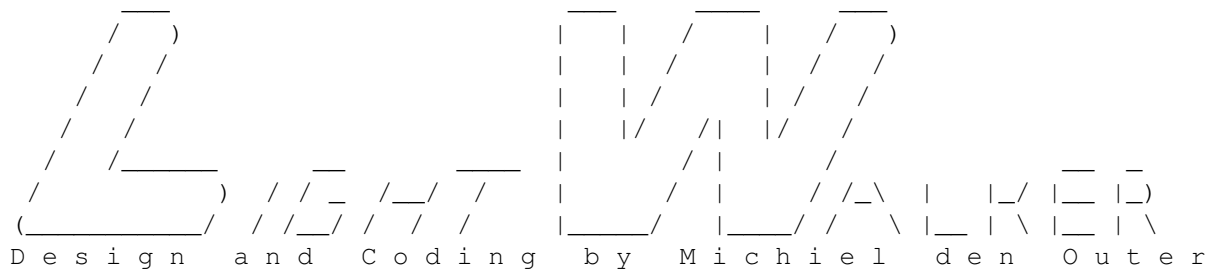
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Chapter 1

LightWalker

1.1 LightWalker User Guide



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What is this program about

- Acknowledgements
- Copyrights & Distribution
- System requirements
- Installing
- Registering
- Updates

- How to make a picture
- How to make an animation
- How to position the light source

- Menu functions
- Key functions

- Commonly asked questions
- Tips and tricks
- Program history

1.2 LW About

W H A T I S T H I S P R O G R A M A B O U T

LightWalker turns a flat 2 colour IFF picture into a shining 3D object.
The lightsource can be positioned and animated.

Lightwalker is excellent for adding shining 3D effects to:

- logos
- texts
- maps
- buttons
- dividers

The result can be saved in IFF and Anim5 format and is perfect for:

- web publishing
- computer presentations
- video productions

1.3 LW Acknowledgements

A C K N O W L E D G E M E N T S

I would like to thank all the beta testers for their inspiring ideas,
suggestions and bug reports. (In alphabetical order)

Andreas Etzrodt
Jeroen Heuvelman
Marco Beemster
Pim Vroegindewei
Rob van Eck
Ronald de Boom
Sridhar Iyer
Victor Vargass

Thanks to Aminet!

1.4 LW Copyrights

C O P Y R I G H T S

LightWalker is copyrighted by Michiel den Outer

All Rights Reserved

LightWalker is released as shareware. Apart from the keyfile, all files
may be freely distributed.

This keyfile may be used only on a single machine at any one time.

If you want to save space on your PD or coverdisk you may remove the example pictures and anims from the archive.

1.5 LW System Requirements

S Y S T E M R E Q U I R E M E N T S

LightWalker needs:

- the AGA chipset
- at least 2 MB fast ram

1.6 LW Installing

I N S T A L L I N G

Drag the LightWalker drawer to the desired place on your harddisk.

After registering you recieve your own personal keyfile. You can place this keyfile in the 'S:' or 'LightWalker' directory.

1.7 LW Updates

U P D A T E S

New versions can be downloaded from my homepage: www.luna.nl/~michiel/

If you have an e-mail address you will be informed about major new releases.

I also send new versions to Aminet (gfx/aga directory) and with a bit of luck they will find their way to the Aminet CDs, other PD CDs, disk magazines, your local PD shop and Amiga club!

1.8 LW Picture

HOW TO MAKE A PICTURE

- 1) select the menu item 'Project/Load IFF...'
- 2) select the menu item 'Project/Make It Shine!'

1.9 LW Animation

HOW TO MAKE AN ANIMATION

- 1) make a nice picture
- 2) select the menu item 'Project/Store As First Key'
- 3) make another nice picture
- 4) select the menu item 'Project/Store As Last Key'
- 5) select the menu item 'Make It Walk!'

Cool effects:

- light sweeping from left to right
- light sweeping from top to bottom
- light sweeping from bottom left to top right
- light coming from behind (negative depth value)
- text popping out (animated edge size)

1.10 LW Light

HOW TO POSITION THE LIGHT SOURCE

- 1)select the menu item "light/place light..."
- 2)move the cross hair to the desired position and click the left mouse button
- 3)now the light window will be presented allowing you to enter the depth position. Use a negative value to position the light behind the object.

