

IMAGINE MAILING LIST

COLLABORATORS

	<i>TITLE :</i> IMAGINE MAILING LIST		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		August 25, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

IMAGINE MAILING LIST

1.1 IMAGINE MAILING LIST NUMBER V66

This GUIDE File was generated by an
IMAGINE MAILING LIST PROCESSOR
Written By Joop van de Wege
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+-----oOO-(_)-OOo-----+
|
| This is the Imagine Mailing List (imagine@email.sp.paramax.com) Archive #66 |
| covering messages from Sep 01 1995 to Sep 30 1995. |
|
| If you have any questions or problems with this file, E-mail Joop vd Wege |
| at Joop.vandeWege@medew.ento.wau.nl |
| To join the IML, send email to: imagine-request@email.eag.unisysgsg.com |
| the subject line type in: SUBSCRIBE |
|
| Thanks goes to: Neil Miller for the Imagine Mailing List Processor |
| Nik Vukovljak for the archives |
+-----+

```

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```

1.4 MSG-1 Subject: Re: '040 Optimizations (Re: 040 patch for Imagine? CyberPat

Subject: Re: '040 Optimizations (Re: 040 patch for Imagine? CyberPat
Date: Wednesday, 09 August 1995 05:39:27
From: Duncan <dunc@eraser.demon.co.uk>

```
> > How long has the '040 been out now? And how many Imagine users have anything
> > less? We shouldn't have to ask! How hard would it be to include '030 and '04
0
> > versions? Isn't it just a compiler flag?
> >
> >
> The rumor is that they use a hacked-up Manx C compiler (never had '040
> compiler capability) and aren't
> willing/able to move to another compiler system. Since SAS/C is the only
> remaining '040 compiler system left for the Amiga, I wouldn't hold my
> breath for Impulse to switch development tools, especially this late in
> the game. Guess we have to be happy that they are still developing for
> the Amiga at all.
>
> someone asked me if i knew any reason why his 1200 030 would render a
texture on a plane in 25 mins and his 4000 040 would take 20 mins using
imagine
> the same 'exercise' using forge the 1200 would do a texture in 20 mins and
the 4000 would do it in 5 mins
>
> would this be the reason -lack of 040 optimisation (?) in imagine code
(he uses imagine textures rendered on a plane in lightwave :)
>
> i have an 030 ;-)
```

Duncan

```

////////////////////////////////////////\
\                                     dunc@eraser.demon.co.uk          \
////////////////////////////////////////\

```

```

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==> RETURN TO CONTENTS!<=

```


1.5 MSG-2 Subject: Re: Wish List

Subject: Re: Wish List
 Date: Wednesday, 09 August 1995 06:12:39
 From: Duncan <dunc@eraser.demon.co.uk>

 > >>The current system of not knowing where textures, bitmaps, objects, etc..
 > >>should be located because of Imagine hard-coding the path to them into
 > >>the project file is impossible to manage. An archive command (like what
 > >>3DStudio has) would clear this all up.

>
 > What I do is to have the "projects"-, "objects"- and "textures"-directories
 > (and all other Imagine related directories) in the directory where Imagine
 > is located. Then all filerequests start from that directory, for example
 > "projects/yourname.imp/objects/ball" to get the object called "ball".
 > The blacky-way ;) would be "Imagine:projects/yourname.imp/objects/ball".

hmmm i dont know if any one would agree but i would like to see Imagine
 default to certain directories eg:

Textures -Imaginex.x/textures -if you have 'PD' textures you can
 either drop them in here or create a sub dir

Brushes -to be set in the Preferences as QuickRender etc

you get the idea

What we really need (i think) is when a project is opened is for imagine to
 change to the directory where that project is created eg

i have imagine in Dh1:Imagine3.3/
 though i have all my projects in Dh3:Imagine/etc.imp/objects(whatever)
 instead of having to do it all manually

Well it would make me very happy

we're half way there with the Quick-Attributtes and things

Duncan

```

\\
\                                     dunc@eraser.demon.co.uk
\\

```

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1.6 MSG-3 Subject: Re: Imagine Tutorials

Subject: Re: Imagine Tutorials
 Date: Friday, 01 September 1995 00:25:05
 From: Damon LaCaille <nomad@aloha.net>

On Thu, 31 Aug 1995, Robert Buonincontro wrote:

>
> I think it would be a great idea if users starting sharing Imagine
> Tutorial files. Users could create objects and release an archive with
> step by step instructions on creating the object from scratch. Everyone
> has a different approach at creating objects. Some are better then
> others. Would be nice to see how some real experts create certain type
> of objects.
>
> Anyone agree?
>
> robert.buonincontro@canrem.com

I highly agree Robert. As I'm a beginner, I'm very enthusiastic about this idea, probably because it'll be less "give" than "take" on my part, at least for the beginning.

By the way, I'm selling my 3000 and buying a DX4/100 or P75, and was wondering how much the IBM version of Imagine 3.0 or 3.3 is going for now? The Amiga 3.0 version was \$309 in the latest Amazing Amiga if I remember correctly. Anybody know of a vendor for the PC version? Thanks!

Damon
(soon to have a really neat home page :)

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1.7 MSG-4 Subject: Why have I been Un-subscribed !

Subject: Why have I been Un-subscribed !
Date: Friday, 01 September 1995 02:06:00
From: Andrew Herbert <Andrew.Herbert@raytech.co.uk>

Hey everyone, I'm not receiving the IML through my internet supplier,

What's the deal here ?!

I'm having to write messages through a BBS using Edit through DOS (arrghh !). Can someone tell me how to re-apply or if the powers-that-be are reading this please sort it out !

Anyway, I installed Windows 95 two days ago and I've got Imagine to the:

Imagine will not run under DPMS host (Windows Enhanced Mode)

Is there any way of turning DPMS off or has anyone successfully run Imagine through it ? BTW Beyond Imag and the Search Engine work through Win 95.

Bye Bye All

Herbert >> Author of Beyond Imagination <<
>> HTTP://uptown.turnpike.net/H/Herbert

.... The last thing I saw was this Big Blue Wave!
|
Internet: Andrew.Herbert@raytech.co.uk
Gated from RAYTECH BBS - free access raytracing support in the UK
----- call +44 1862 83 2020 modem - 24 hours !

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1.8 MSG-5 Subject: Re: Imagine Tutorials

Subject: Re: Imagine Tutorials
Date: Friday, 01 September 1995 03:20:41
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello Robert, on Aug 31 you wrote:

> I think it would be a great idea if users starting sharing Imagine
> Tutorial files. Users could create objects and release an archive with
> step by step instructions on creating the object from scratch. Everyone
> has a different approach at creating objects. Some are better then
> others. Would be nice to see how some real experts create certain type
> of objects.
>
> Anyone agree?

A while back someone posted a tutorial on making a Derallieur gear for a bicycle. I found this very helpful when making my Pentax camera object with all its' cog style zoom and focus rings. However, it is very time consuming to document every procedure when building an object with any sought of complexity. I prefer to collect all the little tips that appear here and use them when developing a project, it's just a matter of finding the right process. One thing I've always tried to push is the use of the Forms Editor. I've nearly finished a Deep Space 9 type object, though the similarity leaves a lot to be desired, and used the Forms Ed extensively which made things very easy. The main pylons for example were done in the Forms Ed, then I used Conform to Cylinder and Path to get the arch shape.

There are two basic things I have learned when modelling.
If possible, get a model of the object to work off, it makes getting the proportions accurate very easy.
Make the object in small sections and piece them together as sub-projects.

-- Bob

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1.9 MSG-6 Subject: RE: Wish List

Subject: RE: Wish List
Date: Friday, 01 September 1995 09:33:42
From: kkalnasy@eskimo.com (Kent Kalnasy)

At 4:13 PM 8/30/95, Charles Blaquiere wrote:
>> From: Jeff Hanna <quarters@kesmai.com>
>>
>> Along with these text files I would like to see a command within Imagine
>> which will archive (via LHA or a user-chooseable compressor) the entire
>> project. This archive would retain all directories, textures, objects,
>> etc... necessary to recreate the project on a different machine.
>>
>> The current system of not knowing where textures, bitmaps, objects, etc..
>> should be located because of Imagine hard-coding the path to them into
>> the project file is impossible to manage. An archive command (like what
>> 3DStudio has) would clear this all up.

I would be happy with an Imagine-generated report listing all objects, textures, bitmaps, etc. used on a specific project, along with the pathnames that Imagine uses to find them. With that I could generate a script to round everything up for transfer.

Kent Kalnasy, Mac, UNIX and Amiga specialist!	kkalnasy@eskimo.com
"The best laid plans of mice and men..."	Seattle, Washington

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1.10 MSG-7 Subject: Re: Geodesic dome

Subject: Re: Geodesic dome
Date: Friday, 01 September 1995 11:48:12
From: Fernando D'Andrea <DANDREA@aton.inf.ufrgs.br>

> Received: from email.sp.paramax.com by aton.inf.ufrgs.br (Mercury 1.1);
> Thu, 31 Aug 95 13:09:58 +3
> Received: by email.sp.paramax.com (4.1/SMI-4.1)
> id AA25054; Thu, 31 Aug 95 07:54:49 CDT
> Return-Path: <tstethem@linknet.kitsap.lib.wa.us>
> Received: from linknet.kitsap.lib.wa.us by email.sp.paramax.com (4.1/SMI-4.1)
> id AA25050; Thu, 31 Aug 95 07:54:46 CDT
> Received: (from tstethem@localhost) by linknet.kitsap.lib.wa.us (8.6.12/8.6.9)
> id FAA16893; Thu, 31 Aug 1995 05:53:52 -0700
> Date: Thu, 31 Aug 1995 05:53:52 -0700 (PDT)
> From: Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>
> To: ImagineMailingList <imagine@email.sp.paramax.com>
> Subject: Re: Geodesic dome
> In-Reply-To: <m0snieh-0001ftC@phx.phxmedia.com>
> Message-Id: <Pine.SUN.3.91.950831052859.16410B-100000@linknet.kitsap.lib.wa.us>
>
> Mime-Version: 1.0
> Content-Type: TEXT/PLAIN; charset=US-ASCII
> X-PMFLAGS: 34078848
>
> Have you tried using Latticize for the struts? Try a very small number
> applied to your dome object and it will make it appear to be constructed
> of struts.
> As for the dome object itself, I seem to remember a program called
> Polyhedra that produced the geometric solids needed. I remember it does
> have the Platonic solids but can't remember if it allowed for the
> 3-frequency or 5-frequency icosahedrons usually used for dome homes. The
> icosahedron based dome is probably the most common but there are a myriad
> of others including the dodecahedron, the rhombic triacontahedron, and
> combinations of the various polyhedra.
> The spheres that 3D programs produce are not geodesic (not derived
> from the Platonic solids) so they aren't really accurate for this
> application, if accuracy is important.
> I've built a few domes including a 15 foot diameter 3-frequency
> icosahedron hemisphere greenhouse and a 30-foot 5-frequency icosahedron
> 3/4 sphere house. Those were fun projects. Don't know if I'll ever get
> around to it but I always wanted to try a Spiral Bindu.
>
> On Wed, 30 Aug 1995, Imagine Users Mailing List wrote:
>
> > >
> > > In a message dated 95-08-30 21:56:48 EDT, NEWKIRK@delphi.com writes:
> > >
> > > >I'm trying to create, or locate, a Geodesic Dome object (A La Bucky Fuller
> r)
> > > >basically, I want to play with modelling a dome home, but would like to
> > > avoid
> > > >having to manually calculate all the points and angles involved. Any help?
> > > >Joel
> > >
> > > Easy, cut a sphere in half. The number of polygons in your sphere shape will
> > > make it look more or less geodesic.
> > >
> > >
> > >

> > Funny - I have the same requirement (i.e. use a 3D Modelling package to model
 > > a dome home). The tricky thing about just cutting a sphere in half is that
 > > it
 > > doesn't necessary give you the strut effect you're looking for. I'm trying
 > > to address this in Caligari Truespace, but would appreciate any assistance
 > > someone might be able to give to use Imagine to achieve the same result.
 > >
 > > Basically, my approach consists of painting each FACE transparent, while
 > > painting the vertices opaque... can this same thing be done in Imagine?
 > > Admittedly, I prefer to complete the task in Truespace, but .. this is an
 > > Imagine mailing list after all.
 > >
 > > BTW, there is a program on the 'net somewhere that can be used to generate
 > > geodesic shapes for rendering with Renderman. I believe it's written in C,
 > >
 > > so if I can find it I'll try my hand at porting it to DOS/Windows. I have
 > > a big interest in geodesic geometry...
 > >
 > >
 > > j.
 > >
 > > Jay Vaughan
 > > jay@phxmedia.com
 > >
 > >
 >

Very simple: make a sphere. Delete all points bellow the half. You will get an hemisphere. After, delete all FACES, and you will get the structure of the dome. The trouble is that imagine cannot render only edges, so, try to extrude, or even sweep it (MOLD requester in 2.0) just enough to create tiny faces:

```

  /-----\
 /         \ This is the dome edges only and its axis...
/           \
|             |
|      *      |
|             |

```

```

  //-----\
 //         \ The same one, after a LITTLE extrusion...
//           \
||             ||
||      *      ||
||             ||

```

```

=====
  //         \ After this, make it extrude again a bit, but in
  //         \ another way. To do this, rotate the axis to the
  ||         || proper position.

```

It is a bit hard to explain what is my idea, but I hope to help. You will need to extrude it in several directions, so, you can try to extrude the structure using a SMALL closed path, circular. First use it horizontally, and after, use the same close path vertically. It should transform the edges in tubes, but will generate several superfluous faces.

The length of the extrusion will depend from the size of the hemispheric structure. The larger the length gets, larger will be the diameter of the tubes generated.

Sorry the poor English. Hope that helps.

Fernando D'Andrea. dandrea@aton.inf.ufrgs.br

Universidade Federal do Rio Grande do Sul, Porto Alegre, Brasil.

Fernando Pena D'Andrea.
E-Mail: dandrea@aton.inf.ufrgs.br

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1.11 MSG-8 Subject: 040 Optimisations

Subject: 040 Optimisations
Date: Friday, 01 September 1995 15:19:50
From: Steve@mg-plc.demon.co.uk (Steve Gardiner)

Ted Stetham wrote:

>
> The rumor is that they use a hacked-up Manx C compiler (never had '040
> compiler capability) and aren't
> willing/able to move to another compiler system. Since SAS/C is the only
> remaining '040 compiler system left for the Amiga, I wouldn't hold my
> breath for Impulse to switch development tools, especially this late in
> the game. Guess we have to be happy that they are still developing for
> the Amiga at all.
>

Ted,
Mike Halvorson mailed me a while ago 'cos I asked him directly about this and he said that they use the latest tools for the job. From reading the texture and object format docs for Imagine 3.0, Scott Kirvan says that they were compiled using SAS/C 6.50, so I think Mike H. is telling us the truth and we are doing Impulse a disservice by reviving the rumour.

Still, I agree that there should be an '040 specific version of Imagine and the textures... who wants a integer version anyway ??

Cheers

--

+-----+-----+-----+-----+-----+-----+-----+-----+-----+

```
| Steve Gardiner           | Paying my debt to society...   |
| Steve@mg-plc.demon.co.uk | Working in Business Publishing !|
+-----+=====+=====+-----+
```

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1.12 MSG-9 Subject: Panther resurrected!

Subject: Panther resurrected!
Date: Friday, 01 September 1995 15:23:05
From: Martin Keitel <mk-tel@sik.ppoy.fi>

Thanks again for everybody who offered their help with my corrupted Panther object.
I've managed to rescue it, although I finally did have to figure out the way to do it myself. Anyway the instructions I received guided me to the right direction.

So, if you ever get a "Bad chunk size"-error when loading a states object (or the file is corrupted due to disk error, or something else), here's the way to get back the states data.
First, load the object into Imagine 2.0 (or PixelPro, Vertex etc.) and save it as a new file. If this can't be done, there might be another way to recover the shape and grouping.

In my case Imagine2.0 loaded the shape and the bone axis' - not the attributes (except color and maybe specularity), subgroups, bone definitions or states.
I remembered what states I had in the walking object (WALK1, WALK1B, WALK2 etc.), but even if I hadn't remembered, they could be easily found with FileX (thanks Joop). I made a 'dummy' state to the new object called WALK1 (jus twisted a leg or too) and duplicated it as many times as needed, naming the copies WALK1B, WALK2 and so on.
Then I went to FileX and loaded both object files in it (the original corrupted file and the new one with the shape, grouping and the dummy states). I used FileX's Find-function to spot each part, where there was the text WALK1 and then marked a section covering all the states (after the states data is the bones data, but this I didn't need) and copied it into the corresponding location in the new file.
The states data is scattered all over the file, so I had to do this very many times (I didn't count to the end but at least some 70 or 80 times), but it was 'just' routine. Anyway, all the states were correct after this procedure.

So, I had to remake the subgroups, textures (though I had the brushmap files of course) and bone definitions to the default state. These took not more than some half an hour. Luckily I did not have bones for each joint in each finger, like I have in my human object :-)

I sent the object to couple of fellows, that helped me the most. Possibly

I'll place it in the Aminet, when I'm quite pleased with it.
 Anyone who want's to see an image of the cat, can take a look at my home
 page in

<http://www.ppoy.fi/~mk-tel>

All the text is for the time being in Finnish only. Click the
 'Animaatio'-linktext to see my animation page. There are many other
 images too in the various pages, made with Imagine and DeluxePaint. And if
 you're interested
 in stereoscopy, there are some stereograms under the link 'Steroskopia'
 (or something like that). I'll translate the text to english when I have
 the time and energy.

If you have any comments, e-mail me. I'm still not on the list (I'll send
 a new subscription).

That's all folks!

Marty K

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1.13 MSG-10 Subject: Re: '040 Optimizations

Subject: Re: '040 Optimizations
 Date: Friday, 01 September 1995 18:27:30
 From: jbk4@email.psu.edu (The Prophet)

 >I've done a comparison of Essence 2 textures on an '040 and the optimised
 >versions are at least 30% faster. A substantial increase when applying
 >multiple textures.
 >
 >-- Bob

Add that speed increase to what Imagine could be like if it were compiler
 optimized for 040 & 060 and we'd be pleased with the speed. Well, never
 actually pleased because it could never be fast enough but how about happier.

Jaeson K.

```
( | \      ( / \      ( )      _ / )
 ) | ) _    / / _    /      ( X_
 ( | / ~ \ / \_ ) / --- ~ / ) / ) / ) / ~ \ / \_ ) / _
 ) 11/ 1/ \_ ( /      ( /      ( _ / _ / / / \_ ( _ )
 ( _____ )      ( _ /      ( _ )
```

Jaeson Koszarsky

 cyberprophet@psu.edu

Amiga 3000+

 68040/30Mhz

jbk4@email.psu.edu 24Megs-1GIG
 jason@chaos.ezgate.com OS3.1

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1.14 MSG-11 Subject: RE: Wish List

Subject: RE: Wish List
 Date: Friday, 01 September 1995 20:28:29
 From: Roger Straub <straub@csn.net>

 On Fri, 1 Sep 1995, Kent Kalnasy wrote:

>
 > I would be happy with an Imagine-generated report listing all objects,
 > textures, bitmaps, etc. used on a specific project, along with the
 > pathnames that Imagine uses to find them. With that I could generate
 > a script to round everything up for transfer.
 >

For the Amiga, which I see below that you use =^), there is a package by
 Ian Smith, who also frequents this list, called IIUtilities. Included is
 an ARExx script to read the staging file and tell you exactly what
 brushmaps, textures, objects, etc., and the total # of points, edges, faces,
 and pixels in all brushmaps applied. To get an ASCII "printout," you
 could type 'rx ShowStage Imagine:Projects/MyProject.imp/staging >ram:
 MyProjectList.txt'. Pretty handy. You could include this in the readme
 file of any projects you upload to AmiNet or elsewhere.

> -----
 > Kent Kalnasy, Mac, UNIX and Amiga specialist! kkalnasy@eskimo.com
 > "The best laid plans of mice and men..." Seattle, Washington
 > -----

>
 >
 >

See ya,
 Roger

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1.15 MSG-12 Subject: Re: Geodesic Dome

Subject: Re: Geodesic Dome
Date: Saturday, 02 September 1995 00:37:05
From: RobSampson@aol.com

In a message dated 95-08-31 20:56:26 EDT, you write:

>I'm interested in modelling a dome home, accurately, with the goal of
>creating an accurate model of a potential construction project. Angles
>and sizes of the pentagonal/hexagonal components would be critical.
>Somewhere in the back of one of my filing cabinets I have a complete
>construction manual for (I think) an Oregon Dome 3/5 dome. I'm gonna
>dig it out and work this out the hard way. Of course, that's usually

Should you have access to AcadR13 (and Designer would be really nice here as well) then you can work with the solids modeler and accurately create exactly what you are looking to do then exporting to 3ds format utilizing new object for each layer. There is a shareware program that will then bring the 3ds objects into Imagine for texturing and rendering written by Andrey Zmievskiy.

If your work requires accurate detailing this is an excellent route and I have utilized it. You of course would have to do this quite often as AcadR13 and for that matter Designer are not cheap. They are however for certain modeling tasks hands down better than Imagine. For everyone on the list, I repeat "for certain tasks" as I would choose Imagines modeler if I were restricted to just one.

Bob.....

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1.16 MSG-13 Subject: Re: Wish List

Subject: Re: Wish List
Date: Saturday, 02 September 1995 00:37:05
From: RobSampson@aol.com

In a message dated 95-08-31 18:52:37 EDT, you write:

>A lot of users keep programs (imagine) on one partition, and data on another
>(objects etc), to facilitate easy backups, among other things. What we need
>is
>a Project mover, which interrogates a staging file and shifts everything as
>needed, say into one directory, then modifies the scene file and objects
>in it to reflect the new path. Any keen PD writers out there??

You know something like that would be an excellent idea. I'm not sure if anyone is bothering to write for the Amiga anymore (please I loved my Amiga's but it was time to move on) but with the windoze version of Imagine on the

horizon I think we may see more utilities being pumped out for the program.

I'd like to hope so anyway. I read on CIS the other day Mike Halvorson saying to someone that PC upgrades to 4.0 outnumbered Amiga upgrades something like 20:1 even though there are many more Amiga Imagine user's. I suspect this could be one of the reasons that Impulse might be reluctant to pump anymore effort into what is probably a dead platform.

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1.17 MSG-14 Subject: Re: CD-Blues

Subject: Re: CD-Blues
Date: Saturday, 02 September 1995 00:37:08
From: RobSampson@aol.com

In a message dated 95-09-01 02:56:53 EDT, you write:

>My question is...since Win95 supposedly lifted that 8 character
>limitation will I be able to have full use of my CEE DEE,
>even If I was to run Imagine from it's (Win95) dos? ... did
>anybody have the same situation?

Win"95" lifts the filename restriction only if working with win95 compliant software. I.E. older software must still use the 8x3 limitation. There is a program out there that claims to work around this for all software but I have not seen any reviews of it.

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1.18 MSG-15 Subject: Re: Wish List

Subject: Re: Wish List
Date: Saturday, 02 September 1995 00:41:41
From: Torgeir Holm <torgeirh@powertech.no>

On 31-Aug-95 12:20:23, cjo wrote:

>What I do is to have the "projects"-, "objects"- and "textures"-directories
>(and all other Imagine related directories) in the directory where Imagine
>is located. Then all filerequests start from that directory, for example
>"projects/yourname.imp/objects/ball" to get the object called "ball".
>The blacky-way ;) would be "Imagine:projects/yourname.imp/objects/ball".

The problem with this, for me, is that I don't like putting the objects inside the project dir. I might want to use the object for another project, and don't want to make multiple copies. I have an assign to "objs:", which is located on a different partition from Imagine. I have all my executable programs on one partition, and all the Data they produce goes to another.

All the projects, textures, maps, effects, and stuff is placed on the same partition as the objects as well. I use toolmanager to set the path to this partition, so the requester still pops up there..

Why do I do it this way? Who knows... I guess it was practical when I only had an 80MB and a 120 disk way back when I started using Imagine on my (then new) 4000.

Ok, enough mindless babble

Torge!r

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1.19 MSG-16 Subject: Re: CD-Blues

Subject: Re: CD-Blues
Date: Saturday, 02 September 1995 01:22:01
From: Paul Townend <Paul.Townend@raytech.co.uk>

--> Quoting augioh4b@ibmmail.com to All <==

au> I haven't got Win95 ... well not yet ... but I purchased this CD
au> called Weird Science and it has about 2500 objects for Imagine
au> and some nifty other things. Now before I bought it I knew it
au> was written for the Amiga, however the format of the disk is
au> ISO 3990 (or is it 6990)...anyway it was supposed to be
au> readable by the PC also. On trying so only about 60%of the
au> objects were readable...yesss its that 8 character limitation
au> on the PC. Damn]]]]...

au> My question is...since Win95 supposedly lifted that 8 character
au> limitation will I be able to have full use of my CEE DEE,
au> even If I was to run Imagine from it's (Win95) dos? ... did
au> anybody have the same situation?

I have a PC and borrowed the same CD from an Amiga mate. All names with more than 8 characters show up with the squiggly line in them. They still load OK here though. Windows 95 does support long filenames, however this is no relief to Your problem as it only works while the GUI is running.

Imagine still has to run from dos mode only - until we get the windows version that is.

au> Thank you.

You're quite welcome.

.... Escom are to computing what "Hello" magazine is to engrossing text.

|

| Internet: Paul.Townend@raytech.co.uk

|-----|

| Gated from RAYTECH BBS - free access raytracing support in the UK |

|----- call +44 1862 83 2020 modem - 24 hours ! |

Thread 20

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1.20 MSG-17 Subject: CD-ROM's

Subject: CD-ROM's

Date: Saturday, 02 September 1995 01:49:09

From: mikael@pip.dknet.dk

>ml> 3D STUDIO =FA19.99

>ml>=20

>ml> TEXTURES =FA39.99

>

>Do you own these CD-Roms or is the description you gave from the

>ad?

>

>If you own the CD-Roms, could you perhaps send me one of the

>index pictures from the Textures-CD as JPEG?

>

>Greetings,

> Hendrik

Sorry, Hendrik.

It's the description from the ads. I was just informing you guys.

And hoping that someone would purchase either one, and tell

if there are any good.

Are you listening guys. Please tell us if it's any good.

bye Mikael

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1.21 MSG-18 Subject: A fuse

Subject: A fuse
Date: Saturday, 02 September 1995 03:59:59
From: ALorence@aol.com

Hi.

I'm trying to do a simple animation of a burning fuse. I'm using the grow effect to make the fuse from a disk, then I make a separate disk as a particle source using rain. The particle disk follows the fuse object path to simulate sparks. If I 'reverse time' the grow so the fuse shrinks, is there any way to 'reverse time' the motion of the particle object along the path? I can't seem to get it to work.

If I don't use any reverse timing, I can make it work exactly how I want it too in the stage editor by making the animation in reverse: use 60,1,-1 as the 'make animation' frame parameters. Is there any way to do the same thing in the project editor? No frames will select if I use 60,1,-1 as the range for the subproject.

Any ideas?

Thanks.

Alan.

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1.22 MSG-19 Subject: Picasso & 256 Colors?

Subject: Picasso & 256 Colors?
Date: Saturday, 02 September 1995 04:51:00
From: m.rubin9@genie.geis.com

With Imagine 3.3 I just realized that I could easily shift my screen resolution to 800 x 600 via Imagine preferences and my Picasso. Pretty cool!

I also tried to get 256 colors, but couldn't turn that trick. Earlier, Cedric Chang had posted that he had been able to do so via Cybergraphics on a Piccolo, which requires OS 3.1.

Has anyone pulled this off with a Picasso, and preferably w/o switching to Cybergraphics? I'm debating whether to upgrade to 3.1.

Also, is there a version of the Picasso software more recent than 2.51?

Floater

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1.23 MSG-20 Subject: Re: CD-Blues

Subject: Re: CD-Blues
Date: Saturday, 02 September 1995 05:39:50
From: SGiff68285@aol.com

In a message dated 95-09-01 20:26:59 EDT, RobSampson@aol.com writes:

>Win"95" lifts the filename restriction only if working with win95 compliant
>software. I.E. older software must still use the 8x3 limitation. There is
a
>program out there that claims to work around this for all software but I
have
>not seen any reviews of it.

Actualll you can name any file names as long as you want in Win95, with the
Explorer, or what used to be filemanager. However, when opening a long file
name under older 16bit apps. The files are truncated.

s.g.

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1.24 MSG-21 Subject: Re: Wish List

Subject: Re: Wish List
Date: Saturday, 02 September 1995 05:44:45
From: SGiff68285@aol.com

Here is one I know has been wished for before but would be very very useful:

When you go to delete an object a message could ask you if you want to delete
from disk, that way you could get rid of the multiple objects laying around
on your disk that you swear you are going to clean out someday.

Stephen.

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1.25 MSG-22 Subject: Re: A fuse

Subject: Re: A fuse
Date: Saturday, 02 September 1995 08:11:57
From: bilboyce@iconz.co.nz (Bill Boyce)

>Hi.
>
>I'm trying to do a simple animation of a burning fuse. I'm using the grow
>effect to make the fuse from a disk, then I make a separate disk as a
>particle source using rain. The particle disk follows the fuse object path
>to simulate sparks. If I 'reverse time' the grow so the fuse shrinks, is
>there any way to 'reverse time' the motion of the particle object along the
>path? I can't seem to get it to work.
>
>If I don't use any reverse timing, I can make it work exactly how I want it
>too in the stage editor by making the animation in reverse: use 60,1,-1 as
>the 'make animation' frame parameters. Is there any way to do the same thing
>in the project editor? No frames will select if I use 60,1,-1 as the range
>for the subproject.
>
>Any ideas?
>
>Thanks.
>
>Alan.
>
Create a movie pick list (it's just a text file) using a good editor of some
sort,
which will let you reverse a selection. Render forwards, animation backwards, if
you see what I mean.

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1.26 MSG-23 Subject: Re: Why have I been Un-subscribed !

Subject: Re: Why have I been Un-subscribed !
Date: Saturday, 02 September 1995 08:15:27
From: bilboyce@iconz.co.nz (Bill Boyce)

>
>Hey everyone, I'm not recieving the IML through my internet supplier,
>
>What's the deal here ?!
>
>I'm having to write messages through a BBS using Edit through DOS (arrghh !).
>Can someone tell me how to re-apply or if the powers-that-be are reading this
>please sort it out !
>
>Anyway, I installed Windows 95 two days ago and I've got Imagine to the:
>
>Imagine will not run under DPMS host (Windows Enhanced Mode)
>
>Is there any way of turning DPMS off or has anyone successfully run Imagine
>through it ? BTW Beyond Imag and the Search Engine work through Win 95.

It will run from Win95 - only as a Dos only program or whatever, i.e. it will reboot and won't multitask. Gotta love PC's ...

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1.27 MSG-24 Subject: '040 optimising vs Pentium

Subject: '040 optimising vs Pentium
Date: Saturday, 02 September 1995 08:52:35
From: bilboyce@iconz.co.nz (Bill Boyce)

I'll start a new thread for this.

I finally recieved my PC Imagine cross grade and got over to my friends Pentium 90.
Wheee ...

A scene of 7 swaying sphere, non CSG, with different Imagine textures on each (in light of the '040 discussion I should have tried Essence. (Which I don't have for PC (Duh - stick to the topic, Bill))) over a raindrop reflective plane. O.K so no points for Imagination. I was in a hurry at the time. Anyway, read 'em and weep :

Amiga 4000, '040 40MHz	Lores Overscan	5m31s
Pentium 90,	Lores Overscan	1m02s
	Hires Lace Overscan	2m05s

Wow. What an eye-opener. Pentium here I come!

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1.28 MSG-25 Subject: Re: Picasso & 256 Colors?

Subject: Re: Picasso & 256 Colors?
Date: Saturday, 02 September 1995 09:19:52
From: Bob Pleatman <pleatman@one.net>

On Sat, 2 Sep 1995 m.rubin9@genie.geis.com wrote:

>
> With Imagine 3.3 I just realized that I could easily shift my screen
> resolution to 800 x 600 via Imagine preferences and my Picasso.
> Pretty cool!
>
> I also tried to get 256 colors, but couldn't turn that trick. Earlier,
> Cedric Chang had posted that he had been able to do so via
> Cybergraphics on a Piccolo, which requires OS 3.1.
>
> Has anyone pulled this off with a Picasso, and preferably w/o
> switching to Cybergraphics? I'm debating whether to upgrade to 3.1.
>
> Also, is there a version of the Picasso software more recent than
> 2.51?
>
> Floater
>

I'm using the cv64 board with cybergraphics. I have promoted the imagine screens to 776x600 in 256 colors. When I got 3.0 it crashed all the time whenever it ended doing a render. I upgraded to 3.3 and have not had one crash yet. Not a single one. I am very happy as far as that goes. The only thing I have seen that does not work as it does in the amiga modes, at least as far as I have noticed are when objects need to be redrawn in the detail editor, they do not. Hitting redraw corrects this problem.

You may want to give the cybergraphic stuff a try.

bob

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1.29 MSG-26 Subject: Re: CD-Blues

Subject: Re: CD-Blues
Date: Saturday, 02 September 1995 11:13:05

From: Falko@aol.com

au> limitation will I be able to have full use of my CEE DEE,
au> even If I was to run Imagine from it's (Win95) dos? ... did
au> anybody have the same situation?

Paul> I have a PC and borrowed the same CD from an Amiga mate. All
Paul> names with more than 8 characters show up with the squiggly line
Paul> in them. They still load OK here though. Windows 95 does support
Paul> long filenames, however this is no relief to Your problem as
Paul> it only works while the GUI is running.
Paul> Imagine still has to run from dos mode only - until we get the
windows
Paul> version that is.

au> Thank you.

But you can copy the objects to the hard disk and rename them to 8.3
filenames with win95. So It may alleviate the problem if not eliminate it.

Falko

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1.30 MSG-27 Subject: Re: Picasso & 256 Colors?

Subject: Re: Picasso & 256 Colors?
Date: Saturday, 02 September 1995 14:45:42
From: Udo K Schuermann <walrus@wam.umd.edu>

m.rubin9@genie.geis.com wrote:
> With Imagine 3.3 I just realized that I could easily shift my screen
> resolution to 800 x 600 via Imagine preferences and my Picasso.
> Pretty cool!

Hmm, I was under the impression that they only supported the Retina and not
the Picasso or any other board. If they actually to support the Picasso II
then I wish Impulse had not just talked only about the Retina... :-7

> Also, is there a version of the Picasso software more recent than
> 2.51?

2.51 is the last *official* release from Village Tronic; the programmers,
in particular Frank Mariak (who is now working for the CyberVision folks)
continued to upgrade the software on his own: 2.56 is the latest of these
inofficial releases and you can find it on "terrapin-station.umd.edu" via
anonymous ftp in "monit256.lha"

