

Others

Carmen Rizzolo

COLLABORATORS

	<i>TITLE :</i> Others		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Carmen Rizzolo	July 28, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	Others	1
1.1	Other stuff	1
1.2	DCTV Demos	1
1.3	Normal Demos	2
1.4	Imagine Tutorials	2
1.5	Imagine Objects	2
1.6	Arexx Scripts	3

Chapter 1

Others

1.1 Other stuff

Other Stuff by Carmen Rizzolo for 3-D people:
(Flat, 2-D people disregard)

DCTV Demos
Normal Demos
Imagine Tutorial
Imagine Objects
Arexx Scripts

1.2 DCTV Demos

```
-- DCTV DEMOS -----
```

Pointles.LZH	Pointless! My premiere DCTV animation. And what a premiere it is! This is still my favorite of all of them, but I vow to out-do it! Done in FULL TRACE mode.
Yummies.LZH	You'll LOVE Yummies! Yummies is a flirtation with Imagine's SLICE feature that deals with something other than 3-D text. Done in Scanline mode.
Magnify.LZH	Magnify is a simple but slick animation using magnifying glass-type refraction. Done in FULL TRACE mode.
Point2.LZH	Pointless 2 shows Pointless at a slightly different point (no pun intended) of view. Done in FULL TRACE mode.
Dizzy3D.LZH	Don't stand on this checkered floor! Nothing too original, but done in good taste. Done in FULL TRACE mode.
HISPEED.LZH	Interesting animation that emulates motion blurring effects. Fly down a trench at 30 frames a second (if you dare). Done in Scanline mode
POOL2DCT.LHA	Vivid example of the new Waves texture in Imagine v2.0. Comes with an in-depth tutorial on how to master this effect. Done in Ray Trace mode. DCTV required
POINT3.LHA	Coming up in a month or so!

NEON.LHA Stylish animation of a rotating street sign with a blinking neon logo on it. Comes with 3 extensive tutorials!!

ODDBALL.LHA This animation is *HUGE*!! At least 5 MEGS recommended. Smooth and realistic motion for your visual enjoyment.

EntPhoDC.LHA KICK-ASS animation of Star Trek:NG Enterprise firing a photon torpedo, as the camera flies by to give you several great vantages.

1.3 Normal Demos

-- NORMAL DEMOS -----

POOL2HAM.LHA Vivid example of the new Waves texture in Imagine v2.0. Comes with an in-depth tutorial on how to master this effect. Done in Ray Trace mode. No special hardware req'd. HAM version (Ew!)

Veins-32.LHA Simplistic animation in 32 colours. Demonstrates how to morph Altitude maps. Comes with matching tutorial.

EntWarp.LHA Small animation (40K archive) of the Star Trek:NG Enterprise leaving mars orbit and jumping into warp. (32-colours)

EntPho32.LHA KICK-ASS animation of Star Trek:NG Enterprise firing a photon torpedo, as the camera flies by to give you several great vantages. (32-colours)

Swerve32.LHA 32 colour animation of a race car swerving down a track. Features smooth (read: spline) motion and rotation.

1.4 Imagine Tutorials

-- Imagine Tutorials -----

3D-FONT.LZH An in-depth tutorial with illustrations on creating professional quality 3-D logos in Imagine v1.1. This tutorial is out-of-date for Imagine 2.0 users.

IM_ORG12.LHA The Imagine Organizer! The complete kuellection of Imagine tutorials and tricks by yours truly. Always updated...

3D-FONT2.LHA Coming one of these days!!!

1.5 Imagine Objects

-- Imagine Objects -----

OUTLET.LZH Imagine (1.1) object of a wall outlet and matching plug.

A3000-IM.LZH An object of an Amiga 3000 CPU.

A3002-IM.LHA Update to A3000 CPU *AND* a matching keyboard! Yow!

CRUISER.LHA 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.

NCC-80E.LHA Star Trek-like Shuttle craft. For Imagine 2.0 only. Comes with nifty tutorial that can help you speed up your animation creation.

Satrn5ob.LHA The Saturn 5 rocket. Complete with decals. (Does not not use brushes tho)

1701D-IM.LHA The USS Enterprise 1701D Starship. It's a 1.65 meg object, and REALLY fine! This one may require a minimum of 12-14 megs of memory to render!! Uses no brushes to conserve RAM and make things simple.

SpeakrFON.LHA Amazingly realistic looking modern speakerphone object. Comes with a tutorial on how to animate the cord.

1702D-IM.LHA 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!

Stingray.LHA Slick, purple, fighter spacecraft. Only 150k small! Shareware.

1.6 Arexx Scripts

-- AREXX SCRIPTS -----

IFFJPGRX.LHA Easy to use AREXX scripts to convert your Imagine 24-bit IFFs to JPEG and back. Designed to help newcomers use AREXX as well as help all automate your file conversions. PD JPEG release required to use (AUGJPEG.LZH).