1.11 LW Menus

MENU FUNCTIONS

Project
Light
Colours
Object
Settings

1.12 LW Project Menu

P R O J E C T M E N U

Open IFF...

Loads an IFF file from disk. LightWalker supports resolutions up to high res interlaced overscan. The size of the picture is only limited by the memory available.

Note that this is the only functions that is disabled in the demoverison

Save IFF...

Saves the screen in IFF format.

Make It Shine!

This menu item does the trick.

Blur

Sometimes the result looks like an inflated balloon, complete with stretch marks on it's end. Use this menu item to flatten those marks. You can choose out of 3 intensities: Low, High and Extreme.

Automatic Blur

If you're getting bored with constantly selecting 'blur low' after 'make it shine!' this is the flag for you.

Store as first key

Stores the current picture as the first key. Note that you don't have to wait until the picture is completely finished.

Store as last key

Stores the current picture as the last key.

Make it Walk!...

Makes an Anim5 animation by tweening the first and last key as defined by the 2 above menu items. The save anim5 window will be presented to set all the options.

About...

Displays some rather interesting information.

Quit

Sometimes even the most inspired creative people need some rest...

1.13 LW Light Menu

L I G H T M E N U

Set Light...

Opens the Light Window

Place Light...

Place the crosshair at the desired light position and press the left mouse button. Now the light window will be presented allowing you to set also the depth value.

Top Left, Top, Top Right,... etc

Makes the parallel light come from that direction.

1.14 LW Colours Menu

C O L O U R S M E N U

Set Colours...

Opens the @{ " colours window "link ColoursR}

Set Palette Size...

Sets the number of colours used. Less colours means an uglier picture and a smaller IFF/Anim5 file size.

Genlock Mode

When this flag is turned on, the background is painted with colour register 0 that is transparant with genlock use.

Plastic, Leather, ...etc

Selects one of the build in palettes.

1.15 LW Object Menu

O B J E C T M E N U

Set Object...

Opens the object window

Pure diffuse

Makes the material pure diffuse, like chalk

Pure Specular

Makes the material pure specular, like a mirror

No Edge

Renders the object without adding edges to it.

1.16 LW Settings Menu

S E T T I N G S M E N U

Load Font...

Loads a font from disk.

Set Screenmode...

Sets the screenmode.

Load Locale...

Loads a locale file from disk

Use Internal English

Uses the internal English

1.17 LW Key Functions

KEY FUNCTIONS

<return> starts the rendering

Spacebar or <Esc> interrupts the rendering

-,+ specularity

1,2,3,4,5,6,7,8,9 numeric pad parallel light direction

Note that a lot of menu items can also be reached by using a <right amiga> combination. Take a look at the menu bar for the key combinations.

1.18 LW Anim5 Window

ANIM5 WINDOW

Animation type cycle gadget

loop loops the anim

ping pong only use this if your anim player can't do this

rotate rotates the last key around the first

Frames slider

Sets the number of frames

Fading slider

Sets the fading time in frames

Blur cycle gadget

not blurred

blur low

blur high

blur extreme

1.19 LW Light Window

LIGHT WINDOW

Light source model cycle gadget

\ \ \ \ Parallel (distributed)

```

\ \ \ \
 \ \ \ \
  \ \ \ \

```

In this model the light comes from an infinite far away source, like the sun

```

----o----
  /|\
 / | \
/  |  \

```

Point

In this model light is distributed from one point equally to all directions

```

  \
   \ o
  \ o \
 \ o \
  o \
   \

```

Diagonal line

```

----o----
----o----
----o----
----o----

```

Vertical Line

```

| | | |
| | | |
o o o o
| | | |
| | | |

```

Horizontal Line

Hor., Vert., Depth slider

In parallel light model this means the light direction, in all the other models this means the light position in pixels.

```

      _____
     /|      Horizontal
    / |
   /  |
  /   |
 /    |
/     |
/      Vertical
/
Depth

```

The top left border of the screen is the centre of the coordinate system.
A negative depth value means into the screen.