```
|._.|_   Udo Schuermann           "The future's not what it used to be!"
|(:)| )   walrus@wam.umd.edu       -- Narn Ambassador G'Kar
|_:_|/    http://www.wam.umd.edu/~walrus/   Babylon 5, "The Long Dark"
```

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1.31 MSG-28 Subject: Re: A fuse

Subject: Re: A fuse
Date: Saturday, 02 September 1995 15:00:46
From: Roger Straub <straub@csn.net>

On Sat, 2 Sep 1995, Bill Boyce wrote:

```
> Create a movie pick list (it's just a text file) using a good editor of some
> sort,
> which will let you reverse a selection. Render forwards, animation backwards,
if
> you see what I mean.
>
>
```

I don't think this will work. If you view a video of a person walking in reverse, that is, a normal video played in reverse, the motion doesn't look realistic. Weight is shifted the wrong way, etc. If you render a particle animation backwards, all the sparks from the fuse will fly INTO the end of the fuse instead of out of it. Am I missing something?

See ya,
Roger

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1.32 MSG-29 Subject: Radiosity

Subject: Radiosity
Date: Saturday, 02 September 1995 21:19:48
From: NEWKIRK@delphi.com

Anyone interested, and with FTP and .TGA image capability, POV-Ray 3.0, still under development, includes a radiosity option. There is a sample with/without image pair, 24 bit .tga images, at the following:

ftp.povray.org/pub/povray3-preview/radtest.zip

The radiosity version is impressive, amazingly realistic. I'm going to keep my eye on that directory, I'm interested in seeing the extent of POV-Ray 3's capabilities.

Joel

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1.33 MSG-30 Subject: Re: Wish List

Subject: Re: Wish List

Date: Sunday, 03 September 1995 03:42:08

From: greggh@dialup03.odyssey.apana.org.au (Gregory Hellenen)

> >> Ken Worley wrote
> >> I thought of something I would like to see in a future version of
> >> Imagine. I would like a text file that you could save with a project
> >> file. It would have a menu item that would bring up a simple text editor
> >> that you could jot down notes about any aspect of a project. I often work
> >> on something for a while then come back to it later and it would be nice
> >> to have notes about what I was doing saved with the projects file.

> > Gregg Hellenen wrote
> >You mean like pressing <ALT>+<F1> and having an editor window popup? Guess
> >what, that's what I already do! It would, however, be nice if Imagine had
> >a rexx interface so I could put such a feature on the menu, or on a button.
> >I'm not too keen on the idea of providing (and paying for) features in a
> >product that are already available and accessible in existing utilities.

> John Prusinski wrote
> Unless I'm mistaken, I believe what is needed here (i.e., what I would want
> :>)) is a text file which is attached by internal code to the Imagine
> project in question. In my case at least, saving notes in an external
> editor is an invitation to (months later) spending hours looking for where I
> saved (and what I called) the associated text file so as to avoid spending
> hours trying to figure out what I was doing in the project itself! Unless
> my comments are loaded automatically with the Imagine project, I might as
> well write them down on Post-It notes and stick them to my head...

It might sound a tad straightforward, but why not store the text file in the relevant project directory? I have "docs" directories just about everywhere - for objects, textures, projects etc. I never have a problem subsequently locating any notes that I need. For example, if I have an object of a teddy bear (I don't BTW) in the directory

"projects:teddy.imp/objects/"

I might have some notes about the object in

"projects:teddy.imp/objects/docs/"

and notes about the project in which I use the teddy in

"projects:teddy.imp/docs"

Creating these docs directories really requires very little effort. Of

course it would be nice if imagine did it for me, or if I could tell
imagine (via rexx) to do it for me :)

Cheese

Gregg

--

```
+-----//\\/_Amiga Technologies_/_/_+
Gregory Hellereen      AMIGA is REBORN  /// Lecturer Information Technology
Developer - LaseRage    /// SEMC TAFE Western Australia
Ferndale W.A. Australia  _/_/_/_/_/_/ greggh@odyssey.apana.org.au
CBMNET:greggh@laserage.adsp.sub.org\XX/ greggh@laserage.DIALix.oz.au
+-----+
```

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1.34 MSG-31 Subject: Re: A fuse

Subject: Re: A fuse
Date: Sunday, 03 September 1995 07:02:42
From: bilboyce@iconz.co.nz (Bill Boyce)

```
>
>
>On Sat, 2 Sep 1995, Bill Boyce wrote:
>
>> Create a movie pick list (it's just a text file) using a good editor of some
>> sort,
>> which will let you reverse a selection. Render forwards, animation
backwards, if
>> you see what I mean.
>>
>>
>
>I don't think this will work. If you view a video of a person walking in
>reverse, that is, a normal video played in reverse, the motion doesn't
>look realistic. Weight is shifted the wrong way, etc. If you render a
>particle animation backwards, all the sparks from the fuse will fly INTO
>the end of the fuse instead of out of it. Am I missing something?
>
>See ya,
> Roger
```

Blush

Bill

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1.35 MSG-32 Subject: Re: A fuse

Subject: Re: A fuse
Date: Sunday, 03 September 1995 09:35:26
From: "needs a finger name." <jim@yakko.cs.wmich.edu>

On Sat, 2 Sep 1995, Roger Straub wrote:

>
>
> On Sat, 2 Sep 1995, Bill Boyce wrote:
>
> > Create a movie pick list (it's just a text file) using a good editor of some

> > sort,
> > which will let you reverse a selection. Render forwards, animation backwards
> , if
> > you see what I mean.
> >
> >
>
> I don't think this will work. If you view a video of a person walking in
> reverse, that is, a normal video played in reverse, the motion doesn't
> look realistic. Weight is shifted the wrong way, etc. If you render a
> particle animation backwards, all the sparks from the fuse will fly INTO
> the end of the fuse instead of out of it. Am I missing something?
>
> See ya,
> Roger
>

This is how I would make a fuse.

1. Use grow to increase the area of the fust that has burnt.
2. Use reverse grow to soften the unburnt fuse. I am not sure about reverse grow.
3. Have the sparks travel along a path as the fuse burns. Use the same path that use used to define the grow effects.

Jim Rix

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1.36 MSG-33 Subject: Texture etc.Previews, PC and Amiga

Subject: Texture etc.Previews, PC and Amiga
Date: Sunday, 03 September 1995 12:52:40
From: Old_Man <sea_dog@yrkpa.kias.com>

I have 3.3 installed in a Pentium75 and a Amiga 3000. The Pentium has 8 megs (5 plus when Imagine is running). The Amiga has 10 megs. The Preview section of Texture etc. is ghosted out on both machines, I suspect memory but how much do you need?. A notice that "requested screen mode not available.....is probably a clue but after 3 days of fooling with Preferences I admit defeat. Any ideas gratefully and humbly accepted.

Bill

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1.37 MSG-34 Subject: Re: A fuse

Subject: Re: A fuse
Date: Sunday, 03 September 1995 14:57:07
From: ALorence@aol.com

>>I don't think this will work. If you view a video of a person walking in
>>reverse, that is, a normal video played in reverse, the motion doesn't
>>look realistic. Weight is shifted the wrong way, etc. If you render a
>>particle animation backwards, all the sparks from the fuse will fly INTO
>>the end of the fuse instead of out of it. Am I missing something?

>>

>>See ya,

>> Roger

It WILL work if the particles are done with 'reverse timing' on -- which will make the particles fly INTO the fuse, which results in the correct motion (sparks emitting) when the animation is reversed. But how do you reverse the animation? I'd like to generate a FLC, and I can't seem to find any reference to the movie pick list in the docs.

Alan.

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1.38 MSG-35 Subject: Re: Texture etc.Previews, PC and Amiga

Subject: Re: Texture etc.Previews, PC and Amiga
Date: Sunday, 03 September 1995 15:28:51
From: quarters@muddy.kesmai.com (Jeff Hanna)

> I have 3.3 installed in a Pentium75 and a Amiga 3000. The Pentium has 8
> megs (5 plus when Imagine is running). The Amiga has 10 megs. The Preview
> section of Texture etc. is ghosted out on both machines, I suspect memory
> but how much do you need?. A notice that "requested screen mode not
> available.....is probably a clue but after 3 days of fooling
> with Preferences I admit defeat. Any ideas gratefully and humbly accepted.

It's not a memory problem...at least not on your Amiga. 3.3 will not show you the texture preview unless you have a 256 color (or greater) screen. Obviously to do this on your 3000 you will need to purchase a 3rd party graphics board, like the Retina or CyberVision.

I don't know what the problem is on the PC, unless you are running in a 16 color VGA mode instead of a 256 color one...

--

Jeff Hanna	"Albert Einstein nailed space-time, but the
quarters@kesmai.com	Wild Thing had him stumped." -Thomas Dolby

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1.39 MSG-36 Subject: Re: Texture etc.Previews, PC and Amiga

Subject: Re: Texture etc.Previews, PC and Amiga
Date: Sunday, 03 September 1995 17:06:12
From: Bush Doktor <sppcarso@ultrix.uor.edu>

On Sun, 3 Sep 1995, Jeff Hanna wrote:

> It's not a memory problem...at least not on your Amiga. 3.3 will not show you
> the texture preview unless you have a 256 color (or greater) screen. Obviously

> to do this on your 3000 you will need to purchase a 3rd party graphics board,

> like the Retina or CyberVision.

Would a Firecracker board work also?

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1.40 MSG-37 Subject: Re:Texture etc.Previews, PC and Amiga

Subject: Re:Texture etc.Previews, PC and Amiga
Date: Sunday, 03 September 1995 19:00:27
From: gregory denby <gdenby@vyasa.helios.nd.edu>

Bill writes:

>The Preview section of Texture etc. is ghosted out on both machines. I
>suspect memory but how much do you need?

I don't think memory is the problem. I can't comment on the Amiga, since
mu recently deceased A500 only did 16 colors, but my PC runs it just fine.
In Preferences I just set to true the "Use 620x480 and 256 colors if
available." (that's how I remember the Prefs line, actual wording may be
slightly different.).

Hope this helps,
Greg Denby

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1.41 MSG-38 Subject: Re: Texture etc.Previews, PC and Amiga

Subject: Re: Texture etc.Previews, PC and Amiga
Date: Sunday, 03 September 1995 23:45:48
From: quarters@muddy.kesmai.com (Jeff Hanna)

Greetings, Bush.

> On Sun, 3 Sep 1995, Jeff Hanna wrote:

>

> > It's not a memory problem...at least not on your Amiga. 3.3 will not show yo
u

> > the texture preview unless you have a 256 color (or greater) screen. Obvious
ly

> > to do this on your 3000 you will need to purchase a 3rd party graphics board
,
> > like the Retina or CyberVision.
>
> Would a Firecracker board work also?

The description text for the RTNA and REMU flags in the Preferences editor make mention of the Firecracker and Opal boards, so I would assume so. Wouldn't hurt to try :)

I would HOPE the Firecracker board would be supported, since Impules made the dang thing!

--

Jeff Hanna		"Albert Einstein nailed space-time, but the
quarters@kesmai.com		Wild Thing had him stumped." -Thomas Dolby

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1.42 MSG-39 Subject: Re: Texture etc.Previews, PC and Amiga

Subject: Re: Texture etc.Previews, PC and Amiga
Date: Sunday, 03 September 1995 23:48:04
From: quarters@muddy.kesmai.com (Jeff Hanna)

>

> first you need to be able to run the amiga in 256 colours -i think that
> unless you have a GFX card then this is not possible on the 3000 (though
> with WB3.1 you might be able to)

OS3.1 or not, you can NOT get an Amiga 3000 (or any OCS/ECS Amiga) to display 8bit or higher color without the use of a 3rd party GFX card.

(Notice I say 8bit and not 256, since OCS/ECS Amigas can do 6bit HAM displays of 4096 colors).

--

Jeff Hanna		"Albert Einstein nailed space-time, but the
quarters@kesmai.com		Wild Thing had him stumped." -Thomas Dolby

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1.43 MSG-40 Subject: Re: Geodesic Dome

Subject: Re: Geodesic Dome
Date: Sunday, 03 September 1995 23:57:35
From: Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>

This subject really sparked some long-buried interests but I am in the middle of several other things right now, so I can't thoroughly investigate a completely satisfactory method of producing the proper Geodesic geometries you need.

But, I was fiddling around and I found a partially workable method to get at least a 4-frequency icosahedron hemisphere.

Add a Primitive Disk, any diameter, with 5 sections. This makes a Pentagon. Pick all the faces, fracture twice. This gives you the 4-frequency. Now, at this point I started having difficulties, trying to get it to a sperical shape. One method that almost works is to start from the outside edge, pick all the edges that form the circumference, and apply the Smooth Edge with the 3rd-order polynomial. This turns it almost into a circle. Do this succesively until you reach the inner-most pentagon (leave that a pentagon). Go into Magnetism setup, pick a radius of influence large enough to encompass the entire diameter, pick 0 percent at maximum radius and pick Dome magnetism. Go into Drag Points, pick the center point, use the Shift Key-Hold Point trick, and pull the plane out into a dome. This only approximates a Geodesic dome but looks pretty close to the actual thing.

The real solution would be to develop a nice little program to produce the proper shapes. Would be a really fun, interesting project but it's not something I can do now. Anyone else?

On Thu, 31 Aug 1995 NEWKIRK@delphi.com wrote:

> Ted Stethem is the only person who picked up the part I didn't clarify:
> I'm interested in modelling a dome home, accurately, with the goal of
> creating an accurate model of a potential construction project. Angles
> and sizes of the pentagonal/hexagonal components would be critical.
> Somewhere in the back of one of my filing cabinets I have a complete
> construction manual for (I think) an Oregon Dome 3/5 dome. I'm gonna
> dig it out and work this out the hard way. Of course, that's usually
> the most effective approach anyway, but I hoped to find a shortcut.
> Thanks for the suggestions, everybody.
> Joel
>

Thread 7

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that are in the air to also follow the path, resulting in a lousy effect.

An alternate method, if I remember correctly, is to "un-grow" the fuse, using the reverse timing for the grow effect(?). Also, create a smaller disk and extrude it along the path. Put the axis at the very beginning of the path, then use the Particle FX to explode this "inner fuse". Be sure to turn on DELAY; thus, the inner fuse will explode from one end to the other. NOTE: This doesn't work at all for a fuse that meanders, only for straight and relatively straight fuses :^(

Paul

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1.46 MSG-43 Subject: Videos

Subject: Videos
Date: Monday, 04 September 1995 06:43:06
From: helmy@voyager.com

Has Imagine ever been used in any MAJOR productions, like Lightwave has? I was also wondering why Imagine does not get much media coverage? Are there any videos out there showing off Imagine's abilities? such as an animation video?

E-Mail: Helmy@Voyager.Com

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1.47 MSG-44 Subject: Re: Texture etc.Previews, PC and Amiga

Subject: Re: Texture etc.Previews, PC and Amiga
Date: Monday, 04 September 1995 08:36:25
From: SGiff68285@aol.com

In a message dated 95-09-03 12:57:16 EDT, sea_dog@yrkpa.kias.com (Old_Man) writes:

>I have 3.3 installed in a Pentium75 and a Amiga 3000. The Pentium has 8 megs (5 plus when Imagine is running). The Amiga has 10 megs. The Preview section of Texture etc. is ghosted out on both machines, I suspect memory

but how much do you need?. A notice that "requested screen mode not available.....is probably a clue but after 3 days of fooling with Preferences I admit defeat. Any ideas gratefully and humbly accepted.

Your video card must not be vesa compatible. You can download univesa from many online services and this may solve your problem. Not with your Amiga though.

s.g.

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1.48 MSG-45 Subject: Povray preview address...

Subject: Povray preview address...
Date: Monday, 04 September 1995 11:08:00
From: KEN_ROBERTSON@robelle.com

Actually, the address for the povray preview is
[ftp.povray.org/pub/povray/povray3-preview](ftp://ftp.povray.org/pub/povray/povray3-preview)
There are several files (I'm currently dl'ing the 356k radtest.zip... should be here in 8 minutes). There is also a www address,
<http://www.povray.org/>
\KenR
(Yah, but what are the render times?)

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1.49 MSG-46 Subject: Address changed...

Subject: Address changed...
Date: Monday, 04 September 1995 12:53:19
From: milan@Estoril.hku.nl (Milan Polle)

Hi all,

I am back after an address change and a holiday. I hope the change of address didn't cause to many bounces, my account was gone without a warning, so I couldn't send the new address to the list.
My new address is milan@bmt.hku.nl
If anybody has sent me something that bounced back, please send it again.

Has there been some interesting news about imagine, or some new textures sent over the list? Please let me know. Is imagine3.3 already there? If so, what are the new features? Is the bumpmapping bug finally removed?

-

Glad to be back (oh yeah, I didn't do any (texture)programming during my holiday as it was way too hot over here to be able to think clearly. I'm afraid Holland is going to be a tropical place very soon (without oxygen, that is; 100%+ humidity).

-

Okay enough of me,

-

L8ER, Milan

-

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1.50 MSG-47 Subject: Re: Texture etc.Previews, PC and Amiga

Subject: Re: Texture etc.Previews, PC and Amiga
Date: Monday, 04 September 1995 18:10:37
From: Angus Carson <sppcarso@ultrix.uor.edu>

On Sun, 3 Sep 1995, Jeff Hanna wrote:

> > On Sun, 3 Sep 1995, Jeff Hanna wrote:
> >
> > > It's not a memory problem...at least not on your Amiga. 3.3 will not show you
> > > the texture preview unless you have a 256 color (or greater) screen. Obviously
> > > to do this on your 3000 you will need to purchase a 3rd party graphics board,
> > > like the Retina or CyberVision.
> >
> > Would a Firecracker board work also?
>
>
> The description text for the RTNA and REMU flags in the Preferences editor
> make mention of the Firecracker and Opal boards, so I would assume so.
> Wouldn't hurt to try :)

Whoops, firecracker is only a framebuffer, Imagine doesn't work with it's own impulse product. :-)

> I would HOPE the Firecracker board would be supported, since Impules made the
> dang thing!

Made by and supported don't always go hand in hand... I'm still
trying to find out how to get the update to the firecracker Light 24
paint program, if they ever made one. Depends on who you talk to at
impulse.

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1.51 MSG-48 Subject: Re:povray radiosity

Subject: Re:povray radiosity
Date: Monday, 04 September 1995 21:08:39
From: NEWKIRK@delphi.com

to Ken Robertson, regarding radiosity render times:
I think it's one of those cases of, "If you have to ask, you don't want to know?"

Joel

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1.52 MSG-49 Subject: Re: A fuse

Subject: Re: A fuse
Date: Monday, 04 September 1995 21:38:01
From: bilboyce@iconz.co.nz (Bill Boyce)

>
>>>I don't think this will work. If you view a video of a person walking in
>>>reverse, that is, a normal video played in reverse, the motion doesn't
>>>look realistic. Weight is shifted the wrong way, etc. If you render a
>>>particle animation backwards, all the sparks from the fuse will fly INTO
>>>the end of the fuse instead of out of it. Am I missing something?
>>>
>>>See ya,
>>> Roger
>
>It WILL work if the particles are done with 'reverse timing' on -- which will
>make the particles fly INTO the fuse, which results in the correct motion
>(sparks emitting) when the animation is reversed. But how do you reverse the
>animation? I'd like to generate a FLC, and I can't seem to find any

>reference to the movie pick list in the docs.
>
>Alan.

Sorry Alan, my fault. I did chase that up. It's no longer a text file. Nuts.
You may have to use another FLC compiler to compile in reverse. Anyone know
of a good PD one?

Bill Boyce

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1.53 MSG-50 Subject: Re: Texture etc.Previews, PC and Amiga

Subject: Re: Texture etc.Previews, PC and Amiga
Date: Monday, 04 September 1995 21:43:10
From: bilboyce@iconz.co.nz (Bill Boyce)

>Greetings, Bush.
>
>> On Sun, 3 Sep 1995, Jeff Hanna wrote:
>>
>> > It's not a memory problem...at least not on your Amiga. 3.3 will not
show you
>> > the texture preview unless you have a 256 color (or greater) screen.
Obviously
>> > to do this on your 3000 you will need to purchase a 3rd party graphics
board,
>> > like the Retina or CyberVision.
>>
>> Would a Firecracker board work also?
>
>
>The description text for the RTNA and REMU flags in the Preferences editor make

>mention of the Firecracker and Opal boards, so I would assume so. Wouldn't hurt

>to try :)
>
>I would HOPE the Firecracker board would be supported, since Impules made the
>dang thing!
>
You will need a graphics card with retargetable graphics - the opal and
firecracker
are framebuffers, so can't be used as interfaces (well the Opal can sort of). So

with a Retina you can do it, and I've heard of others through mode promotion
etc.
On the PC you need to run Univesa. Available from many PD sites.

Bill Boyce

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1.54 MSG-51 Subject: Re: '040 optimising vs Pentium

Subject: Re: '040 optimising vs Pentium
Date: Monday, 04 September 1995 21:45:42
From: bilboyce@iconz.co.nz (Bill Boyce)

>Hello Bill, on Sep 2 you wrote:
>
>> I finally recieved my PC Imagine cross grade and got over to my friends
>> Pentium 90.
>> Wheee ...
>
>I'm using Amiga V3.0 and have'nt joined the constant upgrade plan yet.
>After seeing the CompuServe rendering results I'm selling my system (A3000)
>and getting a Pentium. Your test renders confirm my decision.
>
>How much did the cross upgrade cost?

\$200 US. \$100 for Imagine 3.0 PC, \$100 to go on the Update program (well
worth being on).
Oh, and a small amount for shipping.

Bill Boyce

>
>> Wow. What an eye-opener. Pentium here I come!
>
>Same here!
>
>Thanks, Bob

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1.55 MSG-52 Subject: Re:CD BLue

Subject: Re:CD BLue
Date: Monday, 04 September 1995 21:57:39
From: augioh4b@ibmmail.com

--- Received from GITD.PSG024 4523 05SEP95 10.54
-> IBMMAIL.INTERNET IBMMAIL INTERNET IBM
Hi all,

I would like to thank everyone that resopnded to my Query
relatingto Amiga cd and Win95. I guess I will eventually find out
coz I will be upgrading to Win95 someday.

Cheers Big ears d + b
~

Vems

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1.56 MSG-53 Subject: Re: A fuse

Subject: Re: A fuse
Date: Monday, 04 September 1995 22:55:30
From: ALorence@aol.com

I've figured out another way to get the effect I wanted. The main problem was that I was trying to use the same path for reverse grow (the fuse) and as a motion path for the particles source (sparks). Imagine will not let you reverse motion along a path, as far as I can tell.

Anyway, the solution was to create a 2nd path that was nearly identical to the 1st, but have it's start point at the other end.

Now the particle source follows the shrinking fuse end, as desired! If the path were very complex, it would be difficult to use this method, unless there is a way to reorder the points in a path. Is there?

Thanks to everyone who responded.

Alan.

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1.57 MSG-54 Subject: Re: A shadowless object

Subject: Re: A shadowless object
Date: Monday, 04 September 1995 22:58:06
From: Roger Straub <straub@csn.net>

On Mon, 4 Sep 1995 ALorence@aol.com wrote:

> Is it possible to make an object that doesn't cast shadows (without making it
> transparent)?
>
> Of course It'll be Traced, and the light will be set to cast shadows since I
> want other objects to cast shadows.

You could always make it a fog object, since those don't cast shadows.
But you'll probably want it shaded, so never mind.

>
> Alan.
>

See ya,
Roger

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1.58 MSG-55 Subject: Amiga, PC

Subject: Amiga, PC
Date: Monday, 04 September 1995 23:13:00
From: Thomas Ross <ROSST@gar.union.edu>

At least one person has noted that the downside of PCs is that they slow
down in the middle of rendering a series of frames, ie an animation: some-
thing to do with how they allocate memory. "slow to much slower than my
Amiga." Anyone else notice this?

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1.59 MSG-56 Subject: Re: A shadowless object

Subject: Re: A shadowless object
Date: Tuesday, 05 September 1995 02:33:51
From: ALorence@aol.com

Is it possible to make an object that doesn't cast shadows (without making it

transparent)?

Of course It'll be Traced, and the light will be set to cast shadows since I want other objects to cast shadows.

Alan.

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1.60 MSG-57 Subject: Re: Videos

Subject: Re: Videos
Date: Tuesday, 05 September 1995 04:05:58
From: lumbient@superlink.net (!LuM!)

>Has Imagine ever been used in any MAJOR productions, like Lightwave has?
>I was also wondering why Imagine does not get much media coverage? Are
>there any videos out there showing off Imagine's abilities? such as an
>animation video?

>

>

E-Mail: Helmy@Voyager.Com

>

I don't think so, I think most of it is the result of poor managment of Impulse. Autodesk spend as much money on advertising as it does on R+D, I'm not sure about LW but I'm sure that companies use LW mainly because it comes with the Toaster. Also it is faster (since it doesn't trace) and does have "pretty lensflares (hehehe)...

!LuM!

```
|-----\
|"World Class Complaining"  Lumbient@superlink.net\
|Soon to have a Web page. (I wish :)  !NIN!      \
|                                                    /
|Superlink: NJ's Largest Internet Access Provider./
|-----/
```

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1.61 MSG-58 Subject: The Catch

Subject: The Catch
Date: Tuesday, 05 September 1995 08:57:27
From: Tom Ross <rosst@unvax.union.edu>

I'd like to expand on my recent question about the two platforms. Best to quote what one user called "the catch":

"Rendering and modeling speeds aren't always an indication of superiority. For example, when I'm halfway through an animation using the IBM, it starts paging for VMEM (WinNT), then slows down to about half speed as compared to the Amiga. Also, it does this with image processing. I feel that this has to do with the way the IBM handles memory, as it uses a segmented model, rather than a flat model, so it fragments the memory into at least 3 chunks right from the beginning. Then there's the paging of the hard drive to consider, which happens with Imagine as well as other 3D programs. . . Good luck, and try using a Bridgeboard first, to experiment with netting without the headaches of a LAN."

Yes?

Baby Shoeless

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1.62 MSG-59 Subject: Axiom Software

Subject: Axiom Software
Date: Tuesday, 05 September 1995 09:49:43
From: Carsten Bach <infoflex@inet.uni-c.dk>

I have tried to send a fax to Axiom Software (Pixel 3D Professional).
But the number has been disconnected.

The last address i have is
Axiom Software
1668 E Cliff Road
Burnsville, MN 55337
612 894 0596
Fax 612 894 1127

Does anybody know if they are still around. And if yes what there fax
number is

Arne Voigt
Copenhagen Denmark

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1.63 MSG-60 Subject: Re: Texture Render

Subject: Re: Texture Render
 Date: Tuesday, 05 September 1995 11:05:59
 From: Old_Man <sea_dog@yrkpa.kias.com>

I have just been through the same problem - thanks to some replies here my Amiga and PC are now both showing textures. For the PC you need a program called univesa (available from [servius.waikato.ac.nz - pub/pc/drivers/video](http://servius.waikato.ac.nz/pub/pc/drivers/video)); then change your Preferences (in either Amiga or PC)to SMOD=0; and S256 to T

Hope this works for you

On Tue, 5 Sep 1995, Red Hawk wrote:

```
> I have a problem with Imagine 3.3 .....
>      I'm not able to preview texture in ATTRIBUTES
>
> Can someone Help ME !!!!!!!!!!!!!
>
> .------.
> ! E-Mail: qual397@cdc700.cdc.polimi.it      ___/// !
> ! Amiga 4000/40 25Mhz 18Mb 2.0GbSCSI       \XX/  !
> | Home Page:                               !
> ! http://cdc715_0.cdc.polimi.it/~qual397/   !
> `-----'
>
```

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1.64 MSG-61 Subject: Texture Render

Subject: Texture Render
 Date: Tuesday, 05 September 1995 11:40:11
 From: Red Hawk <qual397@cdc700.cdc.polimi.it>

I have a problem with Imagine 3.3
 I'm not able to preview texture in ATTRIBUTES

Can someone Help ME !!!!!!!!!!!!!

```
.------.
! E-Mail: qual397@cdc700.cdc.polimi.it      ___/// !
! Amiga 4000/40 25Mhz 18Mb 2.0GbSCSI       \XX/  !
| Home Page:                               !
```

! http://cdc715_0.cdc.polimi.it/~qual397/ !
'-----'

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1.65 MSG-62 Subject: Re: Videos

Subject: Re: Videos
Date: Tuesday, 05 September 1995 12:00:34
From: gregory denby <gdenby@twain.helios.nd.edu>

Helmy asks:

>Has Imagine ever been used in any MAJOR productions, like Lightwave has?
>I was also wondering why Imagine does not get much media coverage? Are
>there any videos out there showing off Imagine's abilities? such as an
>animation video?

As far as I know, Imagine has not been used for "MAJOR" productions, altho the last newsletter mentioned that it is being used for a monster flick now being made. It know it has been used for commercial work for some time. Carmen "Enterprise" Rizzolo was using it some years ago for logo fly-bys. Rick Rodriguez, who runs a TV station, uses it for logo work. Impulse put out a tape called "Video Noise," which had logo flies amid various snips of robot anims, etc. One of the fellows on the list mentioned that he had an anim of the Jupiter comet crash shown on network T.V. So I would guess that a lot of shorter work has been done with Imagine.

Obviously, the Toaster proved to be a great launch pad for LightWave, as well as a great dongle.

Impulse does occassionaly advertise in Computer Graphics World, and Imagine has been reviewed a couple of times as a low end alternative.

Hoping v4. is in the mail any day now
Greg Denby

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1.66 MSG-63 Subject: Re: Texture Render

Subject: Re: Texture Render
Date: Tuesday, 05 September 1995 13:10:27
From: James Cheseborough <jimc@eznet.net>

Must have AGA or GFX card for the AMiga. AND must look in preferences and change two settings (like use 256 colors if possible).
Also RTFM, it's F in there. :-)

On Tue, 5 Sep 1995, Red Hawk wrote:

```
> I have a problem with Imagine 3.3 .....
>       I'm not able to preview texture in ATTRIBUTES
>
> Can someone Help ME !!!!!!!!!!!!!
>
> .------.
> ! E-Mail: qual397@cdc700.cdc.polimi.it      _/// !
> ! Amiga 4000/40 25Mhz 18Mb 2.0GbSCSI      \XX/ !
> | Home Page:                               !
> ! http://cdc715_0.cdc.polimi.it/~qual397/  !
> `-----'
>
>
```

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1.67 MSG-64 Subject: Re: A shadowless object

Subject: Re: A shadowless object
Date: Tuesday, 05 September 1995 13:58:12
From: "needs a finger name." <jim@yakko.cs.wmich.edu>

On Mon, 4 Sep 1995 ALorence@aol.com wrote:

```
> Is it possible to make an object that doesn't cast shadows (without making it
> transparent)?
>
> Of course It'll be Traced, and the light will be set to cast shadows since I
> want other objects to cast shadows.
>
> Alan.
>
To not have an object not cast a shadow you need to toggle to 'Do not
cast shoadows' button on for the lightsource. Unfortunately all you
objects will then not cast any shadows. What you really need is
Lightwave. I guess this is a ting to add to future Imagines.
```

Jim Rix

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1.68 MSG-65 Subject: Re: Amiga, PC

Subject: Re: Amiga, PC
 Date: Tuesday, 05 September 1995 13:59:27
 From: "needs a finger name." <jim@yakko.cs.wmich.edu>

On Mon, 4 Sep 1995, Thomas Ross wrote:

> At least one person has noted that the downside of PCs is that they slow
 > down in the middle of rendering a series of frames, ie an animation: some-
 > thing to do with how they allocate memory. "slow to much slower than my
 > Amiga." Anyone else notice this?
 >
 You should know that memory maanagement on PC is not very good.

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1.69 MSG-66 Subject: Re: The Catch

Subject: Re: The Catch
 Date: Tuesday, 05 September 1995 16:38:14
 From: lumbient@superlink.net (!LuM!)

>"Rendering and modeling speeds aren't always an indication of
 >superiority. For example, when I'm halfway through an animation using the
 >IBM, it starts paging for VMEM (WinNT), then slows down to about half
 >speed as compared to the Amiga. Also, it does this with image processing.
 >I feel that this has to do with the way the IBM handles memory, as it
 >uses a segmented model, rather than a flat model, so it fragments the
 >memory into at least 3 chunks right from the beginning.

Hmmmm, in a 32-bit enviornment the memory is flat, where as in 16-bit it is
 segmented. I think the speed decrease has to do with Imagine. From what
 i've seen its is just a 32-bit program accessing memory using page-swapping
 (EMS), now if Impulse would give it a good dos extender like dos/4G or
 pharlap then yes it could access a flat memory pool. EMS is the slow, think
 about it...you can only move 64k at a time...

!LuM!

|-----\
 |"World Class Complaining" Lumbient@superlink.net\
 |Soon to have a Web page. (I wish :) !NIN! \
 | /
 |Superlink: NJ's Largest Internet Access Provider./
 |-----/

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1.70 MSG-67 Subject: '040 optimising vs Pentium

Subject: '040 optimising vs Pentium
Date: Tuesday, 05 September 1995 16:59:49
From: Charles Blaquiere <blaq@io.org>

> From: Bill Boyce <bilboyce@iconz.co.nz>
>
> Amiga 4000, '040 40MHz Lores Overscan 5m31s
> Pentium 90, Lores Overscan 1m02s
> Hires Lace Overscan 2m05s
>
> Wow. What an eye-opener. Pentium here I come!

I'll say! Last night, I was rendering on the new Pentium 120, and doing online stuff on the 3000/25. Gord walked in, and I managed to keep him in the room while I opened the same project on both machines. I then launched a Quickrender, and told him to watch how quickly the new computer would fill the screen compared to the old.

Well, it never happened. The PC finished the 640x480 Quickrender before the Amiga even left the "initializing..." phase. Now THAT'S impressive.

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1.71 MSG-68 Subject: Windoze availability

Subject: Windoze availability
Date: Tuesday, 05 September 1995 17:00:20
From: web@cvsd.cv.com (William Bogan)

TO whomever knows....
I have been away from the mailing list for some time.
(Volume overwhelmed/impaired).

Would someone please bring me up to date on the Windows proposed version. Status? Beta timeframe?

Thank you.

Bill

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1.72 MSG-69 Subject: Re: A fuse

Subject: Re: A fuse
Date: Tuesday, 05 September 1995 17:09:11
From: Charles Blaquiere <blaq@io.org>

> From: ALorenice@aol.com
>
> Anyway, the solution was to create a 2nd path that was nearly identical to
> the 1st, but have it's start point at the other end.

Good. That's what I was about to suggest.

> Now the particle source follows the shrinking fuse end, as desired!
> If the path were very complex, it would be difficult to use this
> method, unless there is a way to reorder the points in a path. Is there?

The only thing that comes to mind would be to write down the coordinates for each control point, then in Edit Path mode, swap the coordinates for each pair of points, starting with the ends. You'd end up with the exact same path, but being drawn the in opposite manner.

Anyone have a more direct way?

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1.73 MSG-70 Subject: Re: Texture etc.Previews, PC and Amiga

Subject: Re: Texture etc.Previews, PC and Amiga
Date: Tuesday, 05 September 1995 17:13:20
From: Steven M Powell <afn27231@freenet.ufl.edu>

If anyone finds out more about the firecracker board, let me know. I think my version of light24 is 1.1 . Cool board but old software.

Render on!!
Steven Powell

afn27231@freenet.ufl.edu

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1.74 MSG-71 Subject: Re: A shadowless object

Subject: Re: A shadowless object
Date: Tuesday, 05 September 1995 17:14:50
From: Charles Blaquiere <blaq@io.org>

> From: ALorence@aol.com
>
> Is it possible to make an object that doesn't cast shadows (without
> making it transparent)?
>
> Of course It'll be Traced, and the light will be set to cast shadows
> since I want other objects to cast shadows.

Fortunately, YES! Just give your object a Fog Length of, say, 0.001.
Imagine (up to 3.3, anyway) has a bug/feature whereby Fog objects do not
cast shadows; if you set the Fog Length to a very small value, the foggy
object will not look any different from a solid one.

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1.75 MSG-72 Subject: Creating Lanscapes

Subject: Creating Lanscapes
Date: Tuesday, 05 September 1995 17:27:49
From: Charles Blaquiere <blaq@io.org>

> From: Charles Blaquiere <blaq@io.org>
>
> > From: mikael@pip.dknet.dk
> >
> >
> > It does require you have the Essence textures. Does anyone knows if the
> > Essence textures is available for the PC.
>
> No it doesn't. Reread my message; I mention that you can use Imagine's
> Dirt texture if you don't have Essence.

As a followup, I read that Essence/PC had to be retooled due to the changes brought on by Imagine 3.3, which meant a new round of testing, and the accompanying delays. The good news is, when they do come out, Essence/PC textures will be fully compatible with 3.3.

P.S. in reworking an Amiga project for use on my new PC, I realized that Impulse's Dirt texture seems quite different from Essence's Blobc noise. Blobc looks like cloudy formations, while Dirt seems to have a more structured "reflections off water" look to it, with the definite patterns one would associate with it. So, Dirt might not be a perfect substitute for Blobc.

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1.76 MSG-73 Subject: Re: Merge Points

Subject: Re: Merge Points
Date: Tuesday, 05 September 1995 17:33:31
From: Charles Blaquiere <blaq@io.org>

> From: Dave Rhodes <dave@darhodes.demon.co.uk>
>
> Hi Charles etc.. (..and welcome back..)

Thanks Dave!

> If you pick a load of points, for example drag a box around the front
> third of a default primitive sphere, then using the Translate requester,
> Scale the points to -0.0001 on the required axis, (in this case, Y) the
> points will all be put onto ALMOST the same Y pos, and could then be
> easily moved to the exact required place, as one.

Actually Dave, you are allowed to enter zero, you know. As far as I know, using the Transformations requester, you can Scale all selected points by a factor of zero, along the desired axis, e.g. Y, and OK. This places all the selected points at the exact same Y coordinate. You can then enter Transformations again, this time using Translate or Position, and entering a value in the Y field only. If this doesn't work for you, please report back.

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1.77 MSG-74 Subject: Re: Texture etc.Previews, PC and Amiga

Subject: Re: Texture etc.Previews, PC and Amiga
Date: Tuesday, 05 September 1995 17:39:07
From: Charles Blaquiere <blaq@io.org>

> From: Bush Doktor <sppcarso@ultrix.uor.edu>
>
> Would a Firecracker board work also?

Impulse did include Firecracker (and, I assume, Opalvision) support in the new Texture Explorer, but wasn't able to debug it in time for 3.3's release, so they disabled it. Small price to pay if you ask me, compared with delaying 3.3. Mike says they're working on it.

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1.78 MSG-75 Subject: Re: A shadowless object

Subject: Re: A shadowless object
Date: Tuesday, 05 September 1995 17:54:09
From: Louis Sinclair <rundio@winternet.com>

Someone wrote:

"Is it possible to make an object that doesn't cast shadows (without making it transparent)?"

The easiest way I know is to render everything but the non-shadow-casting-object, then render those objects alone without shadows using the previously rendered frame(s) as a backdrop.

This gets difficult if the object must move behind shadow-casting objects. You have to put additional objects in the second render, or use post-production with a mask (more complicated, but more flexible) to get the no-shadow object to be obscured by foreground objects.

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1.79 MSG-76 Subject: Videos

Subject: Videos
Date: Tuesday, 05 September 1995 17:54:16
From: Charles Blaquiere <blaq@io.org>

> From: helmy@voyager.com
>
> Has Imagine ever been used in any MAJOR productions, like Lightwave has?

Apart from what has been posted in another message, I don't know. See next question for an explanation.

> I was also wondering why Imagine does not get much media coverage?

First off, they don't advertise as much as NewTek. It's a sad fact of life, but advertising keeps a product present in your mind, making it seem to be part of the landscape. This means that an editor, when assigning work, would tend to include that product, since it appears mainstream, more often than some forgotten package only seen in an ad or two. Secondly, Impulse don't seem to actively pursue high visibility as a goal the way NewTek and Autodesk do, so of course they get less exposure that way. Mike says that commercials, TV shows, etc. use Imagine, but doesn't want to spread it around for all to see. Some of you may feel he's bullshitting us and really hasn't got much up his sleeve, and that would explain why he's so discreet about the whole thing. (A clever quote from Edmond Rostand? comes to mind: "Modest people often have good reasons to be so") B^) Others may believe Mike; his company is small, and doesn't have the resources to be all things to all people. They have demonstrated through the years their emphasis on building features into Imagine. "Frills" like good PR might not be high on their agenda. You choose what to believe.

> Are there any videos out there showing off Imagine's abilities? such as
> an animation video?

Well, umm, yes, but I wouldn't recommend them. Impulse produced a tape called "A little video noise", and I eagerly ordered it, but was quite disappointed. It's not Impulse's fault, really, but the material they had available was quite amateurish, with jerky camera and object moves that made Imagine look as bad as a bargain \$69 3-D keyframe-only animator. There was also a great training tape from Rick Rodriguez of VRS Media, called "Imagine: the possibilities", but that 1991 offering only covered the basics of version 2.0; nothing worth your trouble in 1995, really.

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1.80 MSG-77 Subject: Re: Wish List

Subject: Re: Wish List

Date: Tuesday, 05 September 1995 17:58:45
From: Charles Blaquiere <blaq@io.org>

> From: John Prusinski <jprusins@cybergrafix.com>
>
> In my case at least, saving notes in an external editor is an invitation
> to (months later) spending hours looking for where I saved (and what I
> called) the associated text file so as to avoid spending hours trying to
> figure out what I was doing in the project itself!

Here's what I do; perhaps it can help you. In the .IMP project directory, I keep a file called "Notes", where I type up any particularly devious trick I might be using, and we know that happens all the time. <g> For an individual object, if not in the "Notes" file, I might use "<object name>.TXT", stored in the same directory as the object. Sounds sensible to me, no?

(And yes, a NOTE IFF chunk would be a great idea)

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1.81 MSG-78 Subject: Re: Wish List

Subject: Re: Wish List
Date: Tuesday, 05 September 1995 18:01:40
From: Charles Blaquiere <blaq@io.org>

> From: RobSampson@aol.com
>
> I read on CIS the other day Mike Halvorson saying to someone that PC
> upgrades to 4.0 outnumbered Amiga upgrades something like 20:1 even
> though there are many more Amiga Imagine user's.

Just for the record, total sales run 4:1 in favor of Amiga owners, but Constant Upgrade subscribers run 10:1 for the PC. Quite a staggering difference in activity, if you ask me.

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1.82 MSG-79 Subject: Real-world perspective

Subject: Real-world perspective
Date: Tuesday, 05 September 1995 18:15:21
From: Charles Blaquiere <blaq@io.org>

Here's a copy of an incredible message I found on CompuServe. Tim Wilson is the esteemed creator of Humanoid and Kinemodelz.

#: 10500 S3/Impulse
04-Sep-95 00:37:54
Sb: #10457-Human Perspective
Fm: Tim Wilson [Crestline] 76432,1122

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1.83 MSG-80 Subject: Re: Axiom Software

Subject: Re: Axiom Software
Date: Tuesday, 05 September 1995 22:16:13
From: Scott F Tracy <sftracy@winternet.com>

>
> I have tried to send a fax to Axiom Software (Pixel 3D Professional).
> But the number has been disconnected.
>
> The last address i have is
> Axiom Software
> 1668 E Cliff Road
> Burnsville, MN 55337
> 612 894 0596
> Fax 612 894 1127

New voice number 612 688 8611

>
> Does anybody know if they are still around. And if yes what there fax
> number is

There still around, I called the voice line today and got there machine it answers "Vived Technology Axiom Software". I left a message asking if they could get back to me with a Fax number or E-mail address, havent heard back from them yet. I'll let you know if I do.

>
>

> Arne Voigt
> Copenhagen Denmark
>
>

Scott F Tracy
sftracy@winternet.com

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1.84 MSG-81 Subject: Re: Videos

Subject: Re: Videos
Date: Wednesday, 06 September 1995 00:24:28
From: James Alex Brooks <jamesb@clark.net>

On Tue, 5 Sep 1995, Charles Blaquiere wrote:

> > Are there any videos out there showing off Imagine's abilities? such as
> > an animation video?
>
> Well, umm, yes, but I wouldn't recommend them. Impulse produced a tape
> called "A little video noise", and I eagerly ordered it, but was quite
> disappointed. It's not Impulse's fault, really, but the material they had
> available was quite amateurish, with jerky camera and object moves that
> made Imagine look as bad as a bargain \$69 3-D keyframe-only animator.

Hmm, I ordered that tape over a 1 1/2 years ago and would you believe
there was NOTHING but video noise! Serious. I really thought it was
just that. I was thinking, why the hell would they say video noise for \$20!
I was overseas at the time and it could have gone thru strong x-rays or
something. :(

Alex

James "Alex" Brooks Amiga 4000/040/28MHz 22MB RAM
VideoToaster 4000 3.1/3.5 Emplant Deluxe / MAC / DOS
Imagine 3.0 -- Syquest 270MB Bernoulli 90Pro
NEC 3xp Triple Speed CDROM Warp Engine 4028
Epson ES-600C Scanner E-Mail: jamesb@clark.net

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1.85 MSG-82 Subject: Re: Videos

Subject: Re: Videos
Date: Wednesday, 06 September 1995 01:10:28
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello Helmy, on Sep 4 you wrote:

> Has Imagine ever been used in any MAJOR productions, like Lightwave has?
> I was also wondering why Imagine does not get much media coverage? Are
> there any videos out there showing off Imagine's abilities? such as an
> animation video?

Here's a message I received from a BBS last year regarding a video done with Imagine, not sure what version though.

=====
From: John Campbell Conference: 130 , Imagine Support
To: All Message: 2588 Reply To: 0
Subj: Imagine Demo tape Date: 07-04-94 Time: 00:22
=====

Just wanted to tell everyone about a stunning new videotape highlighting what Imagine is REALLY capable of, if enough effort is put into using the program. It's called "The Imagine Video Collection 1", from a talented 3D Artist by the name of Craig. A. Collins.

It starts off with some early stuff done in Imagine, and looks pretty, but has little in the way of content. Things start improving however, when "the ad", and "last stand on both" are shown. Here, there are some very interesting shots of character animation and rack focus shots. The tape REALLY shifts into high gear though, when Craig does some "movie trailers". Soldier X features a high-tech battlesuit being stolen from a top secret complex, and has some excellent camera angles when the suit is in action! Suffice to say, there are some pretty intense moments as Soldier X tries to escape the complex, as an explosion is triggered and threatens to wipe out the suit. The whole story is complemented by an excellent sound track, and sound effects.

Tigris features the inevitable space shots, and has some superbly detailed spacecraft which wouldn't look out of place on Babylon 5. Of particular interest is the simulated radiosity effects as the tigris spacecraft leave the docking bay.

This brings us to almost the final segment of the tape, a sequence featuring everyone's favorite xenomorphs! This segment is shown as if YOU are the marine, wandering around a deserted space colony. As you patrol the corridors, cutaway shots reveal that you are not alone in the complex... . APC vehicles patrol the perimeter of the colony complex, and you expect support from them at the exit lock. Suddenly, the motion detector in your hand activates, and the next thing you know is that the plasma rifle in your other hand is firing at the lone aliens attacking you. The visuals are complemented by sensible use of background sound FX. Superb camerawork, and use of motion blur techniques make "Aliens 4", a

must-see. I honestly thought that some of the effects were not capable outside of Lightwave, but Craig has done a superlative job given the limited resources available..an Amiga 2000, 040 accelerator, and a 52Mb hard drive.

The video is available from 17 bit software, 2/8 Market Street, Wakefield.
Tel: +44-(0)924-366982, at around 12.99.

=====

-- Bob

: Robert Byrne : rbyrne@3dform.edex.edu.au :
: Amiga A3000/25 : Ballina, NSW Australia :

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1.86 MSG-83 Subject: Re: A shadowless object

Subject: Re: A shadowless object
Date: Wednesday, 06 September 1995 05:03:13
From: Martin Keitel <mk-tel@sik.ppoy.fi>

On Tue, 5 Sep 1995, Charles Blaquiere wrote:

> > From: ALorence@aol.com
> >
> > Is it possible to make an object that doesn't cast shadows (without
> > making it transparent)?
> >
> Fortunately, YES! Just give your object a Fog Length of, say, 0.001.
> Imagine (up to 3.3, anyway) has a bug/feature whereby Fog objects do not
> cast shadows; if you set the Fog Length to a very small value, the foggy
> object will not look any different from a solid one.
>
Unfortunately, NO! No cast shadow but no shading either. No reflections,
no specularity... not solid but brihgt! Any other suggestions?

Marty K

p.s. I wellcome myself to the list again!

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1.87 MSG-84 Subject: Re: Videos

Subject: Re: Videos
Date: Wednesday, 06 September 1995 05:13:34
From: Martin Keitel <mk-tel@sik.ppoy.fi>

On Tue, 5 Sep 1995, Charles Blaquiere wrote:

> > Are there any videos out there showing off Imagine's abilities? such as
> > an animation video?
>

> Well, umm, yes, but I wouldn't recommend them. Impulse produced a tape
> called "A little video noise", and I eagerly ordered it, but was quite
> disappointed. It's not Impulse's fault, really, but the material they had
> available was quite amateurish, with jerky camera and object moves that
> made Imagine look as bad as a bargain \$69 3-D keyframe-only animator.
> There was also a great training tape from Rick Rodriguez of VRS Media,
> called "Imagine: the possibilities", but that 1991 offering only covered
> the basics of version 2.0; nothing worth your trouble in 1995, really.
>

Why not collect the best animations from the Imagine users and make a terrific demonstration video of them? I'm sure there are some pretty neat animations done by many IML readers and other Imagine users that can be contacted through the net.

It could be a contest of a kind. People would send their best animations (on video tape or as digital animations or even projects) to Impulse and they would select -say 20 of them into the video. Everyone included would get a prize (not a very high one, so that the total cost could be minimized) and the possibility to make his/her work known.

Marty K

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1.88 MSG-85 Subject: Re: A shadowless object

Subject: Re: A shadowless object
Date: Wednesday, 06 September 1995 08:32:26
From: jbk4@ap.spa.psu.edu (The Prophet)

Use a fill-light to eliminate the shadow. It will take some experimentation with intensities and controlled fall-off, but it can work.

Jaeson K.

```
( | \      ( / \      ( )      _ / )
 ) | ) _    / / _    /      ( X )
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 ) ll / 1 / \ _ ( /      ( /      ( _ / _ / / / \ _ ( _ )
 ( _ _ _ _ )      ( _ /      ( _ )
```

Jaeson Koszarsky

Amiga 3000+

cyberprophet@psu.edu

68040/30Mhz

jbk4@email.psu.edu

24Megs-1GIG

jason@chaos.ezgate.com

OS3.1

Thread

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1.89 MSG-86 Subject: Re: Videos

Subject: Re: Videos

Date: Wednesday, 06 September 1995 10:03:56

From: bilboyce@iconz.co.nz (Bill Boyce)

>> From: helmy@voyager.com

>>

>> Has Imagine ever been used in any MAJOR productions, like Lightwave has?

>

> Apart from what has been posted in another message, I don't know. See
> next question for an explanation.

>

>> I was also wondering why Imagine does not get much media coverage?

>

I've produced several TV commercials using Imagine, for national broadcast here in New Zealand, as well as the Alphabrek animation in The Magic Box, which has (still is??) shown nationally (PBS?) in the States (my first big job! Done in 6Mb of RAM, before you criticise!) One reason for all the Lightwave stuff is it's a huge jump in ease of use for animation, even if it isn't as feature rich in many areas.

Thread

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1.90 MSG-87 Subject: Re: Videos

Subject: Re: Videos

Date: Wednesday, 06 September 1995 13:23:14

From: cjo@esrange.ssc.se

Martin Keitel wrote;

>Why not collect the best animations from the Imagine users and make a=20
 >terrific demonstration video of them? I'm sure there are some pretty neat=20
 >animations done by many IML readers and other Imagine users that can be=20
 >contacted through the net.
 >It could be a contest of a kind. People would send their best animations=20
 >(on video tape or as digital animations or even projects) to Impulse and=20
 >they would select -say 20 of them into the video. Everyone included would=20
 >get a prize (not a very high one, so that the total cost could be=20
 >minimized) and the possibility to make his/her work known.

This came up on the IML a few months back, sort of like doing the IML=20
 contest from 2 or 3 years back all over again. But somehow that thread just=
 =20
 died...

I for one would love such a contest, since I wasn't around the IML by=20
 that time. In fact I don't suppose I even knew what raytracing was...

Who organized that contest back then? Could we persude him/her/them to do=20
 it again?

What categories should be contested?

Where should contestants send their contributions?

What format should they be in? (stills, anim, flic, mpeg, video, pal or=20
 ntsc, and so on)

Minimum / maximum animation length?

Who's to judge what's good and what's not, and on what basis?

Timeframe? (Should it be over and done with by christmas?)

More?

```
*-----*
| Conny Joensson   | Swedish Space Corp. Estrange |
| Kiruna          | Satellite operations - Telecom Div. |
| Sweden          | cjo@smtpgw.esrange.ssc.se |
*-----*
```

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1.91 MSG-88 Subject: Re: '040 optimising vs Pentium

Subject: Re: '040 optimising vs Pentium

Date: Wednesday, 06 September 1995 14:52:12

From: Fernando D'Andrea <DANDREA@aton.inf.ufrgs.br>

> > From: Bill Boyce <bilboyce@iconz.co.nz>

> >

> > Amiga 4000, '040 40MHz Lores Overscan 5m31s

```
> > Pentium 90,           Lores Overscan           1m02s
> >                       Hires Lace Overscan       2m05s
> >
> > Wow. What an eye-opener. Pentium here I come!
>
> I'll say! Last night, I was rendering on the new Pentium 120, and doing
> online stuff on the 3000/25. Gord walked in, and I managed to keep him
> in the room while I opened the same project on both machines. I then
> launched a Quickrender, and told him to watch how quickly the new computer
> would fill the screen compared to the old.
>
> Well, it never happened. The PC finished the 640x480 Quickrender before
> the Amiga even left the "initializing..." phase. Now THAT'S impressive.
>
>
>
> Hard comparission. I just use a Cyrix DX2 80mhz and a 2Mg A 1200
> 020 14 Mhz. I just use Imagine in the Amiga, so I cannot compare both
> machines. But if someone can, try to compare a Pentium with a
> Cyberstorm 060 equipped Amiga.
```

```
*****
Fernando Pena D'Andrea.
E-Mail: dandrea@aton.inf.ufrgs.br
*****
```

```
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```

1.92 MSG-89 Subject: Re: Wish List

```
Subject: Re: Wish List
Date:    Wednesday, 06 September 1995 16:59:54
From:    jprusins@cybergrafix.com (John Prusinski)
```

```
-----
>> From: John Prusinski <jprusins@cybergrafix.com>
>>
>> In my case at least, saving notes in an external editor is an invitation
>> to (months later) spending hours looking for where I saved (and what I
>> called) the associated text file so as to avoid spending hours trying to
>> figure out what I was doing in the project itself!
>
> Here's what I do; perhaps it can help you. In the .IMP project
> directory, I keep a file called "Notes", where I type up any
> particularly devious trick I might be using, and we know that happens
> all the time. <g> For an individual object, if not in the "Notes" file,
> I might use "<object name>.TXT", stored in the same directory as the
> object. Sounds sensible to me, no?
>
> (And yes, a NOTE IFF chunk would be a great idea)
>
```

All of the above (and similar suggestions from others) make sense, but don't take into account one key factor: my laziness and tendency to never be more organized than I absolutely have to! Having an external file for my notes requires that I (1) Set it up ahead of time; (2) Either quit Imagine when I want to add to the note file, or write the stuff down on paper and transcribe it later. (the cross to bear for having crossed over to a faster-but-non-multitasking-platform, no platform wars please). About the only way I'm likely to go to the effort of keeping project notes any longer than the duration of the project would be if the extent of the effort required to do it was to drop-down the "File" menu, and click on an item labelled "Notes" which would open a simple text editor.

Not that I by any means think this should be an Impulse priority, say vs. updating/revamping the interface, adding new modelling/animation features, etc. Someone just suggested the idea, and it seemed like a useful one to me. :-}|=

John.

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1.93 MSG-90 Subject: Revolving light done!!

Subject: Revolving light done!!
Date: Wednesday, 06 September 1995 20:23:48
From: Peter Borchers <prb@iaccess.za>

Hi there

I finally got my revolving light figured out. For those who are interested here's how I did it:

In the detail editor I made a reflector object (colored black), and moved the axis to the bottom as a pivot point. I added an axis, which I made a light (point, round shape, R=400 G=0 B=0).

```

/          /  x <- light (x)
| reflector |
\          \ (something like that....)

```

I grouped these two objects to enable them to revolve together. I made a glass cover, and a bulb (R=255 G=0 B=0, set to Bright). In the action editor I added the Revolve effect to the reflector (revolve around Z axis) and then traced. In effect, the black reflector object revolves with the light around the bright bulb object, shining the light onto the walls of the room, and hiding parts of the bulb as it revolves, creating a realistic (at least I think so) warning light.

I haven't added lensflares yet, as Imagine's lensflare effect adds

multiple flares, instead of just one when the light is shining directly at the camera. I'll probably use Imagemaster (Amiga) or WinImages (PC) to add flares.

Not really a detailed description, but it should at least give you an idea how I achieved the effect. I might post a jpeg to show you what it looks like.

Many thanks to Bill Boyce, David Nix, Rob Sampson and Robert Byrne for their tips. Also to Hendrik Kueck for replying, but unfortunately I can't understand German - thanks anyway.

By the way, I'm finally back on the IML.....third time lucky!!

Till later....

Cheers....

Peter

Peter Borchers e-mail: prb@iafrica.com

=====

Greetings from the Southern Hemisphere
Amiga 4000/030 68882/40mhz 10mb Ram 540mb HD

=====

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1.94 MSG-91 Subject: Re: '040 optimising vs Pentium

Subject: Re: '040 optimising vs Pentium
Date: Wednesday, 06 September 1995 23:36:57
From: Joop.vandeWege@MEDEW.ENTO.WAU.NL (joop van de wege)

> Hard comparission. I just use a Cyrix DX2 80mhz and a 2Mg A 1200
>020 14 Mhz. I just use Imagine in the Amiga, so I cannot compare both
>machines. But if someone can, try to compare a Pentium with a
>Cyberstorm 060 equipped Amiga.
On the same level. I saw a comparison between a Pentium90 and a 68040@25Mhz
and the Pentium was faster *until* you multiplied the 90/25 difference in
clock speed to the times quoted.
You can prove anything you want with numbers.

Problem one with Imagine on M68K machines is that it is not optimised for 040
despite the statements from M.H.
The Fire.itx is using multiple fsin/fcos instructions, the reason why mouse
cursors get jerky when using that texture. Same goes probably for the main
program. :(

The IML archives of August are coming, I'm a bit busy these days.

Joop

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1.95 MSG-92 Subject: Re: Amiga, PC

Subject: Re: Amiga, PC
Date: Thursday, 07 September 1995 03:21:14
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

On Sep 5 "needs"?? wrote:

> Thomas Ross wrote:

> > At least one person has noted that the downside of PCs is that they slow
> > down in the middle of rendering a series of frames, ie an animation: some-
> > thing to do with how they allocate memory. "slow to much slower than my
> > Amiga." Anyone else notice this?
> >

> You should know that memory maanagement on PC is not very good.

As soon as I sell my A3000 :(, I'm upgrading? to a P90 for obvious reasons,
speed. Would large amounts of RAM help overcome this "slow down" problem?
I'll have 16Mb to start with.

-- Bob

: Robert Byrne : rbyrne@3dform.edex.edu.au :
: Amiga A3000/25 : Ballina, NSW Australia :

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1.96 MSG-93 Subject: Re: Merge Points

Subject: Re: Merge Points
Date: Thursday, 07 September 1995 04:06:01
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello Charles, on Sep 5 you wrote:

> Actually Dave, you are allowed to enter zero, you know. As far as I

> know, using the Transformations requester, you can Scale all selected
> points by a factor of zero, along the desired axis, e.g. Y, and OK. This
> places all the selected points at the exact same Y coordinate. You can
> then enter Transformations again, this time using Translate or Position,
> and entering a value in the Y field only. If this doesn't work for you,
> please report back.

Thanks for that, I didn't realise you could scale by 0. I scaled the top
third points of a Prim Sphere in Y and did a Merge and the point count went
from 266 to 254. Scaling by 0.0001 left the count at 266 after a Merge.
Pity you can't Replicate to a length of 0 while rotating around the Y axis,
it would enable Merge to work but I tried setting the grid to a very small
value and snapped the points, that works very well.

-- Bob

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1.97 MSG-94 Subject: Re: '040 optimising vs Pentium

Subject: Re: '040 optimising vs Pentium
Date: Thursday, 07 September 1995 07:11:58
From: bilboyce@iconz.co.nz (Bill Boyce)

>> Hard comparission. I just use a Cyrix DX2 80mhz and a 2Mg A 1200
>>020 14 Mhz. I just use Imagine in the Amiga, so I cannot compare both
>>machines. But if someone can, try to compare a Pentium with a
>>Cyberstorm 060 equipped Amiga.
>On the same level. I saw a comparison between a Pentium90 and a 68040@25Mhz
>and the Pentium was faster *until* you multiplied the 90/25 difference in
>clock speed to the times quoted.

but does it cost 90/25 times as much??

>You can prove anything you want with numbers.

up to a point - in this case you'd be hard pushed to prove an amiga can
run Imagine faster than a Pentium 90 - any Amiga. Just don't make me
do anything else on the Pentium than render! Not after a platform war,
I love my Amiga and respect the PC's raw speed (though little else)
There, I've insulted both machines - everybody happy ;)

>Problem one with Imagine on M68K machines is that it is not optimised for 040
>despite the statements from M.H.
>The Fire.itx is using multiple fsin/fcos instructions, the reason why mouse
>cursors get jerky when using that texture. Same goes probably for the main
>program. :(

C'mon Impulse - optimize that sucker!

>The IML archives of August are coming, I'm a bit busy these days.

>
>Joop
Keep up the good work ...

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1.98 MSG-95 Subject: Where is 4.0?

Subject: Where is 4.0?
Date: Thursday, 07 September 1995 23:39:50
From: lumbient@superlink.net (!LuM!)

This sounds really nieve but...wasn't it supposed to come out arround the
end of august? I'm already back in school...I need imagine 4.0!!!!
Geeezzz, I don't think I'll be able to stand the wait for winImagine! Maybe
It'll be another 2 years...

!LuM!

|-----\
|"World Class Complaining" Lumbient@superlink.net\
|Soon to have a Web page. (I wish :) !NIN! \
| /
|Superlink: NJ's Largest Internet Access Provider./
|-----/

Thread 96
==> RETURN TO CONTENTS!<==

1.99 MSG-96 Subject: Re: Where is 4.0?

Subject: Re: Where is 4.0?
Date: Friday, 08 September 1995 01:11:02
From: Steven M Powell <afn27231@freenet.ufl.edu>

On Thu, 7 Sep 1995, !LuM! wrote:

> This sounds really nieve but...wasn't it supposed to come out arround the
> end of august? I'm already back in school...I need imagine 4.0!!!!
> Geeezzz, I don't think I'll be able to stand the wait for winImagine! Maybe
> It'll be another 2 years...

!LuM!

```

>
> |-----\
> |"World Class Complaining"  Lumbient@superlink.net\
> |Soon to have a Web page. (I wish :)  !NIN!      \
> |                                                /
> |Superlink: NJ's Largest Internet Access Provider./
> |-----/
>
>

```

I wouldn't hold my breath. I paid for features back in 1993 that was supposed to be in 3.0, That I paid for again in the 4.0 upgrade.

3.0 was supposed to be out in aug-sept and it shipped in march the following year. Impulse sent out 2.9 to hold you over, I think it was around december. Anyway I dont know if I can handle all the new bugs that will be in 4.0 !

Everytime I figure out a feature, it stops working or changes in the upgrade. Dont get me wrong, I love my amigas and Imagine. It's just getting old being the underdog. I have been on the bandwagon since Silver 1.0 and I think Impulse will probably let the amiga development drop in favor of the pentiums like Newtek did.

Mike if you read this, I have a request. Please fix all the bugs before you drop the amiga. It's been a good program, and I'm sure I will still use it as long as I have an amiga (forever).

Render on
Phoenix

P.S.

My A1000 will be ten in
december, I'm still glad
I bought it , and all the
ones that followed.

Thread 97
--> RETURN TO CONTENTS!<--

1.100 MSG-97 Subject: Re: Where is 4.0?

Subject: Re: Where is 4.0?
Date: Friday, 08 September 1995 06:37:33
From: bilboyce@iconz.co.nz (Bill Boyce)

```

-----
>
>
>On Thu, 7 Sep 1995, !LuM! wrote:
>
>-Snip-
>Everytime I figure out a feature, it stops working or changes in the upgrade.

```

>Dont get me wrong, I love my amigas and Imagine. It's just getting old
>being the underdog. I have been on the bandwagon since Silver 1.0 and I
>think Impulse will probably let the amiga development drop in favor of
>the pentiams like Newtek did.

They have ?? Haven't they just gone 'cross-platform' (at this stage - wouldn't
suprise me if they did drop Amiga) like Imagine?

Thread 179
==> RETURN TO CONTENTS!<==

1.101 MSG-98 Subject: Video board

Subject: Video board
Date: Saturday, 09 September 1995 03:08:09
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Can anyone recommend a #9 GXI PCI 64 bit Gfx card for use with Imagine on a
Pentium. A dealer mentioned it as an alternative.

-- Bob

: Robert Byrne : rbyrne@3dform.edex.edu.au :
: Amiga A3000/25 : Ballina, NSW Australia :

Thread 120
==> RETURN TO CONTENTS!<==

1.102 MSG-99 Subject: Re: Increasing rendering speed on Amiga

Subject: Re: Increasing rendering speed on Amiga
Date: Saturday, 09 September 1995 09:16:56
From: Damon LaCaille <nomad@aloha.net>

On Fri, 8 Sep 1995, Drift Dennis wrote:

> I have used a utility program called XOPER, to change the task
> priority o of imagine from the +5, I think, to +125. One result of this was
> that my r rendering time dropped dramatically, also the mouse wouldn't move
> well, and m multitasking was a joke. But my main interest is usually to
> render as fast as p possible.

Well, so much for Amigas advantages then if you can't multi-task, heh...
I'd gladly give up a bit of rendering time so I could do something in the
mean time, unless of course I had another computer or was working on an
animation or something...

> Xoper apparently doesn't like DOS 3.1, and won't run. Can anyone tell me
> how to change the task priority? I am sure that it is a fairly simple thing,
> but I can't find the info to do it.
> Once I can do that I will run a comparison between my 4000/40/40mhz, and
> the 486dx2-66.
> Thanks for any assistance....Drift
>

Well, you might want to try ARTM, which is Amiga Real Time Monitor. It
will let you kill processes, and I think it will let you set their
priority as well. I don't suppose the "changetaskpri" command (or
whatever it is close to) is included with AmigaDOS anymore? Sorry I
can't be of more help

Damon

Thread 104
==> RETURN TO CONTENTS!<==

1.103 MSG-100 Subject: Re: Increasing rendering speed on Amiga

Subject: Re: Increasing rendering speed on Amiga
Date: Saturday, 09 September 1995 14:02:39
From: Joop.vandeWege@MEDEW.ENTO.WAU.NL (joop van de wege)

> I have used a utility program called XOPER, to change the task
> priority of imagine from the +5, I think, to +125. One result of this was
> that my rendering time dropped dramatically, also the mouse wouldn't move
> well, and multitasking was a joke. But my main interest is usually to
> render as fast as possible.
I doubt that statement about 'dramatically', for one thing raising the
priority above 5 is not a good idea since your device-handlers run at +5 and
the filesystem handlers run at +10 and you might lock one or both out.
If you indeed get a dramatic improvement in speed then start looking for the
program that eats all your cpu time.
If you don't move the mouse and no other program (screenblankers are notorious
for this) is busy using the cpu except Imagine then Imagine will use all
available time.
Raising the priority of Imagine to +1 or +2 from the standard 0 is enough to
let it have all cpu cycles it will ever need.

I'm using with 3.1 on my A3000: Xoper2.4, ARTM, Scout etc, all available from
Aminet. ^^^^^^^

Joop

Thread 102
--> RETURN TO CONTENTS!<==

1.104 MSG-101 Subject: Windows 95

Subject: Windows 95
Date: Saturday, 09 September 1995 16:20:00
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

-> From: Old_Man <sea_dog@yrkpa.kias.com>-> Do you find that Windows 95 is worth it? . My impression so far is= th-> it is not only buggy but slower for programs not written for it.-> BillIMHO Win '95 has gotten a bum rap. It is definately worth it! If it'sbuggy, it's certainly less buggy than Win 3.11. It handles programcrashes better....you no longer get lock out of Windows, you just kil=lthe app. It's much easier to navigate and launch programs.I find no apparent slowdown in any 16-bit app. If anything, they runa little snappier. And if you are used to the Amiga OS, you'll feelright at home. It does make you wonder how those Wizards at Los Gatosactually got Amiga OS to run from 4 (880k) floppies when Win '95 take=sup 50 megs, however. :) /-----

_____| Mike van der Sommen / ____/ ____/ ____/ ____/
 \ / | Santa Barbara, Ca. /____/ / \ / / / / \ | mik
e.vandersommen@caddy.uu.silcom.com HAUS BBS (805-683-1388) | " ↵
Blackouts make for nice breaks in the day" _____
----- =FE InterNet - GraFX Haus BBS - Santa Barbara, Ca - (805) 683-1388

Thread 68
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1.105 MSG-102 Subject: Re: Increasing rendering speed on Amiga

Subject: Re: Increasing rendering speed on Amiga
Date: Saturday, 09 September 1995 18:11:14
From: "needs a finger name." <jim@yakko.cs.wmich.edu>

> Well, you might want to try ARTM, which is Amiga Real Time Monitor. It
> will let you kill processes, and I think it will let you set their
> priority as well. I don't suppose the "changetaskpri" command (or
> whatever it is close to) is included with AmigaDOS anymore? Sorry I
> can't be of more help
>
> Damon
>
Unfortunately, changetaskpri will only change the priority of programs launched from the shell. It is included in Amigados 3.1.