Shadow slider

This is the distance between the object and the drop shadow plane.
0 means no shadow.

```

      o light
     /

```

```

      /
-----*----- object (IFF picture)
      /
-----*----- dropshadow plane

```

1.20 LW Colours Window

C O L O U R S W I N D O W

Cycle gadget

```

background    the shadow colour
object
light         the highlight colour
dropshadow

```

Red, Green, Blue sliders

You can make any colour you like by mixing the red, green and blue parts.

For example:

```

    Red Green Blue
-----
Peach 230 154  87
Ochre 228 161  74

```

Shine

Sets the specularity of the object.

1.21 LW Object Window

O B J E C T W I N D O W

Edge type cycle gadget

The round edge looks something
like this:

```

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.....
.....
.....
.....
.....
.....

```

The beveled edge looks something
like this:

```

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.....

```

Size slider

Sets the size of the edge in pixels.

For example if a bar is 6 pixels wide you can create the following effects:

_____ 0 no edge

/ \ 1 small edge

/ \ 2 big edge

/ \ 3 the biggest edge possible

/ 4 using an edge bigger than than half the
/ width of the object gives unpredictable result, so
/ \ don't do that!
/ \

Ambient Slider

Ambient light is everywhere, even in the shadows. Increase this value if you want to make the dark areas of the objects a bit less dark.

Diffuse slider

A diffuse object reflects light equally in all directions. The brightness only depends on the angle between the incoming light and the surface normal.

Specular slider

A specular 'shiny' object reflects light unequally. The brightness depends not only on the angle of the incoming light and the surface normal but also on the position of the viewer. The incoming light is mirrored about the surface normal and the brightness depends on the the outgoing light direction and viewing direction.

1.22 LW commonly asked questions

C O M M O N L Y A S K E D Q U E S T I O N S

Q: When playing the anim5 animation created by LightWalker I'm looking at a black screen

A: Your player does not support a colour palette per frame.
Do not use the fading effect or try another player.

Q: Strange things happen when I load the Anim5 file created by LightWalker into ClariSSA.

A: As far as I know this is the only player that doesn't like LightWalker's anims. Load and save the anim first in DPaint/PPaint/MainActor or Scala before feeding it to ClariSSA.

Q: How can I place the lightsource outside the screen?

A: Select the menu item 'Light/Set Light...' and use the horizontal and vertical sliders to position the lightsource. The coordinates are measured in pixels and are relative to the upper left corner of the screen.

Q: Is it possible to add drop shadows?

A: Set the shadow slider to a non zero value in the 'set light window'

Q: Don't you think it's stupid to release a web publishing tool that does *not* support the GIF format?

A: The image compression algorithm used in the GIF format is patented by the Unisys Corporation and they demand a royalty for every piece of software that can read or write GIF files.

I don't have a license (yet).

In the meantime use PPaint for converting IFF to GIF. You can use Mac and PC utilities to convert Anim5 to the animated GIF format.

Q: ... If you add this feature to LightWaker, I won't hesitate to register immediately.

A: Registering shareware is supporting it's future development.

1.23 LW Tips and Tricks'

T I P S A N D T R I C K S

- Play around with the edge size in the 'set object' window. For each picture there's an optimum edge size. Use bigger edges for bigger objects.
- Normally a non black background only looks good with the parallel light source.
- Play around with the 'shine' slider in the 'set colours window'. This allows you to fine tune the specularity of the object. You can also set the specularity with the - and + keys.
- Make the drop shadow colour only a slightly bit darker than the background colour. You should 'feel' the shadows instead of clearly seeing them.
- Make sure the 2 colour pictures have smooth edges. Not all pictures produce great results.
- The most dramatic effects are achieved by placing the light source close to the object. (a small depth value in the 'set light window')
- Another way to remove the jaggies is to scale the picture/anim down in a paint package. Obviously you need to start with big pictures this way.
- Use the 'Set Palette size' window to decrease the picture/anim file size
- When using a non black background, use a high ambient value if you don't want the soft shadows the same colour as the background.

1.24 LW History

H I S T O R Y

LightWalker 1.0, november 96

first release

LightWalker 1.01, november 96

-
- ambient light added
 - smooth drop shadows
-