Jim Rix

Thread 346
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1.106 MSG-103 Subject: RE:Soccer ball

Subject: RE:Soccer ball
Date: Saturday, 09 September 1995 22:53:29
From: yrod@ozemail.com.au

On 30 Aug 1995, Granberg Tom wrote:

> Hi there!
>
> Rod Macey wrote:
> I saw a quite believable soccer ball on Tom G's home page. I'm sure he
> may be persuaded to reveal his secrets to all.
>
> It's true that this ball looks cool, but that is not my fault since it is a re
al
> polygon modeled soccer ball made by Veiwpoint, so I'm sorry I cant give it awa
y.
> I tried to model one by myself, but after 4 days of constant hope crushing due
> to the mix of the two shapes involved. I gave up and made my employer buy one
> instead.
>
> Later.
>
> Tom Renderbrandt.
>
>
Renderbrandt reveals his modelling secrets 8-)

Rod Macey: yrod@ozemail.com.au - Pre-press/Graphic Designer
Home: A2000/30 FPU 4MB RAM [soon to be 12 8-)] Imagine 3.0
Work: Power Macs, Sun Sparc & Pee Cees too.
"Sometimes the hard way is the only way!"

Thread 37
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1.107 MSG-104 Subject: Re: Increasing rendering speed on Amiga

Subject: Re: Increasing rendering speed on Amiga
Date: Sunday, 10 September 1995 03:32:28
From: Edward Chadez <echadez@galileo.carl.org>

In a previous letter, needs a finger name. wrote:

```
}  
> Well, you might want to try ARTM, which is Amiga Real Time Monitor. It  
> will let you kill processes, and I think it will let you set their  
> priority as well. I don't suppose the "changetaskpri" command (or  
> whatever it is close to) is included with AmigaDOS anymore? Sorry I  
> can't be of more help  
>  
> Damon  
>  
Unfortunately, changetaskpri will only change the priority of programs  
launched from the shell. It is included in Amigados 3.1.  
}
```

As of AmigaDOS 2.04, Changetaskpri will allow you to alter any task started from any shell.

To control priorities of tasks -not- started from a shell (ie, workbench), I use "TaskX" (which you will find on AmiNet). Aside from priority control, you can send any task any of the standard break signals (^C|^D|^E|^F).

Personally, I use IconX to start up Imagine. I have one script which is called "Imagine.Nice" which sets the priority to -3. I then use TaskX to increase or lower the priority depending on what other projects I'm working on at the same time (ie, web browsing, word processing, reading my email. :-)
I can also bring everything else down (ie, kill the workbench) and let Imagine have the full machine if I want it to.

```
} Jim Rix  
}
```

-Ed

--

Edward Chadez <http://galileo.carl.org/>
Lead Senior Programmer/Analyst (Systems Integration Team)
CARL Corporation (303) 758-3030

Thread 100
--> RETURN TO CONTENTS!<=

1.108 MSG-105 Subject: Re: Increasing rendering speed on Amiga

Subject: Re: Increasing rendering speed on Amiga
Date: Sunday, 10 September 1995 03:50:38
From: bilboyce@iconz.co.nz (Bill Boyce)

>> Well, you might want to try ARTM, which is Amiga Real Time Monitor. It
>> will let you kill processes, and I think it will let you set their
>> priority as well. I don't suppose the "changetaskpri" command (or
>> whatever it is close to) is included with AmigaDOS anymore? Sorry I
>> can't be of more help
>>
>> Damon
>>
>Unfortunately, changetaskpri will only change the priority of programs
>launched from the shell. It is included in Amigados 3.1.
>
>Jim Rix
>
Think it's called settaskpri now (or not). Either way, you could set up
a script with iconx which sets the priority, then a decent stack size, then
launches Imagine. No problem. You could call this ImagineFast or something
and only use it when you want to render. Anyone want to comment on running
something at a priority of +125? Doesn't that exceed the recommended limit
and risk conflicting with OS functions like SCSI access and suchlike?

Thread 99
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1.109 MSG-106 Subject: Re: Increasing rendering speed on Amiga

Subject: Re: Increasing rendering speed on Amiga
Date: Sunday, 10 September 1995 05:12:16
From: greggh@dialup03.odyssey.apana.org.au (Gregory Hellenen)

Hi Drift (Drift Dennis), in <m0srJL8-000VmJC@mailhub.cts.com> on Sep 8 you wrote
:

> I have used a utility program called XOPER, to change the task
> priority of imagine from the +5, I think, to +125. One result of this was
> that my rendering time dropped dramatically, also the mouse wouldn't move
> well, and multitasking was a joke. But my main interest is usually to
> render as fast as possible.
> Xoper apparently doesn't like DOS 3.1, and won't run. Can anyone tell me
> how to change the task priority? I am sure that it is a fairly simple thing,
> but I can't find the info to do it.
> Once I can do that I will run a comparison between my 4000/40/40mhz, and
> the 486dx2-66.

The latest version of xoper does run on an A4000/040 under 3.1 - also you
might like to try ARTM (Amiga Real Time Monitor) or, better still, Scout
(needs MUI).

Cheese
Gregg

```
--
+-----//\\_Amiga Technologies_\\/+
Gregg Hellenen      AMIGA is REBORN /// Lecturer Information Technology
Developer - LaseRage      /// SEMC TAFE Western Australia
Ferndale W.A. Australia ____/\\_// greggh@odyssey.apana.org.au
CBMNET:greggh@laserage.adsp.sub.org\\XX/ greggh@laserage.DIALix.oz.au
+-----+
```

Thread 105
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1.110 MSG-107 Subject: There's no slowdown on PC Imagine.

Subject: There's no slowdown on PC Imagine.
 Date: Sunday, 10 September 1995 05:24:26
 From: Tom Ellard <tome@next.com.au>

 Down stuff....

I have imagine on a DX2-66 here, and have just finished a long render (2 days). I have inspected the time to render the frames and there is no evidence of any slowdown in the middle of the rendering project. I have no idea where this particular myth started but it should stop.

Right next to the DX2 is an A4000 with a Warp Engine in it. It renders the same scenes slower than the DX2. There's no need to muck around with maths. One is slower. It's not a drama.

Up stuff....

To be more constructive in this forum I'd like to mention that there's a new parallel link program for PC's to Amigas up on Aminet called Easylink - the share version is badly crippled and crashes a lot but it looks hopeful.

Also worth looking at is a CDROM title called GADGET that's just arrived in this country - obviously rendered with something like 3D Studio but it's really beautifully done, especially the people.

Thread 379
 ==> RETURN TO CONTENTS!<==

1.111 MSG-108 Subject: Increasing rendering speed

Subject: Increasing rendering speed
 Date: Sunday, 10 September 1995 05:43:00
 From: m.rubin9@genie.geis.com

I've always used a small utility called TaskY to control priorities. Its simple and works great. Whenever I'm rendering with Imagine I lower the priority to -1 so that I can use DPaint, write or whatever w/o slowdown.

I really have a hard time believing that increasing the priority above 5 will make ANY difference, unless you have a screensaver or other process running.

Floater

>>Unfortunately, changetaskpri will only change the priority of programs
>>launched from the shell. It is included in Amigados 3.1.
>>
>>Jim Rix
>>
>Think it's called settaskpri now (or not). Either way, you could set up
>a script with iconx which sets the priority, then a decent stack size, then
>launches Imagine. No problem. You could call this ImagineFast or something
>and only use it when you want to render. Anyone want to comment on running
>something at a priority of +125? Doesn't that exceed the recommended limit
>and risk conflicting with OS functions like SCSI access and suchlike?

Thread 106
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1.112 MSG-109 Subject: Re: Re[2]: Windows 95

Subject: Re: Re[2]: Windows 95
Date: Sunday, 10 September 1995 15:07:49
From: phair@ozemail.com.au

Thank you to all those people that replied to my request.

I will give the suggestion a try when i log off the net.

Once again thank you all very much

Regards

Phillip

Thread 230
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1.113 MSG-110 Subject: Bye, for now...

Subject: Bye, for now...
Date: Sunday, 10 September 1995 19:55:55
From: Torgeir Holm <torgeirh@powertech.no>

I'm leaving for the air force tonight (mandatory military service in Norway),
so I won't be reading this list much the next year or so...

It's been nice, and I hope you'll all be here when I'm back :)

Torge!r

Thread 443
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1.114 MSG-111 Subject: Re: Bye, for now...

Subject: Re: Bye, for now...
Date: Sunday, 10 September 1995 21:03:58
From: Perry Lucas <plucas@vt.edu>

You do know that the Air Force is connected to the Net? You can probably
get your email forwarded to a military email address...

--Perry Lucas

At 07:55 PM 9/10/95 +0100, Torgeir Holm wrote:
>I'm leaving for the air force tonight (mandatory military service in Norway),
>so I won't be reading this list much the next year or so...
>
>It's been nice, and I hope you'll all be here when I'm back :)
>
>
>Torge!r
>

Thread 26
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1.115 MSG-112 Subject: RE:Fotball

Subject: RE:Fotball
Date: Sunday, 10 September 1995 21:14:37

From: Granberg Tom <tom.granberg@TV2.no>

Rod Macey wrote:

Renderbrandt reveals his modelling secrets 8-)

Yepp that's how I made all my objects.....I buy them....NOT.

Nice joke Rod.....Realy!

Bend my ear anytime.

Tom Renderbrandt

Thread 396
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1.116 MSG-113 Subject: Re:Bye, for now

Subject: Re:Bye, for now

Date: Sunday, 10 September 1995 21:16:38

From: Granberg Tom <tom.granberg@TV2.no>

Hey Torgeir, we will, that is, if you dont shot us first with your jet.

Good luck!

Tom Renderbrandt

Thread 52
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1.117 MSG-114 Subject: PC Imagine 3.0 textures?

Subject: PC Imagine 3.0 textures?

Date: Monday, 11 September 1995 00:08:04

From: jacob@altair.csustan.edu (Dave Jacob)

HI--

Anyone know if there are any proceedural textures available as shareware for PC Imagine 3.0?

Thanks.

Thread 19

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1.118 MSG-115 Subject: Stone Walls

Subject: Stone Walls
Date: Monday, 11 September 1995 00:57:40
From: "John Leipold (FA)" <leipold@satie.arts.usf.edu>

Hello All,

I am using Imagine 3.1 for the PC and I can't seem to get any procedural texture to work for me in this case. I am trying to make a rough hewn (sp?) stone wall. What I want is to have many different sized rectangular stones making up a wall. Much like a castle from the Middle Ages or the South American temples. I would even go for ovoid stones like in many Colonial or Shaker chimneys. I have tried messing with all sorts of 3D textures from Monster to Pebbled, but they all have a common problem; every one is based on horizontal/vertical/diagonal lines. These lines are basically continuous, proceeding from one side of the object to the other. All of the textures do not seem to be made up of masses but mathematical squiggly lines with bumps made from those areas defined by those lines. I have also noticed this with the Peened texture on another project. Is there any texture, or combination of textures, that will give me the effect I want? Or is it best I go with an altituded map of a self drawn pattern? Obviously the altitude map will work, but eat a lot more processor time once combined with the proper coloring. (I am already working with a cylindrical object that has to be mapped and look random, so already I have a problem with mapping with ONE XYZ axis defining the whole object, I understand that I might have to break the object into many sections to altitude map it correctly. That's another problem, and that's why a 3D procedural texture would be another advantage.) Anyway I ramble too far, but all suggestions would be appreciated.

Thanks,

Malignant

Thread 140

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1.119 MSG-116 Subject: Inv kinematics ??

Subject: Inv kinematics ??
Date: Monday, 11 September 1995 01:42:28
From: Scott Krehbiel <scotkre@beacon.regent.edu>

Hi Everybody!

I've been off the list for a long time and have probably missed monstrous discussions of this, but:

How the heck do you get the inverse kinematics to work??

I tried the example listed in the on-disk docs that came with 3.3, and when I went into select object mode and tried moving the tip of the finger, the whole hand moved. I can't seem to move just that one part with any constraints on.

Am I making a stupid error, or is the documentation for constraints just a tad bit vague??

Thanks for any help!
Scott Krehbiel
scotkre@beacon.regent.edu

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1.120 MSG-117 Subject: Re: Stone Walls

Subject: Re: Stone Walls
Date: Monday, 11 September 1995 06:27:10
From: bilboyce@iconz.co.nz (Bill Boyce)

>Hello All,
>
>I am using Imagine 3.1 for the PC and I can't seem to get any procedural
>texture to work for me in this case. I am trying to make a rough hewn
>(sp?) stone wall. What I want is to have many different sized
>rectanguler stones making up a wall. Much like a castle from the Middle
-SNIP-
>project. Is there any texture, or combanation of textures, that will
>give me the effect I want? Or is it best I go with an altituted map of a

Anyone know if PC Essence is out? I've had some great stone walls from that.

>self drawn pattern? Obviously the altitude map will work, but eat a lot
>more processor time once combined with the proper coloring. (I am aready

Err, a bump map should be considerable quicker than an algorithmic texture...

Thread 398

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1.121 MSG-118 Subject: Re: Inv kinematics ??

Subject: Re: Inv kinematics ??
Date: Monday, 11 September 1995 07:46:00
From: sgiff@airmail.net (Stephen Gifford)

>
>Hi Everybody!
>
>I've been off the list for a long time and have probably missed
>monstrous discussions of this, but:
>
>How the heck do you get the inverse kinematics to work??
>
>I tried the example listed in the on-disk docs that came with
>3.3, and when I went into select object mode and tried moving
>the tip of the finger, the whole hand moved. I can't seem to
>move just that one part with any constraints on.
>
>Am I making a stupid error, or is the documentation for constraints
>just a tad bit vague??
>
>Thanks for any help!
>Scott Krehbiel
>scotkre@beacon.regent.edu
>
>
Imagine uses kinematics not inverse kinematics. But there have been several
bones tutorials in previous IML faqs. Also I think there is one on C-Serve.
You might try the Aminet.

s.g.

Thread 126

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1.122 MSG-119 Subject: Re: Stone Walls

Subject: Re: Stone Walls
Date: Monday, 11 September 1995 11:53:14
From: gregory denby <gdenby@twain.helios.nd.edu>

John Leipold writes:

>What I want is to have many different sized
rectangler stones making up a wall....

and

>I have tried messing with all sorts of 3D textures from Monster to
>Pebbled, but they all have a common problem; every one is based on horizontal/
>vertical/diagonal lines...

Since I'm PC single tasking just now, I can't check, but I seem to recall
that "Bathtile" allows block staggering, and "Shingles" can be made to
have various sizes, and staggers.

An altitude map would work fairly well. Of course, you could model
then all :->

Greg Denby

Thread 125
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1.123 MSG-120 Subject: Re: Video board

Subject: Re: Video board

Date: Monday, 11 September 1995 12:49:28

From: Ayalon Hermony <ila2024@zeus.datasrv.co.il>

Hello,

Should be fine for Imagine. Saw a post a few weeks ago, about a user
and this card with Imagine.

Made some searching myself, before buying two Pentiums lately.
Personally, I'm for the Matrox Millenuim, it gets good reviews on many
areas, and should be in the same price range as #9.
It supports OpenGL, which some 3D programs will support (WinImagine ?...)

The #9 is considered very good too, compare it with Matrox at your dealer.

I ended with two Tseng 4000w32p cards (2M) for now, untill I can have
a good mail-order info for the Matrox. (and can afford the PAR first...)

How do you come back from 3D ?
Ayalon M. Hermony, Internet: ila2024@datasrv.co.il

On Sat, 9 Sep 1995, Robert Byrne wrote:

> Can anyone recommend a #9 GXI PCI 64 bit Gfx card for use with Imagine on a
> Pentium. A dealer mentioned it as an alternative.
>
> -- Bob
>
>
> : Robert Byrne : rbyrne@3dform.edex.edu.au :
> : Amiga A3000/25 : Ballina, NSW Australia :
>
>

Thread 43
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1.124 MSG-121 Subject: Re: A shadowless object

Subject: Re: A shadowless object
Date: Monday, 11 September 1995 17:14:20
From: Kent Marshall Worley <mumu@america.net>

On Tue, 5 Sep 1995, needs a finger name. wrote:

>
>
> On Mon, 4 Sep 1995 ALorence@aol.com wrote:
>
> > Is it possible to make an object that doesn't cast shadows (without making i
t
> > transparent)?
> >
> > Of course It'll be Traced, and the light will be set to cast shadows since I

> > want other objects to cast shadows.
> >
> > Alan.
> >
> To not have an object not cast a shadow you need to toggle to 'Do not
> cast shoadows' button on for the lightsource. Unfortunately all you
> objects will then not cast any shadows. What you really need is
> Lightwave. I guess this is a ting to add to future Imagines.
>
> Jim Rix
>
you could render the object separtly then composite into the final
picture using a 24bit paint program. I guess this would be a lot of work
if you are making an animation.
Kent Worley

Thread 134

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1.125 MSG-122 Subject: Re: Amiga, PC

Subject: Re: Amiga, PC
Date: Monday, 11 September 1995 17:43:38
From: Kent Marshall Worley <mumu@america.net>

On Thu, 7 Sep 1995, Robert Byrne wrote:

> On Sep 5 "needs"?? wrote:
>
> > Thomas Ross wrote:
>
> > > At least one person has noted that the downside of PCs is that they slow
> > > down in the middle of rendering a series of frames, ie an animation: some-

> > > thing to do with how they allocate memory. "slow to much slower than my
> > > Amiga." Anyone else notice this?
> > >
>
> > You should know that memory maanagement on PC is not very good.
>
> As soon as I sell my A3000 :(, I'm upgrading? to a P90 for obvious reasons,
> speed. Would large amounts of RAM help overcome this "slow down" problem?
> I'll have 16Mb to start with.
>
> -- Bob
>
> : Robert Byrne : rbyrne@3dform.edex.edu.au :
> : Amiga A3000/25 : Ballina, NSW Australia :
>
>

I have not notice a slow down on a 486 or a pentium. I have noticed that the 486 I render on that has 8meg of ram is constantly hitting the hard drive and the 486 with 16 meg of ram does not and renders faster. I think ram is what you need. The slow down in the middle of an animation might be the result of more things going on in those frames. They may have more textures and brushmaps or the frames may be more full than the earlier frames.

Kent Worley

Thread 92

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1.126 MSG-123 Subject: Re: Amiga, PC

Subject: Re: Amiga, PC
Date: Monday, 11 September 1995 18:15:45
From: Damon LaCaille <nomad@aloha.net>

On Mon, 11 Sep 1995 Valleyview@aol.com wrote:

>
> Your answer brings a question to my mind. As I understand it: the PC does
> not support virtual memory. Therefore there is no reason for either of your
> machines to "hit the hard drive" until the rendering is done. The only
> difference the amount of memory should make is the number of objects and
> textures you can have in your scene.
>

Well, on my Amiga 3000 or the 486, it seems to always do something to the disk drive, even when rendering a small 320x200 pic with minimal objects/textures etc. I believe it actually does save a little bit of the picture at a time, don't know why, but I think it might. However, this of course has no relevance to the virtual memory topic if it is true... but it might be an explanation for "hitting the drive" :)

Damon

Thread 122
==> RETURN TO CONTENTS!<==

1.127 MSG-124 Subject: Re: Amiga, PC

Subject: Re: Amiga, PC
Date: Monday, 11 September 1995 19:01:15
From: Edward Chadez <echadez@galileo.carl.org>

In a previous letter, Valleyview@aol.com wrote:

```
}  
{ In a message dated 95-09-11 16:57:16 EDT, mumu@america.net (Kent Marshall  
{ Worley) writes:  
{  
{ >hitting the hard drive  
{  
{ Your answer brings a question to my mind. As I understand it: the PC does  
{ not support virtual memory. Therefore there is no reason for either of your  
{ machines to "hit the hard drive" until the rendering is done. The only  
{ difference the amount of memory should make is the number of objects and  
{ textures you can have in your scene.  
{
```

```
} Again, this is my understanding and I look forward to others either  
} confirming, or correcting me.  
}
```

For the Amiga, this is incorrect (as I'm sure a flood of corrections will follow). On my Amiga, when I click on "generate" it begins to gobbleup memory (more memory if it's a scanline, less if it's a trace). Once the initialization has finished, it begins the actual render and the hard-drive light begins flickering (and clicking) as it's writing completed portions of the frame to disk. No virtual memory involved.

Now, if I run a virtual memory manager, you can rest assured it's swapping pages in and out of memory!

```
} Rick  
}  
-Ed  
--
```

Edward Chadez <http://galileo.carl.org/>
Lead Senior Programmer/Analyst (Systems Integration Team)
CARL Corporation (303) 758-3030

Thread 133
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1.128 MSG-125 Subject: Re: Stone Walls

Subject: Re: Stone Walls
Date: Monday, 11 September 1995 19:55:08
From: Roger Straub <straub@csn.net>

On Sun, 10 Sep 1995, John Leipold (FA) wrote:

```
> Hello All,  
>  
> I am using Imagine 3.1 for the PC and I can't seem to get any procedural  
> texture to work for me in this case. I am trying to make a rough hewn  
> (sp?) stone wall. What I want is to have many different sized  
> rectanguler stones making up a wall. Much like a castle from the Middle  
> Ages or the South American temples. I would even go for ovid stones
```

The Essence texture FlagStones would work. Are you on a PC?

```
>  
> Thanks,  
>  
> Malignant  
>  
>
```

>

See ya,
Roger

Thread 117
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1.129 MSG-126 Subject: Re: Inv kinematics ??

Subject: Re: Inv kinematics ??
Date: Monday, 11 September 1995 20:54:56
From: lumbient@superlink.net (!LuM!)

>Imagine uses kinematics not inverse kinematics. But there have been several
>bones tutorials in previous IML faqs. Also I think there is one on C-Serve.
>You might try the Aminet.

>
>s.g.
>

Whats the difference? Geezz I'd like to know...
!LuM!

```
|-----\  
|"World Class Complaining" Lumbient@superlink.net\  
|Soon to have a Web page. (I wish :) !NIN! \  
| /  
|Superlink: NJ's Largest Internet Access Provider./  
|-----/
```

Thread 128
--> RETURN TO CONTENTS!<=

1.130 MSG-127 Subject: Re: Amiga, PC

Subject: Re: Amiga, PC
Date: Monday, 11 September 1995 22:31:02
From: knappg@gate.net

Forwarded message:
> From: Valleyview@aol.com
> Subject: Re: Amiga, PC
>

> In a message dated 95-09-11 16:57:16 EDT, mumu@america.net (Kent Marshall
> Worley) writes:
>
> >hitting the hard drive
>
> Your answer brings a question to my mind. As I understand it: the PC does
> not support virtual memory. Therefore there is no reason for either of your
> machines to "hit the hard drive" until the rendering is done. The only
> difference the amount of memory should make is the number of objects and
> textures you can have in your scene.
>
> The hard drive activity is possible if rendering an animation as the
> individual rendered frames are saved to disk, and then at the end compiled
> into an animation file. But this should be the same for both machines,
> regardless of memory.
>
> Again, this is my understanding and I look forward to others either
> confirming, or correcting me.
>
> Rick
>

The IBM pc version does hit the HD while rendering quite extensively,
the amiga too (but it puts the file in the ram: drive so no HD light
flashes)

Greg Knapp
(delurked)

..sig tba
(actually its gone! lost it from my ~/ dir :(ill make another :)

Thread 65
--> RETURN TO CONTENTS!<--

1.131 MSG-128 Subject: Re: Inv kinematics ??

Subject: Re: Inv kinematics ??
Date: Monday, 11 September 1995 23:07:16
From: Valleyview@aol.com

Without getting into all of the details of IK, here's a short version. I
assume you are using the hand.bon object that came with Imagine.

In order for IK to be useable, some part of the object must be anchored or
frozen. Visualize your bones as a family, parent, children, grandchildren,
etc.. The tips of your fingers are the great, great, ..., grandchildren. The
palm of the hand, most-likely is the parent. In direct kinematics you
manipulate the parents - affecting the children. In inverse kinematics you
manipulate the children - affecting the parents. So in IK if you move the
tip of a finger, it will affect all bones up the family tree until you find a

bone that has been frozen. (It may still have some affects, depending on the type of freeze)

In select object mode pick the bone in the upper palm of the hand.

Click "Freeze". Click all 6 world boxes.

Click "Constrain". This turns on IK.

Select the bone in the tip of a finger. Move it and see that the palm isn't affected. Play some more. I find that this model doesn't respond to IK as well as some I have made, might be the shortness of the fingers. You do get an idea of how useful this would be if you wanted to place the tip of a finger on a button or other object.

If you notice the finger bending in strange directions at certain bones, pick those bones and freeze them in the proper object axis.

Turning off "Constrain" puts you back in direct mode.

Note: Freezing the parent axis, if not an object bone, will not allow you to use IK to any extent as all the bones and faces move. You must freeze an object bone.

Rick

Thread 269
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1.132 MSG-129 Subject: Re: Amiga, PC

Subject: Re: Amiga, PC
Date: Monday, 11 September 1995 23:25:14
From: Valleyview@aol.com

In a message dated 95-09-11 16:57:16 EDT, mumu@america.net (Kent Marshall Worley) writes:

>hitting the hard drive

Your answer brings a question to my mind. As I understand it: the PC does not support virtual memory. Therefore there is no reason for either of your machines to "hit the hard drive" until the rendering is done. The only difference the amount of memory should make is the number of objects and textures you can have in you scene.

The hard drive activity is possible if rendering an animation as the individual rendered frames are saved to disk, and then at the end compiled into an animation file. But this should be the same for both machines, irregardless of memory.

Again, this is my understanding and I look forward to others either confirming, or correcting me.

Rick

Thread 127
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1.133 MSG-130 Subject: Re: IM30 and resolutions

Subject: Re: IM30 and resolutions
Date: Tuesday, 12 September 1995 01:06:52
From: Vance Schowalter <vikings@freenet.edmonton.ab.ca>

On Mon, 11 Sep 1995, Randy Auschrat wrote:

> Is there a way to set the working resolution of Imagine 3.0 for the IBM?
> Or was it a
> feature introduced in the Update program (version 3.1 +)?
>
> Any help would be greatly appreciated.
>
> Randy.
>
>

I couldn't say for the IBM, but I have Imagine 3.0 running in 800x480 on my Amiga Retina card. I could have it at other resolutions, such as 800x600 or much higher, but I don't really need it any higher, right now.

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

Thread 314
==> RETURN TO CONTENTS!<==

1.134 MSG-131 Subject: IM30 and resolutions

Subject: IM30 and resolutions
Date: Tuesday, 12 September 1995 01:18:47
From: auschrat@tibalt.supernet.ab.ca (Randy Auschrat)

Is there a way to set the working resolution of Imagine 3.0 for the IBM?
Or was it a
feature introduced in the Update program (version 3.1 +)?

Any help would be greatly appreciated.

Randy.

Thread 130
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1.135 MSG-132 Subject: Amiga,PC Drive Access

Subject: Amiga,PC Drive Access
Date: Tuesday, 12 September 1995 02:22:18
From: NEWKIRK@delphi.com

On Amiga, at least, I know for certain that intermittent drive access is
Imagine storing scanlines as they are completed, as I have been able to
recover partial images when Imagine or the whole shebang crashes on me.
Probably a safe bet that the PC version does the same.
As far as middle frames of an animation rendering slower, I'll bet that
either an object(s) in motion or a camera in motion causes more of the
image to consist of defined objects, rather than background, or that an
object passes 'in front of' another, causing more and longer calculations
to be necessary in order to determine the correct color at a given pixel.
JN

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1.136 MSG-133 Subject: Re: Amiga, PC

Subject: Re: Amiga, PC
Date: Tuesday, 12 September 1995 06:09:18
From: Bill Boyce <bilboyce@iconz.co.nz>

At 05:15 PM 11/9/95 -1000, you wrote:
>
>
>On Mon, 11 Sep 1995 Valleyview@aol.com wrote:
>
>>

>> Your answer brings a question to my mind. As I understand it: the PC does
 >> not support virtual memory. Therefore there is no reason for either of your
 >> machines to "hit the hard drive" until the rendering is done. The only
 >> difference the amount of memory should make is the number of objects and
 >> textures you can have in you scene.

>>

>

>Well, on my Amiga 3000 or the 486, it seems to always do something to the
 >disk drive, even when rendering a small 320x200 pic with minimal
 >objects/textures etc. I believe it actually does save a little bit of
 >the picture at a time, don't know why, but I think it might. However,
 >this of course has no relevance to the virtual memory topic if it is
 >>true... but it might be an explanation for "hitting the drive" :)

>

>Damon

>

Ok, as I understand it Imagine functions similarly on Pc and Amiga, with one
 difference, quickrenders.

Imagine accesses the hard disk for the following files *while* it renders,
 rather than pre-loading :

1. The generated image is written to disk in chunks as it is rendered,
 except for quickrenders which are often sent to RAM on the Amiga (depending
 on the path setting in your config file)

2. The global backdrop (not the global map) is loaded bit by bit during the
 render.

3. When field rendering, Imagine writes the first field into it's program
 directory, then the second field (sperate file), then interleaves them as
 it writes the final file to the subproject destination path. So make sure
 you have enough space on your program partition for slightly more than one
 full image when you are field rendering.

4. Err, that's it actually. There is no 4. Go back to 1 if you haven't
 had enough! Please let us know if I've missed anything.

Everything else - brushmaps, texture algorithms, objects, reflection maps
 etc etc is loaded into ram before "generating" begins - then dumped after-
 wards and reloaded usually for the next frame in the project, one of my
 pet hates with the way Imagine renders, and ditto for the stage editor
 (quickstage just doesn't cut it!)

Presumable in V4, when we get autosizing of backdrop images (sigh), these
 too will be preloaded (ie, you'll need more RAM. But it'll be worth it!)

Bill Boyce

Thread 129

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1.137 MSG-134 Subject: Re: A shadowless object

Subject: Re: A shadowless object
Date: Tuesday, 12 September 1995 10:12:19
From: sauvp@citi.doc.ca (Patrick Sauvageau)

>On Tue, 5 Sep 1995, needs a finger name. wrote:
>> On Mon, 4 Sep 1995 ALorence@aol.com wrote:
>>
>> > Is it possible to make an object that doesn't cast shadows (without
making it
>> > transparent)?
>> >
>> > Of course It'll be Traced, and the light will be set to cast shadows
since I
>> > want other objects to cast shadows.
>> >
>> > Alan.
>> >
>> To not have an object not cast a shadow you need to toggle to 'Do not
>> cast shoadows' button on for the lightsource. Unfortunately all you
>> objects will then not cast any shadows. What you really need is
>> Lightwave. I guess this is a ting to add to future Imagines.
>>
>> Jim Rix
>>
>you could render the object separtly then composite into the final
>picture using a 24bit paint program. I guess this would be a lot of work
>if you are making an animation.
> Kent Worley

If you have to compositing in an animation, you can save yourself a lot of
work by using previously rendered frame as backdrop.

example: you make a 30 frame anim of a bee flying in a room.

1- make the staging as usual.

2- when ready for the final render, change the number of frames to 60, and
change all "BAR" for the bee from 1-30 to 31-60 and add a "global" actor in
the range 31-60, specifing as backdrop image
".../BeeProject.imp/final.pix/pic" and 30 as "max frame count (or some thing
like that"

Do not forget to make a copy all your light setting from 1-30 to 31-60. copy
also the ambient lighting and the global fog.

now, you just have to render, the machine will do all the work for you (ie:
compositing the frame 1 with th frame 31, 2 with 32 etc.

This also have the advantage of using a lot less memory and not much more
rendering time. (but it take a LOT of HD space)

Patrick Sauvageau
(sauvp@citi.doc.ca)

Thread 199
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1.138 MSG-135 Subject: Brush,Image map tip

Subject: Brush,Image map tip
Date: Tuesday, 12 September 1995 11:20:45
From: Granberg Tom <tom.granberg@TV2.no>

Hello guys

I've used 3.3/3.4beta for a while now, and I have discovered something that would speed up intialiasing the rendering and the attribute redraw. Since I use both the Pc version as well as the Amiga, I tought that using a pc file format for my brushes/pictures was a good idea, it is not..... Targa/tiff takes very long time to load, so by using the Amiga native file format .iff, it speeds up the redraw time and rendering intialiasing by a factor

of ca. 3 to 1, that is 3 times faster than the targa or tiff format. The only downside with .iff and Imagine is that you cant use very large image maps, the limit seems to be around 750X600.But in these cases you can mix and match file formats. Most image prossesors on pc's can export iff.

Tom Renderbrandt

Thread 147
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1.139 MSG-136 Subject: Re: Stone Walls

Subject: Re: Stone Walls
Date: Tuesday, 12 September 1995 15:09:11
From: Marty K <mk-tel@sik.ppoy.fi>

On Sun, 10 Sep 1995, John Leipold (FA) wrote:

> Hello All,
>
> I am using Imagine 3.1 for the PC and I can't seem to get any procedural
> texture to work for me in this case. I am trying to make a rough hewn
> (sp?) stone wall. What I want is to have many different sized

> rectangular stones making up a wall. Much like a castle from the Middle
> Ages or the South American temples.

Doesn't Imagine PC have the Old bricks procedural texture? It is very slow (maybe the slowest of them all), but it produces very nice irregular bricks. Of course you can use bathtile, but it might be too 'perfect' for your project.

```
> project. Is there any texture, or combination of textures, that will
> give me the effect I want?
```

If the regularity of Bathtile doesn't bother you, try using Bumpnoise or even Concrete with it.

```
> Or is it best I go with an altituted map of a
> self drawn pattern? Obviously the altitude map will work, but eat a lot
> more processor time once combined with the proper coloring.
```

Brushmaps are rendered much faster than procedural textures - at least on the Amiga. The trouble with altitude mapping is that there is a bug in repeat mode. You get these thin borders between each copy of the altitude map. In case of bricks, this is no trouble, though. Anyone know if this bug will be fixed in 4.0?

Also, repeat function doesn't work with cylinder mapping.
Yet another bug with altitude mapping: It doesn't work with lock states.
Impulse, please correct these!

'=\T/='	I \ /	//\	I)	/	I	_/	I /	'=\T/='	"Nothing is real"
/^^	* I	//~\I ~\	I	I	I	\	*	^^\	mk-tel.sik.ppoy.fi
	~~	~~~	~~~	~	~~	~~	~~	~	Pori, FINLAND
									http://www.ppoy.fi/~mk-tel

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1.140 MSG-137 Subject: Re: Amiga, PC

Subject: Re: Amiga, PC
Date: Tuesday, 12 September 1995 15:10:43
From: Valleyview@aol.com

I read the initial post about "hitting the hard drive during rendering" on a bright, sunny morning. As is my habit, I went to Imagine to double check my answer before my reply. I rendered a simple scene and saw no flickering of hard drive activity. Hence my answer.

Later that evening, I retrieved my mail, and upon reading about my "incorrectness" I returned to Imagine. I rendered a scene of about 20 simple objects, a textured object and high resolution. With no other lights in the room on, I noticed some dim flickering of the hard drive light and no

noticable noise. Not exactly "hitting the hard drive hard" but none the less there is hard drive activity. I stand corrected. The difference WAS night and day.

Thank all for their knowledge.

Rick

Thread 138
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1.141 MSG-138 Subject: Re: Amiga, PC

Subject: Re: Amiga, PC
Date: Tuesday, 12 September 1995 15:20:24
From: Marty K <mk-tel@sik.ppoy.fi>

On Mon, 11 Sep 1995, Edward Chadez wrote:

> For the Amiga, this is incorrect (as I'm sure a flood of corrections will
> follow). On my Amiga, when I click on "generate" it begins to gobbleup
> memory (more memory if it's a scanline, less if it's a trace). Once the
> initialization has finished, it begins the actual render and the hard-drive
> light begins flickering (and clicking) as it's writing completed portions of
> the frame to disk. No virtual memory involved.
>

This is true. Except that my Imagine on my Amiga eats lots more RAM when initializing a trace than when initializing a scanline render. Sometimes the amount of memory that is consumed when initializing is many times greater than the amount of memory that is needed to load the objects and textures. This is somewhat annoying. For example, I can only render some five 300 Kb trees (using a simple particle for leaves) with 18 megs of RAM! Even without particles I can only trace a scene with some 3 Mb of object data.

Marty

```

'=\T/= '  I|\| //\ I| )/ I| \_/ I|/ '=\T/= '  "Nothing is real"
/^ ^ * I| |//~\I|~\ I| I| I|\ * ^^\ mk-tel.sik.ppoy.fi
      ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ Pori, FINLAND
                                                    http://www.ppoy.fi/~mk-tel

```

Thread 144
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1.142 MSG-139 Subject: Are there any IML members around Vancouver or San Francisco?

Subject: Are there any IML members around Vancouver or San Francisco?
Date: Tuesday, 12 September 1995 15:50:03
From: Charles Blaquiere <blaq@io.org>

The subject line says it all. Please reply through e-mail at
blaq@io.org, to avoid cluttering up the IML. Thanks.

P.S. I'm away until Wed. Sep. 27. After a bit of brouhaha last time, I
figured it was better NOT to create a separate message for this little fact.

Thread 240
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1.143 MSG-140 Subject: Stone Walls

Subject: Stone Walls
Date: Tuesday, 12 September 1995 16:19:51
From: Charles Blaquiere <blaq@io.org>

> From: John Leipold (FA) <leipold@satie.arts.usf.edu>
>
> Obviously the altitude map will work, but eat a lot more processor time
> once combined with the proper coloring.

I believe that apart from the simplest textures, a brushmap will always
be faster, since the effect is precalculated, and all Imagine has to do
is take a weighted average of 4 brushmap pixels (anti-aliasing, ya know)
to come up with the desired result. Most texture algorithms will need
much more processing to determine the value of an object pixel.

Thread 136
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1.144 MSG-141 Subject: RE:Brush,Image map tip

Subject: RE:Brush,Image map tip
Date: Tuesday, 12 September 1995 17:09:59
From: jbk4@ap.spa.psu.edu (The Prophet)

I always convert the brushmaps to 24bit Impulse format.

Doesn't Imagine have to convert the Targa/TIFF/IFF to its own format anyway?

Jaeson K.

```
( | \      ( / \      ( )      _ / )
 ) | ) _    / / _    /      ( X )
 ( | / ~ \ / \ ) / --- ~ / ) / ) / ) / ~ \ / \ ) / _
 ) 11 / 1 / \ _ ( /      ( /      ( _ / _ / / / \ _ ( _ )
 ( _____ )      ( _ /      ( _ )
```

Jaeson Koszarsky

Amiga 3000+

cyberprophet@psu.edu

68040/30Mhz

jbk4@email.psu.edu

24Megs-1GIG

jason@chaos.ezgate.com

OS3.1

Thread 145

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1.145 MSG-142 Subject: Re: Amiga, PC

Subject: Re: Amiga, PC

Date: Tuesday, 12 September 1995 18:21:08

From: Roger Straub <straub@csn.net>

On Mon, 11 Sep 1995, Damon LaCaille wrote:

```
>
>
>
> Well, on my Amiga 3000 or the 486, it seems to always do something to the
> disk drive, even when rendering a small 320x200 pic with minimal
> objects/textures etc. I believe it actually does save a little bit of
> the picture at a time, don't know why, but I think it might. However,
> this of course has no relevance to the virtual memory topic if it is
> true... but it might be an explanation for "hitting the drive" :)
```

When Imagine makes an image, it creates each line separately, and then saves them all into the same file as it goes along, to free as much memory as possible for the objects, textures, brushmaps, particles, etc., etc., on ad infinitum...

```
>
> Damon
>
>
```

See ya,
Roger

Thread 123
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1.146 MSG-143 Subject: Cloud Cover Annoyance

Subject: Cloud Cover Annoyance
Date: Tuesday, 12 September 1995 19:50:49
From: dvwilson@tibalt.supernet.ab.ca

Hello everyone. I'm working on a space scene right now (I know, "Wow! That's an original Idea Dave!"). Anyway the problem I'm having is with the cloud cover on my planet. I have two spheres, one for the planet and one for the cloud cover the planet renders fine and with certain settings my cloud cover renders fine isn't what I'm after in appearance. The clouds are just not real enough. Now, when I get the clouds to a setting where they should be how I want them something strange happens. It seems that when rendered the area of the sphere DIRECTLY facing the lightsource (I only have one) vanishes and the rest of the sphere is white and faceted. I have phong shading on and my sphere has a fractal noise cylindrical map with genlock on so that the black in my image is invisible.

The only thing I am changing is the fog length of the object so that I can get the thinning atmosphere look. Otherwise the edge of my atmosphere just stops dead (which looks really bad). If any one has something to suggest please do so. I've been playing with this for over a week now. Thanks.

Thread 171
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1.147 MSG-144 Subject: Re: Amiga, PC

Subject: Re: Amiga, PC
Date: Tuesday, 12 September 1995 23:12:38
From: Mike McCool <mikemcoo@efn.org>

>
> When Imagine makes an image, it creates each line separately, and then
> saves them all into the same file as it goes along, to free as much

> memory as possible for the objects, textures, brushmaps, particles, etc.,
> etc., on ad infinitum...
>

Which equals drive-thrashing. Just watch your HD light, if you don't believe me. My 3000 runs all night rendering, and it used to wake us up, flashing like a strobe light.

My poor HD. Fix? Render to a recoverable ram drive, and have an image processor laying in wait to save out the frames in toto as they're rendered. Your HD will love you for it.

Thread 142
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1.148 MSG-145 Subject: RE:Brush/Image map tip

Subject: RE:Brush/Image map tip
Date: Wednesday, 13 September 1995 00:16:31
From: NEWKIRK@delphi.com

There is a proggy out for Amiga I've been toying around with, called "AutoPeg.lha" which converts any JPEG image accessed into an IFF 24, then sends the IFF 24 to the task trying to read the file. I've had moderate success with it so far, and will note my final opinion of it out here in a week or so. A 100% JPEG is a serious space gain over a 24 IFF, and, for single frame use, the 10-30 seconds in conversion are a tolerable trade-off for a 20-60% savings of space. (I have over 12 megs of maps in my "WRAPS:" directory, and am thrilled with the possibility of crushing them all, instead of just the 4 megs or so that are fully inactive)
Toodle-oooh
Joel

Thread 113
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1.149 MSG-146 Subject: PC anims

Subject: PC anims
Date: Wednesday, 13 September 1995 01:50:14
From: Duncan <dunc@eraser.demon.co.uk>

Could anyone suggest a FLC player for the PC -preferably free/pd etc that i could use to play looping anims from a batch file
i have done some anims for someone and i converted them to mpeg -as the bloke has an mpeg card on his PC but it will not play a loop with

out 'stuttering' at the end/loop i have recompiled the anim as an .FLC
but i cannot find my way round FTP PC archives to get a suitable player

also is there a way to convert imagine/animation files to use in some
kind of PC screen blanker afterdark or similar or is it just a matter of
converting to the correct format ??

as you might have guessed i use an amiga

TIA

Duncan
\\////////////////////////////////////
\\ dunc@eraser.demon.co.uk \

Thread 150
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1.150 MSG-147 Subject: Re: Brush,Image map tip

Subject: Re: Brush,Image map tip
Date: Wednesday, 13 September 1995 09:55:22
From: "needs a finger name." <jim@yakko.cs.wmich.edu>

On Tue, 12 Sep 1995, Granberg Tom wrote:

> Hello guys
>
> I've used 3.3/3.4beta for a while now, and I have discovered something that
> would speed up intialiasing the rendering and the attribute redraw.
> Since I use both the Pc version as well as the Amiga, I tought that using a pc

> file format for my brushes/pictures was a good idea, it is not.....
> Targa/tiff takes very long time to load, so by using the Amiga native file
> format .iff, it speeds up the redraw time and rendering intialiasing by a fact
> or
> of ca. 3 to 1, that is 3 times faster than the targa or tiff format. The only

> downside with .iff and Imagine is that you cant use very large image maps, the

> limit seems to be around 750X600.But in these cases you can mix and match file

> formats. Most image prossesors on pc's can export iff.
>
> Tom Renderbrandt
>
I have successfully used 2880x1440 iffs on my Amiga 4000. Of course it
has 36 mb of memory.

```

Thread 320
==> RETURN TO CONTENTS!<=

```

Subject: Re:Brush map tip II
Date: Wednesday, 13 September 1995 14:23:31
From: Granberg Tom <tom.granberg@TV2.no>

Jim Rix wrote:

I have successfully used 2880x1440 iffs on my Amiga 4000. Of course it has 36 mb of memory.

Yes this is true, but if you try that stunt on a pc you'll get this message:Error loading brush bla.bla.

Tom Renderbrandt

Thread 141
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1.153 MSG-150 Subject: Re: PC anims

Subject: Re: PC anims
Date: Wednesday, 13 September 1995 15:31:50
From: Valleyview@aol.com

In a message dated 95-09-12 23:59:15 EDT, you write:

>Could anyone suggest a FLC player

For windows find AAWIN.EXE. It will play flc. and fli. files in windows. It is distributable.

Imagine comes with a Dos player. I'm not sure if it's freeware or what.

In windows Visual Basic lets you create screen savers from flc. or avi. files. Trouble is that unless it is a small animation that you can load into memory, the entire time that the screen saver is active the hard drive will be running.

Rick

Thread 276
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1.154 MSG-151 Subject: HD Light

Subject: HD Light
Date: Wednesday, 13 September 1995 20:19:13
From: NEWKIRK@delphi.com

Montvai:

>suggestion would be to read some good
>books, go walking and watch the birds,
Actually, I read an average of 500 pages per day, usually sci-fi, but have
found that an occasional glance at the HD light will help me tell when an
image has completed processing 8^)
Joel

Thread 155
==> RETURN TO CONTENTS!<==

1.155 MSG-152 Subject: Brush Maps

Subject: Brush Maps
Date: Wednesday, 13 September 1995 20:22:42
From: NEWKIRK@delphi.com

>Jim Rix wrote:
>I have successfully used 2880x1440 iffs on my Amiga 4000. Of course it
>has 36 mb of memory.

No offense, but what the hell do you need with a brush map that large?
couldn't you just scale it down to about 25% or less with no noticeable
difference?
JN

Thread 157
==> RETURN TO CONTENTS!<==

1.156 MSG-153 Subject: Which Display Board?

Subject: Which Display Board?
Date: Wednesday, 13 September 1995 22:56:00
From: m.rubin9@genie.geis.com

I was just authorized to buy four Pentiums for our school graphics
lab. The 133Mhz machines I'm looking at either have Matrox MGA
Millenniums, Number Nine Imagine 128s, or Diamond Stealth 64s
graphics boards. I know the Diamond Stealth is a good board and
compatible with Imagine, but the other two were more highly
recommended by PC Magazine and I wonder if anyone here has used them?

Also, this same mag recommended most highly the Tangent Mediastar,
amongst all the Pentiums, but I've never even heard of Tangent. Has
anyone here used a Tangent?

Finally, I have generally found that 16 Megs is pretty adequate for running Imagine on my Amiga, so I'm planning on the same for the Pentiums. Any other suggestions?

Floater

Thread 161
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1.157 MSG-154 Subject: Impulse's metaball pic...

Subject: Impulse's metaball pic...
Date: Thursday, 14 September 1995 01:05:50
From: Bush Doktor <sppcarso@ultrix.uor.edu>

Anybody check out the picture Mike H. from impulse, put up on aminet? It's called "alienart.lha" I believe. It's supposed to show the use of metaballs in 4.0.

Bush

***** University of Dreadlands
http://ebhon.jnst.uor.edu/Users/doktor Blowing the FULL watts twenty years!

Thread 187
==> RETURN TO CONTENTS!<==

1.158 MSG-155 Subject: Re: HD Light

Subject: Re: HD Light
Date: Thursday, 14 September 1995 01:53:41
From: WoodyFM@aol.com

I have managed on the PC platform to reduce Imagines accessing the hard drive so often by enabling Smartdrive with delayed write. Rendering times improved from 10-30% also.

Forrest

Thread 315
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1.159 MSG-156 Subject: Re:

Subject: Re:
Date: Thursday, 14 September 1995 05:22:30
From: Bill Boyce <bilboyce@iconz.co.nz>

>At 11:55 AM 13/9/95 +0200, Attila Montvai wrote:
>
>=====

>		
>	-00000-----	
>	0-----000-0	
>	---0000-----	1.2 Hz(!) ABACUS, 11 rows, 13 spheres
>	-----0000	of different colors on each
>		
>		
>	---	---

>=====

>
But does it multitask ???

Thread 245
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1.160 MSG-157 Subject: Re: Brush Maps

Subject: Re: Brush Maps
Date: Thursday, 14 September 1995 05:34:07
From: Bill Boyce <bilboyce@iconz.co.nz>

At 07:22 PM 13/9/95 -0400, you wrote:
>>Jim Rix wrote:
>>I have successfully used 2880x1440 iffs on my Amiga 4000. Of course it
>>has 36 mb of memory.
>
>No offense, but what the hell do you need with a brush map that large?
>couldn't you just scale it down to about 25% or less with no noticeable
>difference?
>JN

Not if he was rendering for film or print.

Thread 135
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1.161 MSG-158 Subject: Sorry Could Not Find Subject!

Date: Thursday, 14 September 1995 07:21:19
 From: montvai@achilles.rijnh.nl (Attila Montvai)

 Of course!!!

You can sing, talk, while tossing the balls.

attila

Bil Boyce wrote:

>At 11:55 AM 13/9/95 +0200, Attila Montvai wrote:
 >
 >=====

>	-00000-----	
>	0-----000-0	
>	---0000-----	1.2 Hz(!) ABACUS, 11 rows, 13 spheres
>	-----0000	of different colors on each
>		
>		
> ---		---

>=====

>
 But does it multitask ???

Thread 148
 ==> RETURN TO CONTENTS!<==

1.162 MSG-159 Subject: Failed send

Subject: Failed send
 Date: Thursday, 14 September 1995 08:05:52
 From: dvwilson@tibalt.supernet.ab.ca

 Hi, can somebody tell me why I have a failed send for a message?

I sent out a message about a problem I'm having, last night I saw it posted in my mailbox, then tonight I find a NON-DELIVERY message from Lotus_Mail_Exchange@cserv4.ccmil.compuserve.com. What does this mean? Did anybody get the message I sent about Cloud Cover Annoyance?

Thread 169
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1.163 MSG-160 Subject: What's cool about AlienArt.jpg

Subject: What's cool about AlienArt.jpg
Date: Thursday, 14 September 1995 08:27:00
From: KEN_ROBERTSON@robelle.com

I just dl'd the picture. Try modelling that object with the standard Imagine modelers and I think that you might go a little crazy. The shadows are indeed interesting, but check out the texture on the pedestal. It looks like it's that PC texture (that we didn't get on the Amiga platform. sniff.) called 'caustic' I think. As well, there are funny rings on the surface where the balls contact it. The metallic attributes do look quite nice, as well.

The star map in the background looks ok.
The image is only 56k, so it dl's pretty quick.
\KenR

Thread 170
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1.164 MSG-161 Subject: Re: Which Display Board?

Subject: Re: Which Display Board?
Date: Thursday, 14 September 1995 10:04:49
From: "Scott J. Geertgens" <geertges@colorado.edu>

On Wed, 13 Sep 1995 m.rubin9@genie.geis.com wrote:

>
> I was just authorized to buy four Pentiums for our school graphics
> lab. The 133Mhz machines I'm looking at either have Matrox MGA
> Millenniums, Number Nine Imagine 128s, or Diamond Stealth 64s
> graphics boards. I know the Diamond Stealth is a good board and
> compatible with Imagine, but the other two were more highly
> recommended by PC Magazine and I wonder if anyone here has used them?
I use a 2meg Diamond Stealth 64 VRAM, and would recommend it as a good card for both DOS and Windows performance. It has been ranked pretty high in the past, and has only recently been beaten out by some of the newer cards in terms of performance. I personally would suggest avoiding the Matrox. I've read that they have blazing Windows performance but suffer greatly under DOS. This won't do unless WinImagine makes a quick appearance. I've heard very little about the wave of 128-bit cards, so I can't help you there.

> Finally, I have generally found that 16 Megs is pretty adequate for
> running Imagine on my Amiga, so I'm planning on the same for the
> Pentiums. Any other suggestions?
16Megs seems to work fine for me, but I don't do large projects either.

SJG

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1.165 MSG-162 Subject: Re:Which Display Board?

Subject: Re:Which Display Board?
Date: Thursday, 14 September 1995 11:44:51
From: Jeremy Peter Hopkin <jph@Cs.Nott.AC.UK>

Sorry I can't help you with the display cards, but about the memory you were suggesting.....

I believe that you should purchase EDO Ram as opposed to regular DRAM as it is much better(and generally only better) when the processor starts jumping out of cache, and fetching from main memory. If you have 16M and are using it, my guess is main memory will be accessed frequently esp. on a 133MHz P which should fly though 'tracing, so you should see a noticable increase in speed.

Also it depends what type of textures you'll using, as Essence and Forge aren't out on PC(If they are, tell me! Tell Me!....) so that cuts down procedural textures quite a bit. So you may use more brush-maps which use lots of memory.

Also if you've got speed to spare you may want to create something more elaborate which = more memory.

So it depends on how seriously heavy the raytracing in you graphics labs will be. Also if you dabble with other raytracers, Lightwave wants Win NT or 95, and 16Meg min, and 3DStudio(don't bother, its naff) also craves 16Meg. And finally there is the budget, could it stretch?

That's just my penny, cent etc. worth.

Jeremy

PS I hope you're getting 17inch monitors or better.

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1.166 MSG-163 Subject: Re: Impulse's metaball pic

Subject: Re: Impulse's metaball pic
Date: Thursday, 14 September 1995 12:18:28
From: gregory denby <gdenby@twain.helios.nd.edu>

Bush Doktor asks:

>Anybody check out the picture Mike H. from impulse, put up om
>aminet? It's calle "alienart.lha" I believe.

Thanks for reminding me, I forgot to d-load it. It's AlienArt.jpg
in aminer/gfx/3d. The "sculpture" represented is pretty casual in
construction, just a blobbly form that might be some sort of quadruped,
so it doesn't really shop what might be possible. The metaballs do
have metallic attributes; gold, copper, silver placed on them. The
boundaries of the attribs stop midway between the various balls. It
will be interesting to see how brushes wrap on them (can't wait, can't
wait).

The soft shadows are very nice, very subtle. They seem so natural that
you don't even notice them, they fit in so well.

The rest of the pic is just a platform in a nice space backdrop, good
nebula, etc.

Well, got to get back to watching my drive light flicker
Greg Denby

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1.167 MSG-164 Subject: Re: Minds Eye

Subject: Re: Minds Eye
Date: Thursday, 14 September 1995 14:17:04
From: "Anime a day..." <b7655@hopi.dtcc.edu>

On Thu, 14 Sep 1995 cjo@esrange.ssc.se wrote:

> A few months ago somebody wrote something about two or three movies with
> "Minds Eye" in the title. Now I have got a chance to buy two movies called
> "Gate to the Minds Eye" and "Beyond the Minds Eye".
>
> What are they? Stories? Conceptual movies? Raytracing from beginning to
> end? Or what?
>
> Are they worth to buy? That's basically what I want to know.

>

The first Mind's Eye was very inspirational. I have seen the second, and it didn't move me as much as the first one. If there is a third, I hope it has the same vigor as the first. I believe 'Beyond..' was the second.. the first is just called , the Mind's Eye if I recall correctly.

Bill

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1.168 MSG-165 Subject: Minds Eye

Subject: Minds Eye
Date: Thursday, 14 September 1995 15:58:11
From: cjo@esrange.ssc.se

A few months ago somebody wrote something about two or three movies with=20
"Minds Eye" in the title. Now I have got a chance to buy two movies called=20
"Gate to the Minds Eye" and "Beyond the Minds Eye".

What are they? Stories? Conceptual movies? Raytracing from beginning to=20
end? Or what?

Are they worth to buy? That's basically what I want to know.

Conny Joensson	Swedish Space Corp. Erange
Kiruna	Satellite operations - Telecom Div.
Sweden	cjo@smtpgw.esrange.ssc.se

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1.169 MSG-166 Subject: RE: Which Display Board?

Subject: RE: Which Display Board?
Date: Thursday, 14 September 1995 16:12:56
From: Jeff Hanna <quarters@kesmai.com>

Just remember that EDO RAM is only usable by certain PCI systems (and =

not by ANY 486 systems). The system MUST have a chipset that understands =
EDO RAM. I know Intels Triton chipset does, but I am sure there are =
others.

A good rule of thumb is "If your system didn't come with EDO RAM, it =
probably cannot use it."

>I believe that you should purchase EDO Ram as opposed to regular DRAM =
as it
>is much better(and generally only better) when the processor starts =
jumping
>out of cache, and fetching from main memory. If you have 16M and are =
using
>it, my guess is main memory will be accessed frequently esp. on a 133MHz
>which should fly though 'tracing, so you should see a noticable =
increase
>in speed.

Thread 4
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1.170 MSG-167 Subject: Re: Minds Eye

Subject: Re: Minds Eye
Date: Thursday, 14 September 1995 16:13:34
From: Edward Chadez <echadez@galileo.carl.org>

In a previous letter, cjo@esrange.ssc.se wrote:

```
}  
{ A few months ago somebody wrote something about two or three movies with  
{ "Minds Eye" in the title. Now I have got a chance to buy two movies called  
{ "Gate to the Minds Eye" and "Beyond the Minds Eye".  
}
```

The series is composed of three volumes:

- I. The Minds Eye
- II. Beyond the Minds eye, featuring music by Jan Hammer
- III. The Gate to the Minds Eye, featuring music by Thomas Dolby

All three titles are available on VHS or LaserDisc (in the U.S., at least).
They are also availble in a VHS 3-pack (I've seen it at Suncoast). There
is also a 3-pack of the first two and another title which I am not familiar
with.

Note that there are two versions of the original "Minds Eye." The "official
version" and a shorter version with a few different clips that was sold
(for the same price) by Radio Shack (here in the U.S.).

I own the first two volumes on VHS, and "The Gate" on CAV LD.

The music for the second and third volumes are available on CD. The music for the first may be, too.

```
} What are they? Stories? Conceptual movies? Raytracing from beginning to  
} end? Or what?  
}
```

All three movies are composed of bits and clips of different very-fine computer animations which were originally generated for industrial, commercial, entertainment, etc. use. Some you have probably seen, others you haven't. Most (I believe) were rendered in high-end mainframes.

You can think of each volume as a music album. Each song on a volume has different (but similar in theme) computer animations spliced together.

The third tries to tie in the whole vhs tape/LD as one story (you'll need to read the package/jacket for a full description). In my opinion, "The Gate" is the best yet. The animation is, naturally, more advanced than earlier volumes. The "theme'ing" seems to work (at least on side 1 of the LD). And I'm a big Thomas Dolby fan.

```
} Are they worth to buy? That's basically what I want to know.  
}
```

This really depends on how much like computer generated images. Personally, I fell in love with CGI when Tron came out (and we all know how well Tron represented CG ;-). I've been a "weekend-render'er" for many many years now. I grab everything I can which exhibits computer animation.

In my opinion, the whole "Minds Eye" series is the best of the best. There are other tapes which show off CGI, but they don't do it as well as Mirimax (or is it Mirimar?) does in this series.

If you are unwaivered by my own testimonial, then I recommend you try to rent them and see for yourself.

-Ed

I am neither employed by, nor receive any compensation from Mirimar (Mirimax?). Hell, I can't even remember their exact name. :-)

--

Opinions perceived here are not necessarily shared by those I work for.
Edward Chadez <http://galileo.carl.org/>
Lead Senior Programmer/Analyst (Systems Integration Team)
CARL Corporation (303) 758-3030

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1.171 MSG-168 Subject: Re: Minds Eye

Subject: Re: Minds Eye
Date: Thursday, 14 September 1995 18:28:01
From: Damon LaCaille <nomad@aloha.net>

On Thu, 14 Sep 1995, Anime a day... wrote:

> The first Mind's Eye was very inspirational. I have seen the second,
> and it didn't move me as much as the first one. If there is a third, I
> hope it has the same vigor as the first. I believe 'Beyond..' was the
> second.. the first is just called , the Mind's Eye if I recall correctly.
>
> Bill

Everyone here might also want to try "Virtual Nature" from the Nature Company. It features 3-d rendered scenes made on MACs, SGIs, PCs, etc. Didn't see an Amiga in the credits, but then again I wasn't looking too closely. Very impressive! Especially the falling leaves and leaves under water thing - much too real.

Damon

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1.172 MSG-169 Subject: Re: Failed send

Subject: Re: Failed send
Date: Thursday, 14 September 1995 21:13:38
From: Bill Boyce <bilboyce@iconz.co.nz>

At 01:05 AM 14/9/95 -0600, you wrote:

> Hi, can somebody tell me why I have a failed send for a message?

>I sent out a message about a problem I'm having, last night I saw it posted
>in my mailbox, then tonight I find a NON-DELIVERY message from
>Lotus_Mail_Exchange@cserv4.ccmail.compuserve.com. What does this mean?
>Did anybody get the message I sent about Cloud Cover Annoyance?

>
Yeah, I've been getting those for almost every message I send lately. Pain in the

***. The messages still seem to get out to the IML, they seem to be bouncing as the IML relay sends them on to compuserve??? Is anyone looking into this?

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1.173 MSG-170 Subject: Re: What's cool about AlienArt.jpg

Subject: Re: What's cool about AlienArt.jpg
Date: Thursday, 14 September 1995 21:18:08
From: Bill Boyce <bilboyce@iconz.co.nz>

At 07:27 AM 14/9/95 PDT, you wrote:

>I just dl'd the picture. Try modelling that object with the standard
>Imagine modelers and I think that you might go a little crazy. The
>shadows are indeed interesting, but check out the texture on the
>pedestal. It looks like it's that PC texture (that we didn't get
>on the Amiga platform. sniff.) called 'caustic' I think. As well,

Don't sniff - get essence!!

>there are funny rings on the surface where the balls contact it.

Ripple (wave) texture radiating from each foot

>The metallic attributes do look quite nice, as well.

>

>The star map in the background looks ok.

>The image is only 56k, so it dl's pretty quick.

>\KenR

>

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1.174 MSG-171 Subject: Re: Cloud Cover Annoyance

Subject: Re: Cloud Cover Annoyance
Date: Thursday, 14 September 1995 21:21:32
From: Bill Boyce <bilboyce@iconz.co.nz>

At 12:50 PM 12/9/95 -0600, you wrote:

> Hello everyone. I'm working on a space scene right now (I
know,
>"Wow! That's an original Idea Dave!"). Anyway the problem I'm having is
>with the cloud cover on my planet. I have two spheres, one for the planet
>and one for the cloud cover the planet renders fine and with certain settings
>my cloud cover renders fine isn't what I'm after in appearance. The clouds
are
>just not real enough. Now, when I get the clouds to a setting where they
>should
>be how I want them something strange happens. It seems that when rendered
>the area of the sphere DIRECTLY facing the lightsource (I only have one)

>vanishes and the rest of the sphere is white and faceted. I have phong
>shading on
>and my sphere has a fractal noise cylindrical map with genlock on so that
>the black
>in my image is invisible.
>
> The only thing I am changing is the fog length of the object
>so that I can
>get the thinning atmosphere look. Otherwise the edge of my atmosphere just
>stops dead (which looks really bad). If any one has something to suggest
please
>do so. I've been playing with this for over a week now. Thanks.

The only thing I have had trouble with (just finished a big project doing just this) is making the planet and the atmosphere the same size and position. The polygons interfere in weird ways. Kinda obvious, but that's all I got ...
Good Luck

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1.175 MSG-172 Subject: Re: Minds Eye

Subject: Re: Minds Eye
Date: Thursday, 14 September 1995 22:08:31
From: Sharky <sharky@websharx.com>

On Thu, 14 Sep 1995 cjo@esrange.ssc.se wrote:

> A few months ago somebody wrote something about two or three movies with
> "Minds Eye" in the title. Now I have got a chance to buy two movies called
> "Gate to the Minds Eye" and "Beyond the Minds Eye".
>
> What are they? Stories? Conceptual movies? Raytracing from beginning to
> end? Or what?
>
> Are they worth to buy? That's basically what I want to know.
>

Basically the Mind's Eye videos have a number of short CG animations strung together with music. You may have seen them before but the compilations are nice and the music is excellent. The first one was music by Jan Hammer and not sure on the second. The third Gateway to the Minds Eye has a bit more of a theme to it and the music is mostly Thomas Dolby stuff. I enjoyed the last one a lot, it has some pretty hot garphics and music.

The CG on these videos are pretty top notch and the music to go with them is pretty hot as well. Just my opinion....

Aloha,

Sharky

sharky@aloha.com/CIS#70614,2011 ____ v Home Page : http://aloha.com/~sharky
 WebSurfer & Fun Guy,Funky ____/ \ >*< Home Server:http://www.websharx.com
 WWW Page Designs, ____/) | ^ Hawaii Related Links and Etcetera's,
 Tech. Planning /____/ } \ 3D Modelling & Animation Art,Objects
 ~~~~~ (\_\_\_\_ALOHA!\_\_\_\_) ~~~~~

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## 1.176 MSG-173 Subject: RE: Shading Bands

Subject: RE: Shading Bands  
 Date: Friday, 15 September 1995 00:19:09  
 From: Jeff Hanna <quarters@kesmai.com>

-----  
 On Sep 18, 9:35pm, imagine-relay@email.sp.paramax.com wrote:

>

> I agree with using ADPro dithering, which CAN be used, i believe, by =  
 selecting  
 > "Apply Map", then saving the resulting 24 bit file.  
 > JN  
 >-- End of excerpt from imagine-relay@email.sp.paramax.com

>ADPro does not dither 24 bit images. Why would it? It does need to =  
 fake any  
 >colors- they are all represented in the 24 bits of color information.  
 >  
 >It only dithers lower color resolution images to make them look like 24 =  
 bit.  
 >When it dithers, it trades spatial resolution for color resolution.  
 >  
 >I don't understand this thread. The original poster was looking at a =  
 24 bit  
 >image with 65,000 colors. When you lower color resolution without =  
 dithering,  
 >you will get banding on large areas with slight color variation. This =  
 is  
 >obvious.  
 >  
 >24 bit represents all colors available to you. No banding will occur =  
 when you  
 >display a true 24 bit image on true 24 bit devices, so there is no need =  
 to  
 >dither anything.

Sorry, but for the last time, your wrong. with only 256 available shades =

of each primary color (RGB), solid objects of those primary colors, and = ones of black/grey/white will appear banded even when rendered at 24 = bit.

Do the math. 256R x 256G x 256B = 3D 16.7M all colors. What do you think = that 256R is? It's the available shades of Red. a solid red object only = has 8 bits of color attributable to it. This means that at best, even on = a 24bit display, it will have 256 available shades.

If 24bit gives you all colors (which it doesn't) why is there a 48bit = TIFF format? Not that it's widely used, granted.

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## 1.177 MSG-174 Subject: Lightwave mail list

Subject: Lightwave mail list  
Date: Friday, 15 September 1995 03:53:00  
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

-----  
I know this is way off topic for Imagine, but I know many Imagineers also use Lightwave. Does anyone have current subscription info for the Lightwave Mailinglist?

I know it changed, and I thought the address was: lightwave-request@webcom.com but I keep getting a bounce from my mail server saying it doesn't exist. Any help would be appreciated. Please Email me instead of posting to the list. Thanks. /-

-----  
men | Mike van der Som  
/ \_ / \_ / \_ / \_ \ / | Santa Barbara, Ca.  
/ \_ / \ / / / \ | mike.vandersommen@caddy.uu.silcom.com  
HAUS BBS (805-683-1388) | "Blackouts make for nice breaks in the  
day" \----- =FE Int  
erNet - GraFX Haus BBS - Santa Barbara, Ca - (805) 683-1388

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## 1.178 MSG-175 Subject: Imagine won't run!!! HELP!!!!

Subject: Imagine won't run!!! HELP!!!!  
Date: Friday, 15 September 1995 08:06:18  
From: dvwilson@tibalt.supernet.ab.ca

-----  
Hi all, I've got a big problem here. My system crashed and the only way I could fix it was to re-install Win95. Now my

---

imagine won't run. When I load it it says "Abnormal Program termination. Please remember what you were doing and contact Impulse". Any ideas before I try the Gods? I don't want to pay LD charges yet, I'm too broke right now.

Thread 395  
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## 1.179 MSG-176 Subject: UNSUB Requests

Subject: UNSUB Requests  
Date: Friday, 15 September 1995 09:30:02  
From: dave@flip.eag.unisysgsg.com (Dave Wickard)

---

This week, I lost my work area to a reconstruction project.

I lost power, network connections, telephone... the whole shootin match. Just got it back this morning to over 1350 email messages being lovingly saved. :-/

This means that if you have sent in an UNSUB request this week, it is in process right now. You should be properly unsubscribed by the end of the weekend.

We will be going to an automated process in the near future.

I will announce any changes that will affect you sometime before the end of the month. Please do not email me for information regarding this until that time.

Again, UNSUB requests will process sometime in the next day or two.

You do not need to resend your request at this time.

Thanks for your patience. I know this has tried mine. :-)

|                              |                               |
|------------------------------|-------------------------------|
| Dave Wickard (612) 456-2783  | "You can check out anytime    |
| dave@flip.eag.unisysgsg.com  | you'd like, but you can never |
| dave@email.eag.unisysgsg.com | leave." -The Eagles           |
| dwickard@eag.unisysgsg.com   |                               |
| dave@shell.portal.com        |                               |

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---

**1.180 MSG-177 Subject: Everything is white exept the background !**

Subject: Everything is white exept the background !  
Date: Friday, 15 September 1995 09:42:51  
From: Jacques.Demare@France.Sun.COM

-----  
FROM too long. Original FROM is 'Jacques.Demare@France.Sun.COM (Jacques DEMARE - SSI - Southern Europe Solution Center)'

----- Original Message Follows -----

Hi all, I've got a strange problem here with Imagine 3.0.

I've made a logo, first with no particular attribute, just a color, and tried to render it => the background has the right color, but the logo renders in gray shades no matter if I render in scanline or trace mode !!!

I've already tried several attributes and even a map brush but with no result until now... For information, the logo was modelised in Imagine 3.0 in the spline editor (importing psfonts) and also rendered with it.

I can see nothing in the manual and really cannot understand what happens, so if somebody has an idee, please feel free to reply, it will soon become urgent, it's a logo for an Amiga Show here in France, the next spring. Scoop : it's name : AMIGA Spring'96.

Thanks in advance, have a good day !

Jacques DEMARE.

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**1.181 MSG-178 Subject: The 3rd in the Minds Eye video series (was RE: Mind Eye)**

Subject: The 3rd in the Minds Eye video series (was RE: Mind Eye)  
Date: Friday, 15 September 1995 12:09:52  
From: James Cheseborough <jimc@eznet.net>

-----  
The 1st video Minds Eye is better than EITHER the 2nd (Beyond...) or the 3rd (The Gate to The minds eye).

I'm really into music too. The music on the 1st is awesome, and went straight downhill after that! :-(

Now #3 \*IS\* better than the second, and has some state of the art

---

animation that is totally awesome. They give you some 3" by 5" cards to order the COMPLETE video (all are just clips) from the creator. That's cool. But it just doesn't have the cohesiveness or flow that #1 did...

On Thu, 14 Sep 1995, Anime a day... wrote:

```
> On Thu, 14 Sep 1995 cjo@esrange.ssc.se wrote:
>
> > A few months ago somebody wrote something about two or three movies with
> > "Minds Eye" in the title. Now I have got a chance to buy two movies called
> > "Gate to the Minds Eye" and "Beyond the Minds Eye".
> >
> > What are they? Stories? Conceptual movies? Raytracing from beginning to
> > end? Or what?
> >
> > Are they worth to buy? That's basically what I want to know.
> >
>
> The first Mind's Eye was very inspirational. I have seen the second,
> and it didn't move me as much as the first one. If there is a third, I
> hope it has the same vigor as the first. I believe 'Beyond..' was the
> second.. the first is just called , the Mind's Eye if I recall correctly.
>
> Bill
>
>
>
>
```

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## 1.182 MSG-179 Subject: Where on the net can we find rendered pix?

Subject: Where on the net can we find rendered pix?  
Date: Friday, 15 September 1995 12:15:32  
From: James Cheseborough <jimc@eznet.net>

-----

Please let me know if you have any good sources for rendered pix on the net.  
I have found lots of Web pages that really dissapoint! Please make sure the ones you suggest actually \*CONTAIN\* \*LOTS\* of \*HIGH\* quality computer generated (rendered) pix in JPEG format.

ie. Not just a Web page w/ a few pix and more links.....Thanks!

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---

## 1.183 MSG-180 Subject: Optimisation

Subject: Optimisation  
Date: Friday, 15 September 1995 12:44:53  
From: augioh4b@ibmmail.com

---

--- Received from GITD.PSG024 2164526 16SEP95 01.00  
-> IBMMAIL.INTERNET IBMMAIL INTERNET IBM  
Hi all

Just wondering about the previous discussion of optimisation to 040 chip...no one ever mentioned if Imagine was ever optimised for the PC.

The pentium have this 4 pipeline thingy that enable it to process information much faster ... however a program must be written to utilise this. Such program include the game called Magic Carpet.

Anyway, my question is, is Imagine optimised to use this processing? If not then I guess there will be some improvement to the rendering speed.

Please don't flame me for this ... it's just a questionbut please correct me if I am wrong. :)

Oh yeah...the P6 is due to be released in the near future and would be a beast for Imagine...wonder if Impulse is going to optimise Imagine for windows, and put in a feature to render on the fly ... ie anims doesn't have to be pre rendered but will render and play instantaneously from the stage/project ed.

Just some thoughts.

Vic

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## 1.184 MSG-181 Subject: Huge iff-24 file - how to convert

Subject: Huge iff-24 file - how to convert  
Date: Friday, 15 September 1995 14:04:21  
From: Bob Pleatman <pleatman@one.net>

---

Being new to imagine, please forgive me if this is a stupid question.

I have created an image for a CD cover. I was told by our Media

---

group that the final image should be at least 400dpi. Seeing as the cd is about 5 inches, I rendered the image at 2100x2220 in IFF-24.

I ended up with a 3.3 meg file. Now I needed to convert it. Every program I tried needed more memory to complete the task. It would seem they all read the entire picture before doing a conversion. Is there another program out there that will begin a jpg conversion before reading the whole file. Do I need to get VMM, and go that route ?

On a side note, does 2100x2220 sound high enough for a slide?

And another question, if you got this far, I use the cybervision with Imgain 3.3, and noticed in the docs the parameter to set the screen to 800x600, but i use 776x600, is there a way to specify exactly what I want ?

Thanks alot

bob

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## 1.185 MSG-182 Subject: Re: The 3rd in the Minds Eye video series (was RE: Mind Eye)

Subject: Re: The 3rd in the Minds Eye video series (was RE: Mind Eye)  
Date: Friday, 15 September 1995 14:58:56  
From: Edward Chadez <echadez@galileo.carl.org>

-----  
In a previous letter, James Cheseborough wrote:

```
}  
{ The 1st video Minds Eye is better than EITHER the 2nd (Beyond...) or the  
{ 3rd (The Gate to The minds eye).  
}
```

Everyone's entitled to their own opinion. :-)

```
} I'm really into music too. The music on the 1st is awesome, and went  
{ straight downhill after that! :-(  
}
```

Perhaps if you were a Jan Hammer or Thomas Dolby fan you might think otherwise.

```
} Now #3 *IS* better than the second, and has some state of the art  
{ animation that is totally awesome. They give you some 3" by 5" cards to  
{ order the COMPLETE video (all are just clips) from the creator. That's cool.
```

Hmm...I don't remember seeing 3x5 cards with the laser disc. AFAIK "The

---



Gate" is a complete video which contains bits and pieces of hundreds of computer animations from as many sources, so I don't know what "complete video" or single "creator" you're referring to. (Are we talking about the same video?)

```
} But it just doesn't have the cohesiveness or flow that #1 did...  
}
```

I suppose if someone wanted to own just one (either because of financial reasons or because they're not really into CGI), then perhaps "The Mind's Eye" might be the one to own.

-Ed

--

Edward Chadez <http://galileo.carl.org/>  
Lead Senior Programmer/Analyst (Systems Integration Team)  
CARL Corporation (303) 758-3030

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## 1.186 MSG-183 Subject: Re: Huge iff-24 file - how to convert

Subject: Re: Huge iff-24 file - how to convert  
Date: Friday, 15 September 1995 15:14:31  
From: "Anime a day..." <b7655@hopi.dtcc.edu>

-----  
On Fri, 15 Sep 1995, Bob Pleatman wrote:

```
>  
> Being new to imagine, please forgive me if this is a stupid question.  
  
    hopefully I don't have a stupid answer!  
>  
> I have created an image for a CD cover. I was told by our Media  
> group that the final image should be at least 400dpi. Seeing as the  
> cd is about 5 inches, I rendered the image at 2100x2220 in IFF-24.  
>  
    go to 2000x2000, it should be sharp enough that you won't need to reduce..  
  
> I ended up with a 3.3 meg file. Now I needed to convert it. Every program  
> I tried needed more memory to complete the task. It would seem they all  
> read the entire picture before doing a conversion. Is there another  
> program out there that will begin a jpg conversion before reading the  
> whole file. Do I need to get VMM, and go that route ?
```

hmm, how much megs do you have.. I will try with my set-up (I am at school right now) so with my 10 megs I think I can do it..

---

>  
> On a side note, does 2100x2220 sound high enough for a slide?  
  
    sure... some who work with film say the 4000x4000 is what you need, but  
I don't think so for 5".

>  
> And another question, if you got this far, I use the cybervision with  
> Imgaine 3.3, and noticed in the docs the parameter to set the screen to  
> 800x600, but i use 776x600, is there a way tp specify exactly what I  
> want ?

    ahh.. NewMode, that should help you defin any screen res you want. You  
might have to wrestle with it for a while, but I find it to be invaulable  
for my 896x612 screen size..

    BTW, which 17" monitor is the user's choice?? One with the least amount  
of black borders?? And which screen res & mode do most of you use?? I  
use Super 72 at its highest mode..

    see ya

Bill

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## 1.187   MSG-184 Subject: Mirroring bones objects

Subject: Mirroring bones objects  
Date:     Friday, 15 September 1995 15:56:24  
From:     H.Kueck@AIGM.westfalen.de (Hendrik Kueck)

-----  
Hello,

what I am trying to do is to mirror a right arm bones object to  
get the left arm. I use the transformation requester and scale  
the group along the x-axis with -1. After that, the object itself  
is mirrored, the bones axisses (or axes?) are at the correct  
positions but the alignment of the bones axes has not changed.  
And it is not possible to mirror them with the transformation  
requester afterwards. So is there any way to mirror the axes or  
is there another way to mirror the arm so that the alignment of  
the axes remains correct?

Bye,  
    Hendrik

---

PS: Sorry for my bad english. (What the hell is the plural of axis?)

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## 1.188 MSG-185 Subject: Re: Huge iff-24 file - how to convert

Subject: Re: Huge iff-24 file - how to convert  
Date: Friday, 15 September 1995 18:43:46  
From: Bob Arnold <barnold@linknet.kitsap.lib.wa.us>

-----  
You might also tweak around the aspect ratios to turn the 776x600 into 800x600 .. it will be a bit warped but less than 5%. I have 12MB on my machine (a PeeCee) and in Windows I use Paint Shop Pro to manipulate sizes and resolutions and conversions. Pretty good for shareware!  
-Bob

On Fri, 15 Sep 1995, Anime a day... wrote:

> On Fri, 15 Sep 1995, Bob Pleatman wrote:  
>  
> >  
> > Being new to imagine, please forgive me if this is a stupid question.  
>  
> hopefully I don't have a stupid answer!  
> >  
> > I have created an image for a CD cover. I was told by our Media  
> > group that the final image should be at least 400dpi. Seeing as the  
> > cd is about 5 inches, I rendered the image at 2100x2220 in IFF-24.  
> >  
> go to 2000x2000, it should be sharp enough that you won't need to reduce..  
>  
>  
>  
> > I ended up with a 3.3 meg file. Now I needed to convert it. Every program  
> > I tried needed more memory to complete the task. It would seem they all  
> > read the entire picture before doing a conversion. Is there another  
> > program out there that will begin a jpg conversion before reading the  
> > whole file. Do I need to get VMM, and go that route ?  
>  
> hmm, how much megs do you have.. I will try with my set-up (I am at  
> school right now) so with my 10 megs I think I can do it..  
>  
>  
> >

> > On a side note, does 2100x2220 sound high enough for a slide?  
>  
> sure.. some who work with film say the 4000x4000 is what you need, but  
> I don't think so for 5".  
>  
> >  
> > And another question, if you got this far, I use the cybervision with  
> > Imgain 3.3, and noticed in the docs the parameter to set the screen to  
> > 800x600, but i use 776x600, is there a way tp specify exactly what I  
> > want ?  
>  
>  
> ahh.. NewMode, that should help you defin any screen res you want. You  
> might have to wrestle with it for a while, but I find it to be invaulable  
> for my 896x612 screen size..  
>  
> BTW, which 17" monitor is the user's choice?? One with the least amount  
> of black borders?? And which screen res & mode do most of you use?? I  
> use Super 72 at its highest mode..  
>  
> see ya  
>  
> Bill  
>  
>  
>

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## 1.189 MSG-186 Subject: Re: Huge iff-24 file - how to convert

Subject: Re: Huge iff-24 file - how to convert  
Date: Friday, 15 September 1995 20:24:32  
From: Glenn-EWS@express-way.com (Glenn Nielsen)

-----  
In <Pine.LNX.3.91.950915125707.15080A-1000000@shell.one.net>, Bob Pleatman  
<pleatman@one.net> writes:  
>  
> Being new to imagine, please forgive me if this is a stupid question.  
>  
> I have created an image for a CD cover. I was told by our Media  
> group that the final image should be at least 400dpi. Seeing as the  
> cd is about 5 inches, I rendered the image at 2100x2220 in IFF-24.  
>  
> I ended up with a 3.3 meg file. Now I needed to convert it. Every program  
> I tried needed more menory to complete the task. It would seem they all  
> read the entire picture before doing a conversion. Is there another  
> program out there that will begin a jpg conversion before reading the  
> whole file. Do I need to get VMM, and go that route ?  
>  
> On a side note, does 2100x2220 sound high enough for a slide?

---

>  
> And another question, if you got this far, I use the cybervision with  
> Imgain 3.3, and noticed in the docs the parameter to set the screen to  
> 800x600, but i use 776x600, is there a way tp specify exactly what I  
> want ?  
>

The commercial automatic JPEG program PEGGER doesn't need to read in the entire picture in order to JPEG it. For something going to a printer you would want to set the quality up at 100% so there is minimal loss of quality for the image the printer uses.

----- Glenn Nielsen -----  
-< Life is too short for a dull computer, Amiga >-  
Glenn-EWS@express-way.com  
CIS: 75115,444 BIX: expressway PORTAL: Glenn-EWS

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## 1.190 MSG-187 Subject: Re: Impulse's metaball pic

Subject: Re: Impulse's metaball pic  
Date: Friday, 15 September 1995 21:55:20  
From: Roger Straub <straub@csn.net>

-----  
On Thu, 14 Sep 1995, gregory denby wrote:

>  
> The rest of the pic is just a platform in a nice space backdrop, good  
> nebula, etc.  
>

I kinda wondered about the backdrop; The platform and the sculpture are fairly well-known, but take a look at the background. It's obviously a background image, but the light seems to be coming from one or two of the really bright stars. Do you think that those lens flares are Imagine-generated?

> Well, got to get back to watching my drive light flicker  
> Greg Denby  
>

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---



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### 1.193 MSG-190 Subject: Re: Locking brush to state

Subject: Re: Locking brush to state  
Date: Saturday, 16 September 1995 03:39:08  
From: ALorence@aol.com

---

>Is it possible to lock a BRUSH to a state? I can't seem to get it to work,  
>although I can lock a texture no problem. Using 3.3 PC.

Ooops. I wasn't hitting ENTER after browsing for state to lock to. Sorry.

Alan.

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### 1.194 MSG-191 Subject: Re: Everything is white exept the background !

Subject: Re: Everything is white exept the background !  
Date: Saturday, 16 September 1995 04:39:15  
From: CoryJ44@aol.com

---

In a message dated 95-09-15 05:05:01 EDT, you write:

>I've made a logo, first with no particular attribute, just a color,  
>and tried to render it => the background has the right color, but  
>the logo renders in gray shades no matter if I render in scanline  
>or trace mode !!!

Here's a possible solution . . . did you select the word as a group or did you give attributes to each letter individually? If you did the former, then the attributes aren't adopted by each individual member of the group. Select one of the letters, give it the attributes you want, then select the rest of the objects (with the attribute-assigned letter picked first) and use the "Apply" command to give all of the letters the same attributes. That should fix it.

Cory

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---

**1.195 MSG-192 Subject: Re: Huge iff-24 file - how to convert**

Subject: Re: Huge iff-24 file - how to convert  
Date: Saturday, 16 September 1995 07:53:17  
From: Jim Rix <jim@yakko.cs.wmich.edu>

-----  
On Fri, 15 Sep 1995, Bob Pleatman wrote:

>  
> Being new to imagine, please forgive me if this is a stupid question.  
>  
> I have created an image for a CD cover. I was told by our Media  
> group that the final image should be at least 400dpi. Seeing as the  
> cd is about 5 inches, I rendered the image at 2100x2220 in IFF-24.  
>  
> I ended up with a 3.3 meg file. Now I needed to convert it. Every program  
> I tried needed more memory to complete the task. It would seem they all  
> read the entire picture before doing a conversion. Is there another  
> program out there that will begin a jpg conversion before reading the  
> whole file. Do I need to get VMM, and go that route ?  
>  
> On a side note, does 2100x2220 sound high enough for a slide?  
>  
> And another question, if you got this far, I use the cybervision with  
> Imgain 3.3, and noticed in the docs the parameter to set the screen to  
> 800x600, but i use 776x600, is there a way to specify exactly what I  
> want ?  
>  
> Thanks alot  
>  
> bob  
>  
The Amiga program ImageFX has the ability to use virtual memory. It will  
have no problem converting your image to the format you desire.

As to the slide I would suggest a resolution of 6000x4000.

Jim Rix

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**1.196 MSG-193 Subject: Re: Impulse's metaball pic**

Subject: Re: Impulse's metaball pic  
Date: Saturday, 16 September 1995 08:34:17  
From: dvwilson@tibalt.supernet.ab.ca

---



---

>  
>  
>On Thu, 14 Sep 1995, gregory denby wrote:  
>  
>>  
>> The rest of the pic is just a platform in a nice space backdrop, good  
>> nebula, etc.  
>>  
>  
>I kinda wondered about the backdrop; The platform and the sculpture are  
>fairly well-known, but take a look at the background. It's obviously a  
>background image, but the light seems to be coming from one or two of the  
>really bright stars. Do you think that those lens flares are  
>Imagine-generated?

Not a chance. He didn't put a whole lot of work into this  
which  
just stands to reason. It's just to show off neww functions. The reason why  
the flares would not be Imagine generated is because if you look at the  
backdrop and at the objects as seperate items you can see that the backdrop  
has a degree of bluriness (word?) that the objects don't have. The way the  
bluriness  
is it doesn't look like a DOF thing at all but just a low quality scanned  
image (or maybe the original photo just wasn't too hot). At any rate the  
flares are part of the  
back drop because if they were from Imagine they would be sharper. I don't  
think  
that for this type of picture Mike would have put in a bunch of extra work  
just to  
fuzzy his flares.

Mike H. if your watching. If I'm wrong please post the  
correction to  
the list for all to make note of. Thanks.

TTYL.

>  
>> Well, got to get back to watching my drive light flicker  
>> Greg Denby  
>>  
>  
>

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---

**1.197 MSG-194 Subject: Re: Everything is white exept the background !**

Subject: Re: Everything is white exept the background !  
Date: Saturday, 16 September 1995 08:36:28  
From: dvwilson@tibalt.supernet.ab.ca

-----

>Hi Jacques,  
>  
>> Hi all, I've got a strange problem here with Imagine 3.0.  
>>  
>> I've made a logo, first with no particular attribute, just a color,  
>> and tried to render it => the background has the right color, but  
>> the logo renders in gray shades no matter if I render in scanline  
>> or trace mode !!!  
>>  
> i think that you might be applying the attributes to the parent axis instead  
>of the actual 'logo' what i do is create the 'spline object' save it and load  
>it into the detail editor hit F1 then RA-2 (right amiga or alt if you like ;) )  
>then delete the parent axis RA-1 RA-A and RA-J then move the axis to x=0.0  
>then into the attributes editor ( providing you want all the logo with the  
>colour etc this should work ok) and add colour and textures maps and anyone  
>else i know  
>  
> is this gonna bounce from compuserve ???

You know it will. Why waste the energy asking?

Is somebody looking into this? (I.E. - CS users).

>  
> Duncan  
>  
> //////////////////////////////////////  
> \ dunc@eraser.demon.co.uk \  
> //////////////////////////////////////  
>

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**1.198 MSG-195 Subject: Re: Mirroring bones objects**

Subject: Re: Mirroring bones objects  
Date: Saturday, 16 September 1995 10:47:03  
From: Bob Arnold <barnold@linknet.kitsap.lib.wa.us>

---

---

The plural of axis is -er- "chainsaw"? hahahahaha No, try "axes" with a long "e" sound. Gee, 6 years of physics really hasn't failed me after all.....Bob

On Fri, 15 Sep 1995, Hendrik Kueck wrote:

> Hello,  
>  
> what I am trying to do is to mirror a right arm bones object to  
> get the left arm. I use the transformation requester and scale  
> the group along the x-axis with -1. After that, the object itself  
> is mirrored, the bones axes (or axes?) are at the correct  
> positions but the alignment of the bones axes has not changed.  
> And it is not possible to mirror them with the transformation  
> requester afterwards. So is there any way to mirror the axes or  
> is there another way to mirror the arm so that the alignment of  
> the axes remains correct?  
>  
> Bye,  
> Hendrik  
>  
>  
>  
> PS: Sorry for my bad english. (What the hell is the plural of  
> axis?)  
>  
>  
>  
>

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## 1.199 MSG-196 Subject: Re: Minds Eye

Subject: Re: Minds Eye  
Date: Saturday, 16 September 1995 11:58:23  
From: Dylan Neill <dylann@pcug.org.au>

---

On Thu, 14 Sep 1995 cjo@esrange.ssc.se wrote:

> A few months ago somebody wrote something about two or three movies with  
> "Minds Eye" in the title. Now I have got a chance to buy two movies called  
> "Gate to the Minds Eye" and "Beyond the Minds Eye".  
>  
> What are they? Stories? Conceptual movies? Raytracing from beginning to  
> end? Or what?  
>

---

They're a show of rendering clips taken from people around the world set to music.

---

```

              | \ / |
              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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## 1.200 MSG-197 Subject: Re: Huge iff-24 file - how to convert

Subject: Re: Huge iff-24 file - how to convert  
 Date: Saturday, 16 September 1995 13:27:20  
 From: Joop.vandeWege@MEDEW.ENTO.WAU.NL (joop van de wege)

> BTW, which 17" monitor is the user's choice?? One with the least amount  
 > of black borders?? And which screen res & mode do most of you use?? I  
 > use Super 72 at its highest mode..  
 Thats highly dependant on the gfx system. I have a Merlin and it comes with a  
 very nice program which lets you play around with the Hz/Khz settings and I  
 don't have black borders if I don't want them.

A couple of weeks ago I posted a response to questions about 040  
 optimisation of Imagine and mentioned a way to get rid of the jumpy cursor.

I use a program called 'CPU-control' version 1.8 which lets move the  
 supervisor stackpointer into FAST and move the VBR into FAST too.  
 Probably only needed for 040 owners because an 040 and CHIP is a big nono.

It should be on Aminet or a Fish CDROM. I lost a great deal of my utility  
 archive a while back and I have only the program left and no documentation  
 but it has a GUI so its rather straightforward anyway.

For those that are unable to find, its available on request.

Joop

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## 1.201 MSG-198 Subject: RE: Shading bands

Subject: RE: Shading bands  
Date: Saturday, 16 September 1995 20:20:28  
From: Jeff Hanna <quarters@kesmai.com>

-----  
>-> My question is, I have an object that is pretty much a solid grey =  
col  
>-> has specular set and hardness (255), with no texture. When I render  
>-> image, I get very noticable areas where the shading changes. I this  
>-> caused by me having a setting wrong ? How do I get rid of it.  
>-> I am rendering the imagine in iff-24, and looking at the image with  
>-> 64k colors.  
>  
>Simple. View the image in 16million (24 bit) color mode. As good as  
>16-bit color is, you won't get rid of the dithering bands unless you  
>have a true 24-bit display.

Yes and no. On solid color objects (like what is mentioned) even 24bit =  
color will not entirely remove the banding. a 24bit display has 256 =  
available levels for each of the Red, Green, and Blue color channels. =  
This means that any object that is a fully saturated, solid color will =  
only get rendered with a maximum of 256 (out of a possilbe 16.7M) =  
colors. This will produce, albeit very very faint, banding.

Good dithering techniques (ala ADPro2.5) can help in clean up of a =  
render such as this. Load the finished 24 bit rendering into ADPro and =  
have ADPro render it to a 24bit screen with Floyd-Steinberg dithering =  
on. This should erradicate the banding inherent in the picture.

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## 1.202 MSG-199 Subject: Re: A shadowless object

Subject: Re: A shadowless object  
Date: Saturday, 16 September 1995 22:36:53  
From: Kent Marshall Worley <mumu@america.net>

-----  
>  
> If you have to compositing in an animation, you can save yourself a lot of  
> work by using previously rendered frame as backdrop.  
>  
> example: you make a 30 frame anim of a bee flying in a room.  
>  
> 1- make the staging as usual.  
>  
> 2- when ready for the final render, change the number of frames to 60, and

> change all "BAR" for the bee from 1-30 to 31-60 and add a "global" actor in  
> the range 31-60, specifying as backdrop image  
> ".../BeeProject.imp/final.pix/pic" and 30 as "max frame count (or some thing  
> like that"  
>  
> Do not forget to make a copy all your light setting from 1-30 to 31-60. copy  
> also the ambient lighting and the global fog.  
>  
> now, you just have to render, the machine will do all the work for you (ie:  
> compositing the frame 1 with th frame 31, 2 with 32 etc.  
>  
> This also have the advantage of using a lot less memory and not much more  
> rendering time. (but it take a LOT of HD space)  
>  
>  
>  
> -----  
> Patrick Sauvageau  
> (sauvp@citi.doc.ca)  
>  
>  
oh yeah cool I forgot about that feature. HD space is a problem but  
HDDrives are not very expensive these days if you have a box you can put  
them in.  
Kent Worley

Thread 85  
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## 1.203 MSG-200 Subject: Re: Optimisation

Subject: Re: Optimisation  
Date: Sunday, 17 September 1995 00:41:51  
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

-----  
Hello Vic, on Sep 15 you wrote:

> Oh yeah...the P6 is due to be released in the near future  
> and would be a beast for Imagine...wonder if Impulse is going  
> to optimise Imagine for windows, and put in a feature to render  
> on the fly ... ie anims doesn't have to be pre rendered but will  
> render and play instantaneously from the stage/project ed.  
>  
> Just some thoughts.

Real time rendering? I know Pentiums are fast, I'm going to order a P5-90,  
but not that fast. Tell me about the P6, I might hold off for its release.

-- Bob

: Robert Byrne : rbyrne@3dform.edex.edu.au :  
: Amiga A3000/25 : Ballina, NSW Australia :

---

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## 1.204 MSG-201 Subject: Shading bands - How do i get rid of them ?

Subject: Shading bands - How do i get rid of them ?  
Date: Sunday, 17 September 1995 10:40:54  
From: pleatman@one.net

---

Hi,

A while back when I was reading this group, before I actually bought imagine, I remember seeing things about banding, but I don't remember.

My question is, I have an object that is pretty much a solid grey color, has specular set and hardness (255), with no texture. When I render the image, I get very noticable areas where the shading changes. I this caused by me having a setting wrong ? How do I get rid of it.

I am rendering the imagine in iff-24, and looking at the image with 64K colors.

By the way, thanks for the help with the huge iff file I had. Someoen suggested using hamlab, and it worked great. It practically used 0 memory while doing the conversion.

Thanks alot

bob

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## 1.205 MSG-202 Subject: Why is HAM so ugly?

Subject: Why is HAM so ugly?  
Date: Sunday, 17 September 1995 11:11:49  
From: Damon LaCaille <nomad@aloha.net>

---

Maybe this is a simple and stupid question, but why are renderings in HAM so damn ugly? I've seen pictures on the Amiga (standard ECS machines, not AGA) that are very good drawings! Now why, if the standard Amiga can have 4096 colors at 600x400 resolution (and higher depending on user preference) are they not even half as good or as detailed as JPG images?

For instance, I made a gas giant planet, with a nebula (or what was at first SUPPOSED to be a nebula, heh) and rendered it in several resolutions. The best one was the JPG (viewed on an IBM).

I suppose that is it. I either need to buy an IBM or get a 24-bit display board, huh?

Can someone give me the best resolution/image method to render/view on an Amiga? I've only gotten a few decent ones and can't really remember how I lucked out and got them. Any help is appreciated, thanks.

I also have one other question, I bought Imagine 3.0 (for Amiga) used awhile back and was wondering if there is any way to transfer the license over to my name? It was bought originally by some guy who sold it to someone else, who sold it to the guy I bought it from. It's probably impossible to track the original guy down, but I'd like to get the benefits of being a "registered" owner, especially for the price I paid for it, but am afraid I'm stuck. Any help on this?

Thanks!

Damon

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## 1.206 MSG-203 Subject: Re: Shading bands - How do i get rid of them ?

Subject: Re: Shading bands - How do i get rid of them ?  
Date: Sunday, 17 September 1995 11:56:45  
From: denryan@netcom.com

-----  
If you looked at the image in 24 bit color, rather than 64k, you wouldn't be seeing any bands. 64k is good, but it doesn't provide smooth gradations of a single color.

On Sun, 17 Sep 1995 pleatman@one.net wrote:

>  
>  
>

---



> Hi,  
>  
> A while back when I was reading this group, before I actually bought  
> imagine, I remember seeing things about banding, but I don't remember.  
>  
> My question is, I have an object that is pretty much a solid grey color,  
> has specular set and hardness (255), with no texture. When I render the  
> image, I get very noticable areas where the shading changes. I this  
> caused by me having a setting wrong ? How do I get rid of it.  
>  
> I am rendering the imagine in iff-24, and looking at the image with 64K  
> colors.  
>  
> By the way, thanks for the help with the huge iff file I had. Someoen  
> suggested using hamlab, and it worked great. It practically used 0  
> memory while doing the conversion.  
>  
> Thanks alot  
>  
> bob  
>  
>  
>

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## 1.207 MSG-204 Subject: Re: Shading bands - How do i get rid of them ?

Subject: Re: Shading bands - How do i get rid of them ?  
Date: Sunday, 17 September 1995 13:34:50  
From: Catherine A Tromanhauser <ctromanh@uoguelph.ca>

-----  
On Sun, 17 Sep 1995 pleatman@one.net wrote:

> My question is, I have an object that is pretty much a solid grey color,  
> has specular set and hardness (255), with no texture. When I render the  
> image, I get very noticable areas where the shading changes. I this  
> caused by me having a setting wrong ? How do I get rid of it.  
>  
> I am rendering the imagine in iff-24, and looking at the image with 64K  
> colors.

Make sure than when you first render you are in either scanline or trace mode. If this is already the case then the 64K colours are probably not enough to give smooth colour transitions so try applying some dithering technique whilst you view it. Hope this helps.

Sully

---

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## 1.208 MSG-205 Subject: Single frame recording VCR

Subject: Single frame recording VCR  
Date: Sunday, 17 September 1995 14:44:02  
From: Imagine Mailing List <mlist@holly.cuug.ab.ca>

---

I remember a year back someone mentioned a cheap(er) VCR that could be used to dump your animations out a frame at a time. A friend has asked me about it and I can't remember any details about it.

Could someone please email the brand, model and price to pringle@holly.cuug.ab.ca??

Greg

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## 1.209 MSG-206 Subject: Re: Shading bands - How do i get rid of them ?

Subject: Re: Shading bands - How do i get rid of them ?  
Date: Sunday, 17 September 1995 15:17:36  
From: Richard Heidebrecht <rheidebr@freenet.npiec.on.ca>

---

On Sun, 17 Sep 1995 pleatman@one.net wrote:

>  
>  
>  
> Hi,  
>  
> A while back when I was reading this group, before I actually bought  
> imagine, I remember seeing things about banding, but I don't remember.  
>  
> My question is, I have an object that is pretty much a solid grey color,  
> has specular set and hardness (255), with no texture. When I render the  
> image, I get very noticable areas where the shading changes. I this  
> caused by me having a setting wrong ? How do I get rid of it.

---

>  
> I am rendering the imagine in iff-24, and looking at the image with 64K  
> colors.  
>

Try looking at your image in 24-bit (16.8 million) colour. Trust me, it makes a huge difference over 16-bit (64K) colour.

~Rick Heidebrecht~

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## 1.210 MSG-207 Subject: Re: Why is HAM so ugly?

Subject: Re: Why is HAM so ugly?  
Date: Sunday, 17 September 1995 17:35:50  
From: Mike McCool <mikemccoo@efn.org>

-----  
Hey Damon,

I'm with you: Ham is really suckie. But, considering it's only 6-bit and kind of a trick on the interleaved bitmap structure, I think it looks OK. It's the damn fringing I'm fed up with.

You'll get floods of 24bit advice no doubt, but just a word to the wise: till you can afford to go the whole hog, try DCTV. Find a friend who has one (like I did), and get a look at what 24bit really looks like on an Amiga. It's hard to go back. And DCTV has video out, which costs extra on many video board setups. For the buck, it's a lot of bang.

It's even got a built-in anti-aliasing effect that will conquer the jaggies. (It's a sort of soft-focus sacrifice you make for true color brilliance. Most people think it's DCTV's liability, but I call it built-in AA).

Keep tweaking your renders, you might find ham's better than you think. At least till you find some route to 24bit. Remember: ten years ago, when Mac's were still B & W only, amiga's had 4096 colors.

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## 1.211 MSG-208 Subject: Re: Constant upgrade Amiga to PC

---

Subject: Re: Constant upgrade Amiga to PC  
Date: Sunday, 17 September 1995 18:36:00  
From: drift@nighthawk.com (Drift Dennis)

-----  
>hi,  
>I wanted to know if it was possible to upgrade from Amiga Imagine 3.0 to the  
>current version in the PC platform and the cost involved? And I also wanted  
>to know if the action  
>editor was placed in the stage editor module or are they still two different  
>editors in the current version.I was greatly dissappointed when I went to 3.0  
>from 2.0 and it was still  
>the same in spite of what Impulse had promised.It always gets a little  
>frustrated switching back and forth when working on a large project.  
> Also can someone give me a brief list of other features in current version.  
> Thanks.  
>  
I know that for awhile there they were offering a discount to registered  
AMIGA owners that wanted the PC version, but that was some time ago. They  
may not be offering that anymore.. >8{)

Drift Dennis

{kc7ot}

drift@nighthawk.com

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\*\*\*\*\*  
\*\*\*\*\*

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\*\*\*^  
^

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**1.212 MSG-209 Subject: Re:Why is HAM so ugly?**

Subject: Re:Why is HAM so ugly?  
Date: Sunday, 17 September 1995 20:47:39  
From: Mike McCool <mikemcoo@efn.org>

-----  
> PCHG chunks in IFF images.

That format is gorgeous,--but can you animate it? I got all excited about PCHG last year, then kind of ran into a dead end. Then I got my DCTV .. . . the rest is histrionics.

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**1.213 MSG-210 Subject: Re:Why is HAM so ugly?**

Subject: Re:Why is HAM so ugly?  
Date: Sunday, 17 September 1995 21:08:32  
From: NEWKIRK@delphi.com

-----  
Damon Lacaille writes, in part:

>Can someone give me the best resolution/image method to render/view on an  
>Amiga? I've only gotten a few decent ones and can't really remember how  
>I lucked out and got them. Any help is appreciated, thanks.

first of all, JPEG is simply a storage format, 24 bit, so the quality of a JPEG image, when viewed, is primarily dependant on the capability of the viewing software and hardware, and on the compression % (100% means no loss of data, but larger files, lower percents smaller with image detail lost).

Now, as to Amiga OCS displays, like HAM, I have found that the best rendering if a stored image, any format, is provided by a virtually unused mode, sliced half-brite, supported by HAMLab. Each scanline is a halfbrite (32 color + 32 half intensity) palette. Being limited to OldChipSet display modes on my native system (Amiga 2000, no ECS, no AGA, no 24bit \*^( ) I have experimented extensively and found this to be the most pleasing output, unless very limited colors are used, when I used Slice/Dynamic Hi-Res (640\*400)

My best recommendation is HAMLab, set to HalfBrite, Interlaced, sliced (as many palette registers as you can, up to 15, without losing part of the image). My favorite ditherings are Ordered (24->12) Jarvis(12->display) If none of this makes sense, get HAMLab, load it up, select "Change Output Mode" and it'll all make sense.

BTW, check my file on Aminet:pix/imagi/gallery.lha, it has two copies of the same image, one 800x600 JPG, the other Sliced Halfbrite 320x400, viewable with Mostra, or other viewers that fully support Palette Change

---

PCHG chunks in IFF images.  
Now, back to your regularly scheduled IML.  
JN

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## 1.214 MSG-211 Subject: Re: Quickrender rendering method selector

Subject: Re: Quickrender rendering method selector  
Date: Sunday, 17 September 1995 21:51:58  
From: Bob Arnold <barnold@linknet.kitsap.lib.wa.us>

---

How about instead you pop into the Preferences and tell it to do a Trace and specify a resolution instead? I'll do a gnarly ugly object with super lo-res and scanline until it looks "okay" then in prefs I'll tell it Trace mode to see what the refractions will look like, then when I'm really feeling pleased I'll pop out to the Project ed. and do a full render.

Best Fishes, -Bob

On Sun, 17 Sep 1995, Scott Krehbiel wrote:

>  
>  
> I've been thinking that one feature that I'd REALLY love  
> to see in imagine is an option to select the rendering method  
> from the quickrender requestor.  
>  
> I often create a scene that I'd like to see in trace mode,  
> though I usually use scanline rendering for quickrenders.  
>  
> It'd be a lot easier if there were a toggle switch with rendering  
> methods there along with light angle, etc.  
>  
> Is there an EMail address to send this to Impulse, or do I have  
> to snail-mail this to them?? Anyone know of an easy way to get  
> a message to them??  
>  
> Scott Krehbiel  
> scotkre@beacon.regent.edu  
>  
>  
>

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---

## 1.215 MSG-212 Subject: Re: Optimisation

Subject: Re: Optimisation  
Date: Sunday, 17 September 1995 21:54:11  
From: Bob Arnold <barnold@linknet.kitsap.lib.wa.us>

-----  
Naaaaah, save the \$\$\$ and buy a DEC Alpha. For around \$5000 (go ahead, flame me, someone told me that price) you can buy horsepower to shame a P6.

-Bob

On Sun, 17 Sep 1995, Robert Byrne wrote:

```
> Hello Vic, on Sep 15 you wrote:
>
> > Oh yeah...the P6 is due to be released in the near future
> > and would be a beast for Imagine...wonder if Impulse is going
> > to optimise Imagine for windows, and put in a feature to render
> > on the fly ... ie anims doesn't have to be pre rendered but will
> > render and play instantaneously from the stage/project ed.
> >
> > Just some thoughts.
>
> Real time rendering? I know Pentiums are fast, I'm going to order a P5-90,
> but not that fast. Tell me about the P6, I might hold off for its release.
>
> -- Bob
>
> : Robert Byrne : rbyrne@3dform.edex.edu.au :
> : Amiga A3000/25 : Ballina, NSW Australia :
>
>
```

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## 1.216 MSG-213 Subject: Ugly pork

Subject: Ugly pork  
Date: Sunday, 17 September 1995 21:57:01  
From: Mike McCool <mikemcoo@efn.org>

-----  
Just read a GREAT post from Jason, on the subject of using outside image processors to convert from 24-bit. Imagine does its thing best in 24bit, but from there it's best to let someone else work with the raw material.

---

I found its DCTV support to be bogus. It didn't even work in 2.9. Jason's probably right, as to why its DCTV images look so rotten: lack of RGB filter.

One image processor he left out is REND24. Though I have AdPro and ImageFX, I actually use R24 more often, cause it's so easy to configure. And though it lacks that delicious RGB filter, it does have NTSC limiting, which is almost as good. It even has a couple of dither options,--but best of all, it's PD.

If you (the original poster) do decide to work with DCTV, the native program, IFFtoDCTV is a beaut, with the RGB filter built in as an option. And you can even use AmigaDos's "dpat" command in conjunction with IFFtoDCTV to batch process your Imagn iff24's.

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## 1.217 MSG-214 Subject: RE:Why is HAM so ugly?

Subject: RE:Why is HAM so ugly?  
Date: Sunday, 17 September 1995 21:58:01  
From: jbk4@ap.spa.psu.edu (The Prophet)

-----  
>Maybe this is a simple and stupid question, but why are renderings in HAM so  
>damn ugly? I've seen pictures on the Amiga (standard ECS machines, not  
>AGA) that are very good drawings! Now why, if the standard Amiga can  
>have 4096 colors at 600x400 resolution (and higher depending on user  
>preference) are they not even half as good or as detailed as JPG images?

First, I'm not sure what you mean by standard Amiga. The standard Amiga is one with an AGA chipset.

If you are using AGA then you can do 640x400 in HAM8. HAM8 will give you 256,000 colours from a palette of 16million. Not distinguishable from a 24bit display.

If you are stuck with ECS or OCS, then the best you can hope for is 320x400 in HAM6. You get 4096 colours from a palette of 4096. Because of your complaints, I guess you have HAM6 but not in 640x400.

To get the best out of your HAM images, DON'T ALLOW IMAGINE TO DO THE CONVERSION FROM 24BIT TO HAM6 or HAM8. Imagine's dithering is terrible. Your image will look rather grainy.

Render AND SAVE all your images in 24bit format, IFF24 or IMP24. Then run the images thru a professional image processor package like ADPro, ImageMaster, or ImageFX. (I like ImageMaster). The image processor will provide you will a variety of dithering schemes, all of

---



which usually look better than Imagine's method.

Also make sure that you tell the image processor to use a new palette for EACH frame converted. This will give you the best colour palette possible for each image. All HAM images have a base palette that all the colours in your image are derived from. HAM6 works with a base of 16 colours. If you have a bad base, this can result in HAM fringing. Fringing is less noticable in higher resolutions (AGA) but ECS/OCS are stuck with LoRes(320) horizontal pixels.

The image processor should also be able to assemble your animation in ANIM7 or ANIM8 formats. Imagine currently can only do ANIM5. What's the difference? I've done speed tests and ANIM7 will consistantly give me double the playback rate of anim5. That means 30FPS instead of 15FPS or 20FPS instead of 10FPS.

One benefit of letting imagine do the conversion is that you'll get a smaller animation file size in the end. Look very closely at the dithered patterns that Imagine makes. They don't change as objects move on the screen unless they absolutely have to change. This results in lower deltas between frames and smaller file sizes. A smaller delta also means faster decompression and playback but it is not worth the ugly image. Dither it with an image processor and build ANIM7 for speed.

----

That's assuming you are restricted to your existing hardware. You could get a 24bit card for an ECS/OCS machine. It will make nice displays but 24bit anim is BIG and the card must be fast to play it back. Look for a board that offers AGA emulation. At least you could use HAM8 modes then.

You could go for a single frame recorder, which is expensive, but you won't be concerned about playback rates, just storage of the 24bit images.(JPG?)

DCTV is another option for ECS/OCS owners and is still less expensive than a 24bit card. You'll render in HiRes(640) laced or non-laced modes using 3 or 4 bitplanes(8 or 16 colours). The DCTV image will look like hell on your normal display but the black box will work its magic to convert the image to 2 or 3 million colours. It works best on colourful images but you lose sharpness.

Again, DON'T LET IMAGINE CONVERT THE 24BIT RENDERS TO DCTV FORMAT. Imagine can do it for you but Imagine doesn't use the DCTV RGB filter. The RGB filter will really clean up a DCTV image. So, use your fav image processor for this work.

Enjoy,

Jaeson K.

```

( | \      ( / \      ( )      _ / )
 )| )_  _  /  /_  _  /  _  ( X_ )
 ( | /~ \ / \_ ) /---~/ ) / )/ ) /~ \ / \_ ) / _
 )11/ 1/ \_ ( / ( / ( _//_// / \_ (___)

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(\_\_\_\_\_) (\_\_\_\_/ (\_\_\_\_)  
Jaeson Koszarsky Amiga 3000+  
-----  
cyberprophet@psu.edu 68040/30Mhz  
jbk4@email.psu.edu 24Megs-1GIG  
jason@chaos.ezgate.com OS3.1

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## 1.218 MSG-215 Subject: Quickrender rendering method selector

Subject: Quickrender rendering method selector  
Date: Sunday, 17 September 1995 22:16:12  
From: Scott Krehbiel <scotkre@beacon.regent.edu>

-----  
I've been thinking that one feature that I'd REALLY love to see in imagine is an option to select the rendering method from the quickrender requestor.

I often create a scene that I'd like to see in trace mode, though I usually use scanline rendering for quickrenders.

It'd be a lot easier if there were a toggle switch with rendering methods there along with light angle, etc.

Is there an EMail address to send this to Impulse, or do I have to snail-mail this to them?? Anyone know of an easy way to get a message to them??

Scott Krehbiel  
scotkre@beacon.regent.edu

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## 1.219 MSG-216 Subject: Constant upgrade Amiga to PC

Subject: Constant upgrade Amiga to PC  
Date: Sunday, 17 September 1995 22:19:11  
From: DPalmer346@aol.com

-----

hi,

I wanted to know if it was possible to upgrade from Amiga Imagine 3.0 to the current version in the PC platform and the cost involved? And I also wanted to know if the action editor was placed in the stage editor module or are they still two different editors in the current version. I was greatly dissappointed when I went to 3.0 from 2.0 and it was still the same in spite of what Impulse had promised. It always gets a little frustrated switching back and forth when working on a large project.

Also can someone give me a brief list of other features in current version. Thanks.

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## 1.220 MSG-217 Subject: Re: Standard Amiga?

Subject: Re: Standard Amiga?  
Date: Sunday, 17 September 1995 23:15:41  
From: Mike McCool <mikemcoo@efn.org>

-----  
> Jaeson "The Prophet" Koszarsky-  
> What do you mean a standard Amiga is AGA? How do you figure? As I see it  
> a "standard Amiga" is essentially display independant, but if you want to  
> classify it by chipsets, which chipsets are most numerous in the installed  
> base of Amiga computers in the world?  
> JN

Right on. My hackles went up a bit there, too. But perhaps what he meant was that AGA is the CURRENT standard. That is, the only thing currently in production.

(Speak of which,--and please excuse this leaving of Imagine's orbit--but has anyone heard rumor of the first 1,400 new amiga's rolling off the assembly line?).

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## 1.221 MSG-218 Subject: Standard Amiga?

Subject: Standard Amiga?  
Date: Monday, 18 September 1995 00:31:46  
From: NEWKIRK@delphi.com

-----

---

Jaeson "The Prophet" Koszarsky-  
What do you mean a standard Amiga is AGA? How do you figure? As I see it a "standard Amiga" is essentially display independant, but if you want to classify it by chipsets, which chipsets are most numerous in the installed base of Amiga computers in the world?  
JN

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## 1.222 MSG-219 Subject: Re: Quickrender rendering method selector

Subject: Re: Quickrender rendering method selector  
Date: Monday, 18 September 1995 02:34:07  
From: Scott Krehbiel <scotkre@beacon.regent.edu>

-----  
On Sun, 17 Sep 1995, Bob Arnold wrote:

>  
> How about instead you pop into the Preferences and tell it to do a Trace  
> and specify a resolution instead? I'll do a gnarly ugly object with  
> super lo-res and scanline until it looks "okay" then in prefs I'll tell  
> it Trace mode to see what the refractions will look like, then when I'm  
> really feeling pleased I'll pop out to the Project ed. and do a full render.  
>  
> Best Fishes, -Bob  
>  
>

My point is that I find hopping back and forth from the preferences editor to be a pain in the rear. I know it's not that big a deal, but it seems to me that it'd eliminate some extra hassle if there were a gadget there in the quickrender requestor where you could specify the rendering method.

Scott Krehbiel  
scotkre@beacon.regent.edu

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## 1.223 MSG-220 Subject: Re: Optimisation

Subject: Re: Optimisation  
Date: Monday, 18 September 1995 06:47:18

---

From: Bill Boyce <bilboyce@iconz.co.nz>

---

At 08:54 PM 17/9/95 -0700, you wrote:

>  
>Naaaaah, save the \$\$\$ and buy a DEC Alpha. For around \$5000 (go ahead,  
>flame me, someone told me that price) you can buy horsepower to shame a P6.  
>  
>-Bob  
>  
And even then you won't get real-time rendering. Previews are probably close  
to real time though. I think it's a bit hopeful to expect real time from a P6.  
It's only(!) about 1.5 times the speed of a Pentium at the same clock speed. ie  
a 100MHz P6 is as fast as a 150MHz Pentium. Go ahead and get that P90, Robert.

>On Sun, 17 Sep 1995, Robert Byrne wrote:

>  
>> Hello Vic, on Sep 15 you wrote:  
>>  
>> > Oh yeah...the P6 is due to be released in the near future  
>> > and would be a beast for Imagine...wonder if Impulse is going  
>> > to optimise Imagine for windows, and put in a feature to render  
>> > on the fly ... ie anims doesn't have to be pre rendered but will  
>> > render and play instantaneously from the stage/project ed.  
>> >  
>> > Just some thoughts.  
>>  
>> Real time rendering? I know Pentiums are fast, I'm going to order a P5-90,  
>> but not that fast. Tell me about the P6, I might hold off for its release.  
>>  
>> -- Bob  
>>  
>> : Robert Byrne : rbyrne@3dform.edex.edu.au :  
>> : Amiga A3000/25 : Ballina, NSW Australia :  
>>  
>>  
>  
>

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## 1.224 MSG-221 Subject: Re: Quickrender rendering method selector

Subject: Re: Quickrender rendering method selector  
Date: Monday, 18 September 1995 06:52:15  
From: Bill Boyce <bilboyce@iconz.co.nz>

---

At 09:16 PM 17/9/95 -0400, you wrote:

---

>  
 >  
 >I've been thinking that one feature that I'd REALLY love  
 >to see in imagine is an option to select the rendering method  
 >from the quickrender requestor.  
 >  
 >I often create a scene that I'd like to see in trace mode,  
 >though I usually use scanline rendering for quickrenders.  
 >  
 >It'd be a lot easier if there were a toggle switch with rendering  
 >methods there along with light angle, etc.  
 >  
 >Is there an EMail address to send this to Impulse, or do I have  
 >to snail-mail this to them?? Anyone know of an easy way to get  
 >a message to them??  
 >  
 >Scott Krehbiel  
 >scotkre@beacon.regent.edu

Good idea! Send it to 76004.1767@compuserve.com  
 Mark it for Mike H's attention. They reckon snail or Fax are more likely  
 to be paid attention to, but I always get a reply.

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## 1.225 MSG-222 Subject: Minds Eye (again)

Subject: Minds Eye (again)  
 Date: Monday, 18 September 1995 09:24:55  
 From: cjo@esrange.ssc.se

-----  
 Ok, ok, ok, I got the point, alright?

Jeez, all I did was ask a simple question. You didn't have to BOMB with=20  
 with answers!

;-)

Seriously, a great many thanks to all who answered. I appreciate it.  
 And yes, I will buy them.

```
*-----*
| Conny Joensson | Swedish Space Corp. Erange |
| Kiruna        | Satellite operations - Telecom Div. |
| Sweden        | cjo@smtpgw.esrange.ssc.se |
*-----*
```

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**1.226 MSG-223 Subject: Football (soccer) model**

Subject: Football (soccer) model  
Date: Monday, 18 September 1995 11:08:51  
From: rgreb@emmetpub.demon.co.uk (Rob Caunt)

-----  
Someone requested a model of a football (soccer) a while ago (sorry, I don't remember who).

I mentioned this to my 15 year old brother, who then produced one in a couple of hours... (using another rendering package WITH AN AREXX PORT).

Attached is a small jpeg of the object converted to Imagine format. If anyone wants the model (it's 59K), mail me direct rgreb@emmetpub.demon.co.uk and I'll send it to you. It's freeware. Thanks Alistair.

L8R

Rob Caunt

section 1 of uuencode 4.21 of file FOOTBALL.JPG by R.E.M.

--> ATTACHEMENT: FOOTBALL.JPG <--

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**1.227 MSG-224 Subject: Re: Optimisation**

Subject: Re: Optimisation  
Date: Monday, 18 September 1995 11:17:15  
From: kxs156@psu.edu@email.psu.edu (Kaspar Stromme)

-----  
Greetings, All.

>  
> Naaaah, save the \$\$\$ and buy a DEC Alpha. For around \$5000 (go ahead,  
> flame me, someone told me that price) you can buy horsepower to shame a P6.  
>  
> -Bob  
>

Teraclipse Workstation (as advertised in VTU):  
166Mhz Apha  
17' monitor  
4x scsi cd-rom  
64 bit, 2MB graphics card

---

16 MB RAM  
540 MB removable SCSI-3 HD  
Windows NT 3.51

PRICED AT \$3995

Amiga still rules though...even though the new units are incredibly overpriced :(

-----  
Kaspar Stromme  
kxs156@email.psu.edu

40mhz68030/'882;9MB;340MB  
DCTV true-color system

PC-MAC =3D PoliticalCorrect-MindAbsentComputing

IRC:KilZ  
-----

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## 1.228 MSG-225 Subject: Re: Optimisation

Subject: Re: Optimisation  
Date: Monday, 18 September 1995 11:25:00  
From: imag-l@phx.phxmedia.com (Imagine Users Mailing List)

-----  
> And even then you won't get real-time rendering. Previews are probably close  
> to real time though. I think it's a bit hopeful to expect real time from a P6.  
  
> It's only(!) about 1.5 times the speed of a Pentium at the same clock speed. i  
e  
> a 100MHz P6 is as fast as a 150MHz Pentium. Go ahead and get that P90, Robert.  
  
>

Actually, that's only partly true. If you're running regular day to day apps  
(Word, Lotus, whatever) then this is the case = the P6 is only 1.5 times faster  
than the P5. However, if you're doing a lot of floating point operations (like,  
  
for instance, raytracing) then the P6 screams....

It remains to be seen how well Imagine runs on a P6 however... I would hope  
that the Windows version of Imagine would support OpenGL or Intel's 3DR, so  
that we can get real-time solid previews as requested by other members on  
this mailing list. And also be able to take advantage of hardware assisted  
rendering displays - such as Matrox' card or maybe Creative Labs new 3DBlaster.

Given that 3DS Max and Lightwave will have solid previews under Win95+OpenGL  
or 3DR, I would think that Imagine would as well. And right now, you can get

---



solid previews with Caligari Truespace 2.0 - a feature that was previously only available to those of us with SGI hardware.

I for one would love to be able to use Imagine's features more intuitively, and solid rendering previews would be a good start...

j.

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## 1.229 MSG-226 Subject: Re: Optimisation

Subject: Re: Optimisation  
Date: Monday, 18 September 1995 11:56:42  
From: a00448@dtic.ua.es (ERNESTO POVEDA CORTES)

-----  
Hi Imagineers,

This will be my last post for a while as my server reorganises for the new school-year. Anyway here come my little bit of sand...

i heard about a patcher that make Imagine runs about 4-8 times faster under the Cyberstorm 060 on the amiga. i don't know if it is a prog that comes with the board or it is a piece of shareware...

Any ideas?

--

'I will be back :|' -Terminator

email: a00448@dtic.ua.es --> Ernesto Poveda Cortes (I am not a number :)

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## 1.230 MSG-227 Subject: Re[2]: optimisation

Subject: Re[2]: optimisation  
Date: Monday, 18 September 1995 13:22:09  
From: gmartin@mv.us.adobe.com

-----  
Hi there, this bounced about a while back, the patch is called Cyberpatcher and comes as part of the Cyberstorm install SW. I've not done any real tests with or without it, so the 4-8 figure I can't confirm.

---

I does, however, patch some frequently used trig functions that 060 cpu's don't contain as native, stopping non 060 native SW from causing interrupts, that is most of them at least (I think the new cloud and fire textures are a little messy in this respect - real slow, but real nice;-).

Maybe Imagine 4.0 will have an 040/060 version - lets hope so...

Gary

---

>Subject: Re: optimisation  
>From: a00448@dtic.ua.es (ERNESTO POVEDA CORTES) at internet  
>Date: 18/9/95 4:00 am  
>  
>Hi Imagineers,  
>  
> This will be my last post for a while as my server reorganises for  
>the new school-year. Anyway here come my little bit of sand...  
>  
> i heard about a patcher that make Imagine runs about 4-8 times faster  
>under the Cyberstorm 060 on the amiga. i don't know if it is a prog  
>that comes with the board or it is a piece of shareware...  
> Any ideas?  
>  
>--  
>'I will be back :|' -Terminator  
>  
>email: a00448@dtic.ua.es --> Ernesto Poveda Cortes (I am not a number :)

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## 1.231 MSG-228 Subject: MGA Millennium

Subject: MGA Millennium  
Date: Monday, 18 September 1995 14:00:00  
From: jbeard@cix.compulink.co.uk (Joe Beard)

-----

I just bought a Matrox Millennium graphics card, and now I find that Imagine doesn't like it. It displays a "Requested screen mode is not supported though VESA interface" error after loading. So at the moment I have no real-time texture or render preview, both of which I was really getting to like having just got v3.3 last month.

According to the SVGA list on the Project Menu, there only a handful of modes available; 0, 100, 4080, e800 and 4083, all of which are only 256 colours. As the card is supposed to be completely VESA 2.0 compatible, I can only presume that Imagine is at fault somehow, or at least that's what Matrox claim. I tried running the latest UniVesa v5.1, but that

---

doesn't recognise the Millennium so it's no use.

Has anyone else got one of these cards and found a way to run Imagine properly?

Joe

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## 1.232 MSG-229 Subject: Re: Upgrading from Amiga to PC

Subject: Re: Upgrading from Amiga to PC  
Date: Monday, 18 September 1995 14:00:00  
From: jbeard@cix.compulink.co.uk (Joe Beard)

-----  
Hi

I just did the exact same upgrade from Amiga to PC last month. It cost \$100 for the PC version, plus another \$100 if you want to join the constant upgrade scheme and get the latest version (3.3), although it is probably a bit late to join this now as the last upgrade was due to be released this month.

The action editor is still a separate editor I'm afraid. I think Impulse are not doing any major redesigns like that until version 4.0.

Here is a list of new features from v3.1.

### \*New in Version 3.1\*

1. Added an "About" Box.
2. Extended "States" to include object attributes.
3. Improved and Extended DXF loading and saving.
4. Added FLC and ANIM global brush and backdrop support.
5. Added FLC and ANIM brush support.
6. Added ability to view Stills and Animations from within

Imagine.

7. Added Field Rendering.
8. Added access to object attributes from Stage Editor.
9. Added perspective viewing from objects and lights to Stage

Editor.

10. Added "Smart Bones" to speed up subgroup assignment in objects.

### \*New in Version 3.2\*

11. Added support for Hi-Res graphics workspace.
  12. Added support for 256 color graphics workspace.
  13. Added "Quick Attributes."
  14. Added "Set/Fill Edge Line" for stitching object together.
  15. Added "Pick More" to aid in picking face groups.
-

- 16. Added "Hide Unpicked", "Unhide All", "Unhide Subgroup".
- 17. Added "Smooth Edge Line" for object smoothing.
- 18. Added Backdrops in editors for rotoscoping and persp matching.
- 19. Added Fracture in Object mode to anti-laticize an object.
- 20. Added "Scrub" bar to animation preview controls.

\*New in Version 3.3\*

- 21. Added Smooth fracture.
- 22. Added Variable Brightness to object attributes.
- 23. Moved Randomize Colors to function menu.
- 24. Added Mix/Morph control for intensity on ALL textures and

brushes.

- 25. Added Specular Mapping.
- 26. Added Hardness Mapping.
- 27. Added Shininess Mapping.
- 28. Added Brightness Mapping.
- 29. Added Fog Length Mapping.
- 30. Added Index Of Refraction Mapping.
- 31. Added Ambient Light Mapping.
- 32. Added Roughness Mapping.
- 33. Added Previous/Next buttons for traversing texture list

quickly.

- 34. Added Browse buttons to texture and brush requesters.
- 35. Added 256 Color real-time texture preview.
- 36. Added 256 color color pickers in texture requester.
- 37. View Brush added to previewing brushes.
- 38. QuickRender access directly from all attrib/txtr requesters.
- 39. User defined Texture/brush labels added for clarifying

texture list.

- 40. "Dup" Added to attrib req for copying textures/brushes.
- 41. "Drop" Added to attrib req for dropping textures/brushes

quickly.

- 42. "Disable/Enable" button added for turning textures on/off.
- 43. Interactive point-and-click support added to text in texture

list.

- 44. Real time previewing of renders as they happen in 256 col

displays.

- 45. Support for unfinished FLC's added.
- 47. Default object attributes added to preferences.
- 48. Shaded View Edge drawing control added to Prefs (PC only).
- 49. Replaced "Reflection Mapping" with "Environment Mapping."
- 50. Added preferences option for startup editor.
- 51. Added preferences option to set number of points in CSG

sphere.

Joe

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## 1.233    MSG-230 Subject: Shading bands

Subject: Shading bands

Date:      Monday, 18 September 1995 14:15:00

From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

```

-> From: pleatman@one.net->-> My question is, I have an object that is pretty mu
ch a solid grey =col-> has specular set and hardness (255), with no texture. Wh
en I rend=er-> image, I get very noticable areas where the shading changes. I th
i=s-> caused by me having a setting wrong ? How do I get rid of it.-> I am rend
ering the imagine in iff-24, and looking at the image wit=h-> 64k colors.Simple.
View the image in 16million (24 bit) color mode. As good as16-bit color is, you
won't get rid of the dithering bands unless youhave a true 24-bit display.  /-
-----
men          /___/ / \ / / /___/ /___/ /_ \ / | Mike van der Som
             /___/ / \ / / /___/ /___/ /_ \ / | Santa Barbara, Ca.
             HAUS BBS (805-683-1388) |         | mike.vandersommen@caddy.uu.silcom.com
             "Blackouts make for nice breaks in the
day" \-----> I am ren
dering the imagine in iff-24, and looking at the image wit=h 6-> colors.--- =FE  ←
InterNet - GraFX Haus BBS - Santa Barbara, Ca - (805) 683-1388

```

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## 1.234 MSG-231 Subject: Re: Minds Eye (again)

Subject: Re: Minds Eye (again)  
 Date: Monday, 18 September 1995 14:24:29  
 From: Edward Chadez <echadez@galileo.carl.org>

In a previous letter, cjo@esrange.ssc.se wrote:

```

}
} Ok, ok, ok, I got the point, alright?
}
} Jeez, all I did was ask a simple question. You didn't have to BOMB with=20
} with answers!
}
} ;-)
}

```

That's how "threads" get started. One guy asks a question or has an idea, and twenty thousand others throw in their two-cents.

Just my \$0.02. :-)

```

} Seriously, a great many thanks to all who answered. I appreciate it.
} And yes, I will buy them.
}

```

You -won't- be disapointed.

-Ed

--

Edward Chadez <http://galileo.carl.org/>  
Lead Senior Programmer/Analyst (Systems Integration Team)  
CARL Corporation (303) 758-3030

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## 1.235 MSG-232 Subject: Re: Optimisation

Subject: Re: Optimisation  
Date: Monday, 18 September 1995 17:31:12  
From: kxsl56@psu.edu@email.psu.edu (Kaspar Stromme)

-----  
Greetings, All. (j. in particular :)

>  
> > Teraclipse Workstation (as advertised in VTU):  
> > 166Mhz Apha  
> > 17' monitor  
> > 4x scsi cd-rom  
> > 64 bit, 2MB graphics card  
> > 16 MB RAM  
> > 540 MB removable SCSI-3 HD  
> > Windows NT 3.51  
> >  
> > PRICED AT \$3995  
> >  
>  
> Uh, like... so what?!!! Where's the telephone number? How do I buy one of  
> these things if you don't include contact info - since you went to all the  
> trouble of typing the details in, and yet missed one very crucial item, I  
> tend to disbelieve this price.  
>  
> Got the number handy? I'd like to place a couple of orders...

It's in VTU as mentioned above..pg. 27. If you don't read that magazine  
the company is Bushey Virtual Construction and the number is  
(714) 447-3587.

-----  
Kaspar Stromme  
kxsl56@email.psu.edu

40mhz68030/'882;9MB;340MB  
DCTV true-color system

PC-MAC =3D PoliticalCorrect-MindAbsentComputing

IRC:KilZ  
-----

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---

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## 1.236 MSG-233 Subject: Win95 and imagine???

Subject: Win95 and imagine???  
Date: Monday, 18 September 1995 17:46:00  
From: drift@nighthawk.com (Drift Dennis)

-----  
Could someone tell me if there are any advantages to imagine running it  
under windows 95? or disadvantages? Is the rendering speed, or memory  
constraints affected? I presently run both amigas and pc (windows 3.11).  
thanks

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

The true miracle is that we exist at all,  
let alone the we are here and now.

PLEASE STOP BY OUR WEB SITE, we would appreciate  
hearing from you at <http://www.nighthawk.com>

Using Amiga and PC technologies in symbiotic harmony

\*\*\*\*\*  
\*\*\*\*\*

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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9403 Marilla Dr

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let alone the we are here and now.

PLEASE STOP BY OUR WEB SITE, we would appreciate  
hearing from you at <http://www.nighthawk.com>

Using Amiga and PC technologies in symbiotic harmony

\*\*\*\*\*  
\*\*\*\*\*

A2k-030@50mhz+20Meg/A4k-040@40Mhz+50Meg/PAR/1stopMusicShop/+6gigHDspace&PC+20Meg

\*\*\*^  
^

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## 1.237 MSG-234 Subject: Re: Ugly pork

Subject: Re: Ugly pork  
Date: Monday, 18 September 1995 19:15:47  
From: Edward Chadez <echadez@galileo.carl.org>

-----  
In a previous letter, Mike McCool wrote:  
>  
> If you (the original poster) do decide to work with DCTV, the native  
> program, IFFtoDCTV is a beaut, with the RGB filter built in as an option.

Keep in mind, however, that IFFtoDCTV has a NTSC limiting filter which  
removes stray pixels (like the built-in stars under 1.0 and 2.0).

> And you can even use AmigaDos's "dpat" command in conjunction with  
> IFFtoDCTV to batch process your Imagn iff24's.  
>

This isn't necessary since IFFtoDCTV has file pattern matching built in.  
For example,

IFFTODCTV pic.????

will convert all of the files named pic.???? in the directory to dctv  
images (ie, pic.0001 will produce pic.0001.dctv). Don't fall into a trap  
by doing an IFFTODCTV pic.\* (ie, pic.0001 will produce pic.0001.dctv which  
will produce pic.0001.dctv.dctv, etc.).

One more note on DCTV: 3-bitplane images animate faster than 4-bitplanes.  
While 4-bitplane (3 million colors?) look better than 3-bitplanes on a  
single picture, the difference isn't as obvious during an animation.  
Depending on the amount of delta changes per frame, I can get upto 30fps on  
an A3000/25 using ANIM-5. A faster CPU and/or a faster decompression  
algorithm (ie, ANIM-7) should improve things. Of course, more memory  
always improves things, too. :-)

Just my \$0.02.

-Ed

--

Edward Chadez <http://galileo.carl.org/>  
Lead Senior Programmer/Analyst (Systems Integration Team)  
CARL Corporation (303) 758-3030



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### 1.238 MSG-235 Subject: Re: Single frame recording VCR

Subject: Re: Single frame recording VCR  
Date: Monday, 18 September 1995 20:52:58  
From: ELeet <balogh@zeus.iit.uni-miskolc.hu>

-----  
please email it me too...

balogh@zeus.iit.uni-miskolc.hu

thnx

--  
ELeet

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### 1.239 MSG-236 Subject: Re: Shading bands

Subject: Re: Shading bands  
Date: Monday, 18 September 1995 21:56:41  
From: craigh@fa.disney.com

-----  
On Sep 16, 3:20pm, imagine-relay@email.sp.paramax.com wrote:

>  
>  
>  
> Yes and no. On solid color objects (like what is mentioned) even 24bit =  
> color will not entirely remove the banding. a 24bit display has 256 =  
> available levels for each of the Red, Green, and Blue color channels. =  
> This means that any object that is a fully saturated, solid color will =  
> only get rendered with a maximum of 256 (out of a possible 16.7M) =  
> colors. This will produce, albeit very very faint, banding.

Uh, no..

The amount of colors you will get are 256 x 256 x 256 which equals 16777216. It

is true that even with this, there might be an extremely subtle banding, (which is why some high-end systems use 10 bit per color channel digital video devices and not 8 bit per channel systems; i.e. 24 bit systems), you are not likely to see any banding with normal equipment.

---

>  
 > Good dithering techniques (ala ADPro2.5) can help in clean up of a =  
 > render such as this. Load the finished 24 bit rendering into ADPro and =  
 > have ADPro render it to a 24bit screen with Floyd-Steinberg dithering =  
 > on. This should erradicate the banding inherent in the picture.

There is no dithering done in 24 bit displays. When you reduce the color resolution, like to 256 colors, dithering is then performed to trick the eye to see more colors than are really there.

Craig

--

---

```

      #####      Craig Hoffman
    #~ ~###      craigh@fa.disney.com
    @ @ #?)
    <  /|      Walt Disney Feature Animation
    \-' /
    |__/
  
```

---

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## 1.240 MSG-237 Subject: Shading Bands

Subject: Shading Bands  
 Date: Monday, 18 September 1995 22:35:54  
 From: NEWKIRK@delphi.com

-----  
 Craig Hoffman says, in part:

>The amount of colors you will get are 256 x 256 x 256 which equals 1677721  
 What was being said, however, was in reference to a solid color object.  
 If the base color of the objects is RGB <255,0,0> or full red, the most  
 colors that could honestly be used would be the 255 levels of full red.  
 Granted, lighting affects this as well, so maybe maximum would be greater,  
 but nowhere near the hardware limit of 16.8 million.  
 I agree with using ADPro dithering, which CAN be used, i believe, by selecting  
 "Apply Map", then saving the resulting 24 bit file.  
 JN

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---

**1.241 MSG-238 Subject: Re: Quickrender rendering method selector**

Subject: Re: Quickrender rendering method selector  
Date: Monday, 18 September 1995 22:58:33  
From: Rick Dolishny <dolish@io.org>

-----  
BINGO!

On Mon, 18 Sep 1995, Scott Krehbiel wrote:

>  
>  
> On Sun, 17 Sep 1995, Bob Arnold wrote:  
>  
> >  
> > How about instead you pop into the Preferences and tell it to do a Trace  
> > and specify a resolution instead? I'll do a gnarly ugly object with  
> > super lo-res and scanline until it looks "okay" then in prefs I'll tell  
> > it Trace mode to see what the refractions will look like, then when I'm  
> > really feeling pleased I'll pop out to the Project ed. and do a full render.  
  
> >  
> > Best Fishes, -Bob  
> >  
> >  
>  
> My point is that I find hopping back and forth from the preferences  
> editor to be a pain in the rear. I know it's not that big a deal,  
> but it seems to me that it'd eliminate some extra hassle if there  
> were a gadget there in the quickrender requestor where you could  
> specify the rendering method.  
>  
> Scott Krehbiel  
> scotkre@beacon.regent.edu  
>  
>  
>

Rick Dolishny                   dolish@io.org  
Ardee Productions - Toronto, Ontario

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**1.242 MSG-239 Subject: Re: AutoPEG**

Subject: Re: AutoPEG  
Date: Monday, 18 September 1995 23:56:34  
From: NEWKIRK@delphi.com

---

---

Interim feelings about the program AutoPEG:

I love it! It sits patiently in the background and, as soon as it senses that a file opened is JPG, it diverts the loading task to an IFF-24 image which it creates on the New mail on node BOS1F from IN%"NEWKIRK@delphi.com" spot from the JPG, in a directory you select (default of RAM works fine usually)

Only problems I have encountered, which I have relayed to the author with the exhortation that he try to address them, are:

- 1> Imagine cannot use the same JPG image twice in one frame, I'm not sure where the cause lies. I tried rendering a tiled background, where each tile was mapped with one of two JPGs, no dice. Only worked for a pair of tiles, which I then tiled manually with DPaint (making a WorkBench Background) Any number of JPG's can apparently be used in a frame, but if the same one is used twice, imagine errors out.
- 2> AutoPEG diverts ALL JPG reads, including anything like VPEG,ADPro, HAMLab, and others where you might want it to read the original. Granted, most cases this can be lived with, or AutoPEG can be run again to disable it after Imagine finishes "Initializing", but it's a little annoying in some circumstances.

I'm gonna keep pushing this proggie, and see what it can do, but I'd have to, based upon experience so far, give it a definite Thumbs Up!

This is a fantastic little addition to Imagine rendering on Amiga. If I ever lose it now, I'd really miss it. I guess that's the true test: could I live without it? Not happily, now.

JN

PS: the program is on Aminet.com, but I don't remember where offhand. try [HTTP://www.aminet.com](http://www.aminet.com), search for AUTOPEG.

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## 1.243 MSG-240 Subject: AutoPEG location correction

Subject: AutoPEG location correction

Date: Tuesday, 19 September 1995 00:04:06

From: NEWKIRK@delphi.com

---

Sorry, [WWW.aminet.com](http://WWW.aminet.com) doesn't exist. ftp to [aminet.com](http://aminet.com) goes to NETNET's [aminet](http://aminet.com) mirror, that's where my brain pulled that from. Here's how I reached it by web, which shows where it is by FTP as well:  
<http://is.eunet.ch/aminetbin/find?AUTOPEG>

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Aminet: Back to [1]top

---

1 files matching 'AUTOPEG'. Click archive name to download, description to

---

view readme, or enter another search string.

[2]AutoPEG1.55.1ha          gfx/conv      75K+[3]Background JPEG decompression

Again, sorry 'bout the screwup. must be 'cause it's midnight, after a few strong beers, after a 18 hour day, after being up all night with a crying 9 month old.  
JN

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## 1.244    MSG-241 Subject: Re: Quickrender rendering method selector

Subject: Re: Quickrender rendering method selector  
Date:      Tuesday, 19 September 1995 02:10:56  
From:      rbyrne@3dform.edex.edu.au (Robert Byrne)

-----  
Hello Scott, on Sep 17 you wrote:

> I've been thinking that one feature that I'd REALLY love  
> to see in imagine is an option to select the rendering method  
> from the quickrender requestor.  
>  
> I often create a scene that I'd like to see in trace mode,  
> though I usually use scanline rendering for quickrenders.  
>  
> .....

I sometimes like to switch to a higher resolution to QRender certain textures. I've created several configs and use the Load From prefs option, it's quick and no typing or remembering Presets is necessary. A few extra options in the QR requestor would'nt hurt though.

-- Bob

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## 1.245    MSG-242 Subject: Quickrender rendering method s

Subject: Quickrender rendering method s  
Date:      Tuesday, 19 September 1995 03:36:00  
From:      m.rubin9@genie.geis.com

-----

---

Scott,

I completely agree and I have sent Email to Impulse about this, but so far no dice. Since 4.0 is apparently only a few weeks away, I suppose its too late for them to build it in if it isn't already there.

What I would really like is to be able to toggle between Quickrender resolutions w/o having to go to prefs. For example, I usually do a first render in quarterscreen, before I go full screen and it is a royal pain to keep having to leave the editor.

Floater

>  
>I've been thinking that one feature that I'd REALLY love  
>to see in imagine is an option to select the rendering method  
>from the quickrender requestor.  
>  
>I often create a scene that I'd like to see in trace mode,  
>though I usually use scanline rendering for quickrenders.  
>  
>It'd be a lot easier if there were a toggle switch with rendering  
>methods there along with light angle, etc.  
>  
>Is there an EMail address to send this to Impulse, or do I have  
>to snail-mail this to them?? Anyone know of an easy way to get  
>a message to them??  
>  
>Scott Krehbiel  
>scotkre@beacon.regent.edu  
>  
>  
>  
>  
>  
>-----  
>

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## 1.246 MSG-243 Subject: Walker2 cycleobject on Aminet!

Subject: Walker2 cycleobject on Aminet!  
Date: Tuesday, 19 September 1995 09:36:27  
From: Mr Krzysztof Korski <SZULD@ucinvl.uci.agh.edu.pl>

-----  
Hi friends,  
I have a pleasure to let you know about corrected version of  
Armoured Walker. If you want to have it just look for it in

---

"gfx/3dobj" directory in wuarchiwe.wustl.edu.

\*\*\*\*\*

You should remember that it is a PostCardWare object, so if you like and use it, send me a colorful postcard from the town you live in. All information in .readme file.

Yours sincerely,  
Krzysztof Korski

well known as... szuld@ucinvl.uci.agh.edu.pl

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## 1.247 MSG-244 Subject: RE: Detail editor particles

Subject: RE: Detail editor particles  
Date: Tuesday, 19 September 1995 13:01:06  
From: ALorenice@aol.com

-----  
When using the detail editor particles feature with Imagine objects as the particles, is there any way to get the textures and maps of the original objects to show when used as particles? They always seem to use the base object attributes.

For example, if I particle a plane and use a flower object as the particle objects, the flowers all show up as grey (the plane's settings -- unchanged from default).

Alan.

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## 1.248 MSG-245 Subject: Re: RE: detail editor particles

Subject: Re: RE: detail editor particles  
Date: Tuesday, 19 September 1995 13:06:00  
From: Michael North <IBTLMAN@MVS.OAC.UCLA.EDU>

-----  
> When using the detail editor particles feature with Imagine objects as the  
> particles, is there any way to get the textures and maps of the original  
> objects to show when used as particles? They always seem to use the base  
> object attributes.

---

>  
 > For example, if I particle a plane and use a flower object as the particle  
 > objects, the flowers all show up as grey (the plane's settings -- unchanged  
 > from default).

I just ran into the same problem, except that I couldn't even get  
 phong shading on the particle object. It's fairly easy to get  
 colors and other attributes onto the particle objects, by changing  
 the attributes of the base object. But I don't see how to keep  
 something like a map or a complicated texture on the particle object.

Michael

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## 1.249 MSG-246 Subject: Win95 and imagine???

Subject: Win95 and imagine???  
 Date: Tuesday, 19 September 1995 15:11:00  
 From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

-----  
 -> From: drift@nighthawk.com (Drift Dennis)->-> Could someone tell me if there are  
 any advantages to imagine running under windows 95? or disadvantages? Is the  
 rendering speed, or memory constraints affected? I presently run both amig  
 as and pc (windows 3.1) No advantage since you can't run it "under" Win 95. Buck  
 up, Impulse is working on a Windows version of Imagine. Should ship between next  
 month and Christmas '96. :) /-----  
 \_\_\_\_\_  
 / | Santa Barbara, Ca. /\_\_\_\_/ / \ / / / / \ | mike.  
 vandersommen@caddy.uu.silcom.com HAUS BBS (805-683-1388) | "Black  
 outs make for nice breaks in the day" \\_\_\_\_\_  
 -----  
 --- =FE InterNet - GraFX Haus BBS - Santa Barbara, Ca - (8  
 05) 683-1388

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## 1.250 MSG-247 Subject: Decal mapping

Subject: Decal mapping  
 Date: Tuesday, 19 September 1995 15:26:00  
 From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

-----  
 -> From: davewarner@globalone.net->-> For your bottle example, simply copy the po  
 lygons that make up that part of the bottle to another layer, Stretch them just



a little bit so =the-> diameter is slightly bigger than the bottle itself, rena  
 me these-> polygons' surface, export/save both layers and then apply your lab=el  
 -> image map to the polygons you copied/stretched and use Additive or= a-> trans  
 parency map to elliminate the unwanted parts. Yes, that technique was my "last re  
 sort" project. I was hoping thatLW had a similar "genlock color 0" brush widget  
 device like Imagine t=hatI was just unfamiliar with. Thank you for your quick res  
 ponses! /-----  
 van der Sommen / \_ / \_ / \_ / \_ \ / | Mike  
 Ca. / \_ / \ / / / / \ | Santa Barbara,  
 .silcom.com HAUS BBS (805-683-1388) | "Blackouts make for nice br  
 eaks in the day" \-----<--  
 --- =FE InterNet - GraFX Haus BBS - Santa Barbara, Ca - (805) 6  
 83-1388

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## 1.251 MSG-248 Subject: Thanks for ugly ham responses

Subject: Thanks for ugly ham responses  
 Date: Tuesday, 19 September 1995 17:12:26  
 From: Damon LaCaille <nomad@aloha.net>

-----  
 Just wanted to say "thanks" for helping me out to each and every person  
 that responded. I was overwhelmed at the support! Now just one problem  
 remains, where can I get my grubby hands on HamLab? I tried aminet, not  
 there (as far as I could see under gfx/conv).

Sorry to be sort of off the subject here. But it \*is\* related to  
 Imagine, in a way ;)

```
[=====]
[      Damon L. LaCaille      |  A3000 @ 25MHz 10MB RAM / 540MB HD      ]
[=====]
[ Email - nomad@aloha.net      |  If you're not making 50 mistakes a day ]
[ WWW   - Be watching for my   |  then you're not trying hard enough! ]
[      WWW home page here!    |  --* IMAGINE - Why use anything else? *-- ]
[=====]
```

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## 1.252 MSG-249 Subject: Monitor

Subject: Monitor  
 Date: Tuesday, 19 September 1995 17:44:58

---

From: Darren Priestnall <darren@hanger.demon.co.uk>

-----  
Is anyone selling a VGA or SVGAmonitor (at least 12 inch) ?  
I need it to use my new Cybergraphics card which doesn't  
like my traditional Philips monitor for my Amiga.

I'm particularly interested in the following monitors  
although I will consider any 15 inch multisync.

Taxan 580plus LR  
Iiyama Vision Master 15"  
MicroVitec 1438 or 1440 (I'm not too sure of the difference)

Oh yes, I will be selling my current Philips CM8833-II once  
I get my new VGAmoitor for my cybergraphics card.

--

~=====~  
3D animation's and carbon still's designed and rendered to order  
using Lightwave, Real3D, Imagine, Adpro, Photogenics, ImageFx.....

Amiga 3000, 10Meg ram, 240 Meg HD, Cybervision64 24 bit card, OS3.1,  
Supra Fax 288 modem, High density drive and a user of Shapeshifter.

Email: darren@hanger.demon.co.uk.....also experienced Lab analyst.

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## 1.253 MSG-250 Subject: Re: Detail editor particles

Subject: Re: Detail editor particles  
Date: Tuesday, 19 September 1995 17:50:20  
From: Joop.vandeWege@MEDEW.ENTO.WAU.NL (joop van de wege)

-----  
>When using the detail editor particles feature with Imagine objects as the  
>particles, is there any way to get the textures and maps of the original  
>objects to show when used as particles? They always seem to use the base  
>object attributes.

I have applied a brush map to the plane and then made it into a particle  
object and I still see pieces of the brush map on the particles, but then I  
used no external objects.

>For example, if I particle a plane and use a flower object as the particle  
>objects, the flowers all show up as grey (the plane's settings -- unchanged  
>from default).

Maybe you need to give your external object the attributes you applied to the

---

plane.?

Joop

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## 1.254 MSG-251 Subject: Re: Win95 and imagine???

Subject: Re: Win95 and imagine???  
Date: Tuesday, 19 September 1995 17:50:46  
From: Dylan Neill <dylann@pcug.org.au>

-----  
On Mon, 18 Sep 1995, Drift Dennis wrote:

```
>
>
> Could someone tell me if there are any advantages to imagine running it
> under windows 95? or disadvantages? Is the rendering speed, or memory
> constraints affected? I presently run both amigas and pc (windows 3.11).
> thanks
> Drift Dennis
> {kc7ot}
> drift@nighthawk.com
>
> May The Force Be With You
```

Well you can't actually run Imagine with Windows 95 in the background. It has to run in normal DOS mode (which is easy to set up in Windows 95) The only real advantage is that you can set it up as an icons which will reboot the computer with a custom Autoexec.bat and config.sys (no more huge boot menus ! :)

```
---
      | \ / |
      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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## 1.255 MSG-252 Subject: Re: Shading Bands

Subject: Re: Shading Bands  
Date: Tuesday, 19 September 1995 18:31:30

---

From: craigh@fa.disney.com

---

On Sep 18, 9:35pm, imagine-relay@email.sp.paramax.com wrote:  
>

> I agree with using ADPro dithering, which CAN be used, i believe, by selecting  
> "Apply Map", then saving the resulting 24 bit file.  
> JN  
>-- End of excerpt from imagine-relay@email.sp.paramax.com

ADPro does not dither 24 bit images. Why would it? It does need to fake any colors- they are all represented in the 24 bits of color information.

It only dithers lower color resolution images to make them look like 24 bit.  
When it dithers, it trades spatial resolution for color resolution.

I don't understand this thread. The original poster was looking at a 24 bit image with 65,000 colors. When you lower color resolution without dithering, you will get banding on large areas with slight color variation. This is obvious.

24 bit represents all colors available to you. No banding will occur when you display a true 24 bit image on true 24 bit devices, so there is no need to dither anything.

Craig

--

---

|         |                               |
|---------|-------------------------------|
| #####   | Craig Hoffman                 |
| #~ ~### | craigh@fa.disney.com          |
| @ @ #?) |                               |
| < /     | Walt Disney Feature Animation |
| \_ /    |                               |
| __ /    |                               |

---

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## 1.256 MSG-253 Subject: Re: MGA Millennium

Subject: Re: MGA Millennium  
Date: Tuesday, 19 September 1995 18:32:00  
From: jbeard@cix.compulink.co.uk (Joe Beard)

---

---

> Well, I'm running 3.0 with the millenium with 2 megs, and am having no  
>problems  
>what so ever. I am however getting that same prob with the graphic modes  
>though.

> I should also be getting 3.3 later this week, so I'll be able to test  
and  
>see if it's a prob  
>with 3.3. I'll let you know.

I am already running v3.3, and it is only the best of the new features  
that were added \*after\* v3.0 that don't work with the Millennium. So I am  
afraid you will be in exactly the same boat when you get v3.3!!

> Dosn't it suck being on the bleeding edge of technology?

Yep, I guess it will be fixed eventually when Impulse release the Windows  
version of Imagine.

Joe

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## 1.257 MSG-254 Subject: Re: Upgrading from Amiga to PC Imagine

Subject: Re: Upgrading from Amiga to PC Imagine  
Date: Tuesday, 19 September 1995 18:32:00  
From: jbeard@cix.compulink.co.uk (Joe Beard)

---

> I just upgraded my version to the PC v3.0 but it cost me \$200!! How  
>did you get  
>it for \$100. I had to pay \$300 in total to get to 3.3. Did I get  
>screwed around???

What can I say? All I did was phone Impulse and ask for the PC version  
and the constant upgrade plan, and I was told it cost \$200. Maybe it is a  
special deal if you go for both at the same time.

I checked my credit card statement and they definitely only charged me  
the \$200.

Joe

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---

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## 1.258 MSG-255 Subject: Re: Win95 and imagine???

Subject: Re: Win95 and imagine???  
Date: Tuesday, 19 September 1995 21:04:00  
From: Sharky <sharky@websharx.com>

-----  
On Tue, 19 Sep 1995, Mike Vandersommen wrote:

>  
> -> From: drift@nighthawk.com (Drift Dennis)  
> ->  
> -> Could someone tell me if there are any advantages to imagine running  
> -> under windows 95? or disadvantages? Is the rendering speed, or memory  
> -> constraints affected? I presently run both amigas and pc (windows 3.1  
>  
> No advantage since you can't run it "under" Win 95. Buck up, Impulse is  
> working on a Windows version of Imagine. Should ship between next month  
> and Christmas '96. :)  
>

For those of you who run the pharlap extender stuff to run Imagine under  
win 3.1, it works under Win95 too, with the added bonus of being able to  
use your Wacom Artpad too. I'm using the latest wacom drivers from  
www.wacom.com.

Aloha,  
Sharky

sharky@aloha.com/CIS#70614,2011 \_\_ v Home Page : http://aloha.com/~sharky  
WebSurfer & Fun Guy,Funky \_\_/ \ >\*< Home Server:http://www.websharx.com  
WWW Page Designs, \_\_\_\_/ ) | ^ Hawaii Related Links and Etcetera's,  
Tech. Planning /\\_\_\_\_/ } \ 3D Modelling & Animation Art,Objects  
~~~~~(\_\_\_\_ALOHA!\_\_\_\_)~~~~~

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1.259 MSG-256 Subject: RE: Shading Bands

Subject: RE: Shading Bands
Date: Tuesday, 19 September 1995 21:51:23
From: denryan@netcom.com

On Thu, 14 Sep 1995, Jeff Hanna wrote:

"

> Sorry, but for the last time, your wrong. with only 256 available shades of each primary color (RGB), solid objects of those primary colors, and ones of black/grey/white will appear banded even when rendered at 24 bit.
> > Do the math. 256R x 256G x 256B = 16.7M all colors. What do you think that 256R is? It's the available shades of Red. a solid red object only has 8 bits of color attributable to it. This means that at best, even on a 24bit display, it will have 256 available shades. > > If 24bit gives you all colors (which it doesn't) why is there a 48bit TIFF format? Not that it's widely used, granted.
>"

I advise to just give up on this guy, people. He's got his mind wrapped around a wrong-headed interpretation of color space, and I don't think any amount of verbal description of how it actually behaves will dissuade him. I'm confident that one day he will see an illustration or description that will make sense to him, and Voila! all will become clear. Until then, let's not waste any more bandwidth on this, ok? Thanks.

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1.260 MSG-257 Subject: Re: Optimise

Subject: Re: Optimise
Date: Tuesday, 19 September 1995 22:45:27
From: Damon LaCaille <nomad@aloha.net>

I use an Amiga as of now, but am considering buying a DX4/100 or P-75. The only reason I'd consider a DX4 is because it's about \$200 cheaper and it'd be cheaper to upgrade to the Pentium after the P6 comes out. I really would like to have a faster renderer right now, even if it means I can't multi-task...

```
[=====]
[      Damon L. LaCaille      |  A3000 @ 25MHz 10MB RAM / 540MB HD      ]
[=====]
[ Email - nomad@aloha.net      |  If you're not making 50 mistakes a day ]
[ WWW   - Be watching for my   |  then you're not trying hard enough! ]
[      WWW home page here!    |  -=* IMAGINE - Why use anything else? *=- ]
[=====]
```

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1.261 MSG-258 Subject: Re: Shading Bands flame

Subject: Re: Shading Bands flame
Date: Tuesday, 19 September 1995 23:17:45
From: NEWKIRK@delphi.com

I stand corrected, ADPro Apply Map only applies color map changes, although dithering WOULD be useful.

To denryan@netcom.com:

>
>I've never said this to anyone on a newsgroup, but, excuse me, but
>you haven't the faintest idea what you're talking about. If the base color
>is full red, there isn't going to be any "banding" is there, now? If the
>color is modulated away from "full red" it will be done using not 256
>shades of red but all three 8-bit colors, and thus be one of the 16
>million expressible colors, which while not being all the possible colors
>in the universe, will exceed the ability of the human eye to
>differentiate. There will be no need for dithering.

>
>On Mon, 18 Sep 1995 NEWKIRK@delphi.com wrote:

>
>> Craig Hoffman says, in part:
>> >The amount of colors you will get are 256 x 256 x 256 which equals 1677
>> What was being said, however, was in reference to a solid color object.
>> If the base color of the objects is RGB <255,0,0> or full red, the most
>> colors that could honestly be used would be the 255 levels of full red.

>
>Wrong. Just *one* color, *one* level or shade.

Apologies for the echo, but

You haven't the faintest idea what YOU'RE talking about, it would seem.

Try this test:

Create a sphere, color RGB <255,0,0> no reflection, specular, transparency,
just plain old RED.

Render a frame with that object center stage, with as many lights as you choose,

al

though one illustrates the point well enough for a child to see the results:
The rendered image consists of a range of colors from pure red (or as close
to pure red as the lighting in the scene allows, perhaps <250,0,0>, fading
to black in the full shadow. This is a MAXIMUM OF 256 colors. Now, I also
allowed as how there could be further colors inherent in the scene, namely
specular highlights. Take the test render, apply Specular RGB <255,0,0> to
it, set hardness middlin (I used 42 for the test image I'm mailing you)
render it again, and you get the following colors possible:
Full red fading to full black, and any point on the sphere within the area
affected by Imagine's specular highlight will add some GreenBlue component,
ALWAYS G=B, so as to have only red fading to black or to white, NO OTHER
COLORS ARE POSSIBLE, excepting colored lights or interaction with other colors
within the modelled environment the object is rendered with. Further, although
this would seem to indicate 65,535 possible colors (black to full red, or to
full white within the highlight, (256x256)-1) you actually only can get half

that number, since the GB component will NEVER be greater than the R component, which would produce a non red/black/white combination.
Any comments from the civilized members of the IML?
Joel NewKirk

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1.262 MSG-259 Subject: Question about MPEG capture card . . .

Subject: Question about MPEG capture card . . .
Date: Tuesday, 19 September 1995 23:25:40
From: CoryJ44@aol.com

I know that many of you guys dabble in video along with your modeling and animation, and I'm looking for a good MPEG capture card (for the PC) which will pull in full-screen NTSC video at 30 fps. Does anyone have a suggestion? How about a price range of about \$500 to \$700? If you have experience with a certain card, or know of a good deal, I'd appreciate hearing from you.

Cory
(coryj44@aol.com)

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1.263 MSG-260 Subject: Single frame recording VCR

Subject: Single frame recording VCR
Date: Tuesday, 19 September 1995 23:32:40
From: NEWKIRK@delphi.com

A VCR with flying erase heads and frame-by-frame forward/reverse control would seem to me to be capable of (albeit manual) single frame recording. What am I missing here? Obviously it's not that simple, but I've never worked with recording animations to tape, and never even looked into it.
JN

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1.264 MSG-261 Subject: Re: Win95 and imagine???

Subject: Re: Win95 and imagine???
Date: Tuesday, 19 September 1995 23:34:54
From: Fredster <fredster@netrix.net>

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

> For those of you who run the pharlap extender stuff to run Imagine under
win
> 3.1, it works under Win95 too, with the added bonus of being able to use
your

Say what???

Could you elaborate pretty please?

--

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

Daddy, what does formatting drive C mean?

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1.265 MSG-262 Subject: Re: AutoPEG

Subject: Re: AutoPEG
Date: Tuesday, 19 September 1995 23:45:06
From: NEWKIRK@delphi.com

Final analysis:

I love it! with the one caveat that Imagine can't seem to load the same image twice in one frame, which the author (John Corigliano) E'd me he thinks he knows why, and a possible correction, this program answers all my prayers about a hard drive swiftly filling to capacity with 24 bit brush maps. I had taken to compressing all maps not used in my current project with JPEG, then converting back to 24iff when I ran into an error working with a previous project or object. NO MORE! with a few exceptions of hand drawn, lo-res images (down to about 4x4 pixels...) all my maps are now JPEG'd. I just freed up over 15 megs of space on my GRAPHICS: partition, more to come when

I go in and JPG all old rendered images inside the projects.
The only thing I can say about this proggy is GET IT. If you, like me,
run into the multiple-use-brushmap problem, E-Mail the author (address included
in the docs) and let him know, maybe he'd implement the change he mentioned.
Best of all, AutoPEG's FreeWare. No strings, just a request that if you like
it you email him, or send him 'something cool'. Hmmm, wonder what he'd think
about a mailbox full of rendered images?

Joel

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1.266 MSG-263 Subject: Re: Shading Bands

Subject: Re: Shading Bands
Date: Wednesday, 20 September 1995 00:01:47
From: Falko@aol.com

>24 bit represents all colors available to you. No banding will occur when
you
>display a true 24 bit image on true 24 bit devices, so there is no need to
>dither anything.

Absolutely, positively FALSE!!! I don't know what kind of 24 bit color
devices you folks are using, But on a fully saturated object of one color -
regardless of the color used - only a limited number of shades -256- are
available. The human eye can most certainly see more than 256 shades of a
given color. There is DEFINITE color banding on 24 bit color devices with
large areas of single color gradient shading. On a 32 bit color device (one
that actually uses all 32 bits for color data) this banding is what I might
call "subtle". My definition of subtle being "difficult to perceive".

On the subject of dithering, most applications do not dither 24 bit data
because of this mistaken assumption that this is all that can be seen.
However, even 32 bit data can be functionally dithered. Unless you are
talking about completely analog data, any 2 steps in digital color
representation may be dithered to produce yet another shade. This is because
they are in fact STEPS. Color data in nature is infinitely variable.

Talk to somebody that does high quality professional imaging/publishing. They
will scoff at the images created with 24bit devices, and express
dissatisfaction at images created with 30/32 bit devices.

This is more than just my opinion. I work with people that do this sort of
thing for a living. And it is my job to make sure they can do their job by
supplying the computer related expertise that lets them do it.

Falko

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1.267 MSG-264 Subject: Optimise

Subject: Optimise
Date: Wednesday, 20 September 1995 01:34:37
From: augioh4b@ibmmail.com

--- Received from GITD.PSG024 2164526 20SEP95 14.31
-> IBMMAIL.INTERNET IBMMAIL INTERNET IBM
Well ... well ... well,

Just amazed at the response of the subject relating to the P6
and on the fly rendering/solid preview.

Thanx for the response everyone, I'm still going to wait till the
P6 comes out ... so the pentium prices go down :D

One more curiosity ... this isn't to start a platform war, but
I was wondering wether it is worth finding out how many
subscribed members of IML use IBM, Amiga or Both. I am open for
any suggestions. (oh...unless this has been done already)

C-Ya
Vic

Thread 270
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1.268 MSG-265 Subject: RE:BANDING & SFR-VCR

Subject: RE:BANDING & SFR-VCR
Date: Wednesday, 20 September 1995 06:21:14
From: Granberg Tom <tom.granberg@TV2.no>

Hi!

All this discussion about color banding is quite amusing, guys!? but let me say

this much, for Television and video work, 24bit is quite sufficient and the
banding, even if seen on a computer monitor, most often disapears on TV,
why?.....Because of the limited bandwith of the (analog) tv signal, but you
often have to run the signal trough a chroma limiter of some kind to get away
ilegal colors that will, you belive me, bleed. It would be cool to have that
feature in Imagine. But I agree on having a 32 or 48bit format for print and
movie/slide work.

On the question about single frame recorder's, dont buy one, get DPS-PAR or
something similar. A single frame recorder are yesterdays news, using a time
code and having to do pre-rolls for every captured frame, and drop-out's occur

very often on cheaper decks. And the cost is not that good either. And it's very time consuming as well. But if you really, really want one, try getting your hands on a second hand Betacam SP/MII recorder.

Later

Tom Renderbrandt

Thread 452
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1.269 MSG-266 Subject: Is Essence for PC shipping?

Subject: Is Essence for PC shipping?
Date: Wednesday, 20 September 1995 08:45:21
From: goran@abalon.se (Goeran Ehrsson)

Is Essence for PC shipping?
I ordered it one month ago and haven't heard anything from
Worley Laboratories (Apex).
Has anyone of you receive it yet?

- Goran

--
goran@abalon.se, Goran Ehrsson, Abalon AB, Box 11129, 161 11 BROMMA, SWEDEN.

Tired of reading comics? Try a Microsoft manual:
"You can determine the BIFF version by testing the high-order byte of the
BOF record. This record is always the first record in a BIFF file.
For example, the BOF record in a BIFF4 chart file may appear: ..."

Thread 451
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1.270 MSG-267 Subject: Re: Optimise

Subject: Re: Optimise
Date: Wednesday, 20 September 1995 09:36:41
From: dgrant@dgrant.peinet.pe.ca (Dennis Grant)

Hello augioh4b (augioh4b), in <9509200430.AB10155@email.sp.paramax.com> on Sep 20 you wrote:

> One more curiosity ... this isn't to start a platform war, but
> I was wondering whether it is worth finding out how many
> subscribed members of IML use IBM, Amiga or Both. I am open for
> any suggestions. (oh...unless this has been done already)

Amiga only.

An A4000/040/14/1Gig at work, and an A3000/030/6/120 at home for games, my wife's papers, and the occasional render fix.

Dennis Grant Cycor User Support - HTML Developer - Graphic artist
dgrant@cycor.ca Amiga 4000/'030/6/120/'882 40/2XCDROM/USR14.4/Idek 17"/SLIP

Visit Trog's Cave! <http://www.cycor.ca/TCave/>

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1.271 MSG-268 Subject: Re: AutoPEG

Subject: Re: AutoPEG
Date: Wednesday, 20 September 1995 10:58:40
From: Mike McCool <mikemcoo@efn.org>

Hey Joel, et al,

Well, I'd love to get autoPeg, but I sure can't find it. And both those http's you gave were unreachable by my server. Could you by chance post me privately, with the exact site address where you downloaded AutoPeg from?

Thanks a meg.

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1.272 MSG-269 Subject: Is DCTV Supported?

Subject: Is DCTV Supported?
Date: Wednesday, 20 September 1995 10:59:00
From: KEN_ROBERTSON@robelle.com

I picked up a second-hand DCTV unit for my Amiga 1200. A couple of problems...the RGB pass-thru doesn't work, and I don't have any utilities such as IFFtoDCTV. Also, there doesn't seem to be any way to show DCTV animations.

Is Digital Creations still around, and do they still support DCTV? It's pretty old technology, now, I realize, but I really would like to make better (read: 24 bit colour without the memory movement problems) and longer Imagine animations.

I'm able to get an 8 Meg Ham8 anim overscan running at about 20 fps. Of course, there are lots of deltas involved, and I'm using anim-8 format. This results in about a 4 second video clip. I'd like to try using DCTV to make longer scenes.

\KenR

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1.273 MSG-270 Subject: Re: Optimise

Subject: Re: Optimise
Date: Wednesday, 20 September 1995 11:51:15
From: gregory denby <gdenby@twain.helios.nd.edu>

Damon writes:

>The only reason I'd consider a DX4 is because it's about \$200 cheaper
>and it'd be cheaper to upgrade to the Pentium after the P6 comes out.

Exactly! I opted for the DX4, and plugged the extra \$\$ into more memory. The performance improvement over my old '040 28 was most noticable. It seems that Imagine's math does work much better with Intel chips, i.e. it uses a lot of integer math. If memory serves, after Imagine for Windows appears, there is the possibility of it showing up on other platforms such as the Power PC. I have a feeling that Impulse doesn't have the man power to fine tune the code for the various processors, but is supposing that as processor power grows ever greater, the time loss will be negligible.

Unless, of course, you are a perfectionist, and there seem to be an awful lot of those among tracers.

Greg Denby

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1.274 MSG-271 Subject: Re: Re: RE: detail editor particles

Subject: Re: Re: RE: detail editor particles
Date: Wednesday, 20 September 1995 13:00:00
From: Michael North <IBTLMAN@MVS.OAC.UCLA.EDU>

> Michael- To get an image or complex map to stay attached to its
> respective facets or particles you need to use the states function and
> the "lockstate" name in the attributes requestor. I've got a killer
> animation of a friends face mapped to a particlized sphere with it
> swirling off into nothing ala "Lawnmower Man"... Works like a champ.
>

I think we're talking about different things. I'm not talking about a way to get an image map to stick onto an object after it's partialized. I (and I think the original poster) am talking about putting a map (or even a texture) onto an object and then using that with its own texture or map as a particle object in the detail editor. Objects used as particle objects don't seem to be able to hang onto their own attributes. But I will certainly try lockstate to see if it will work in this case.

Michael

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1.275 MSG-272 Subject: Re: Glossy Brochure

Subject: Re: Glossy Brochure
Date: Wednesday, 20 September 1995 13:12:58
From: spack@mv.us.adobe.com

>Windows Version (3.1/95/NT):
> - Retail price \$1695US!

Kinda reminds me of Sculpt4D when they abandoned the Amiga to go to the Mac. Same product as before (basically) just a new price (x10).

MikeH, please tell us this is a type'doh. Maybe \$169.50? OK maybe a <little> more.

Impulse, who are your customers? What is your market? Reality check needed? Not many of <your> customers cannot afford 3D Studio, or other expensive packages. Which is one reason we are <your> customers. Of course cool functionality is another. But do you offer 'leading edge' functionality worth thousands of dollars? Are you prepared to compete with the Big Boys?

There are many players in the 3D market, most trying for dominance. I received last week a offer for Ray Dream Designer 3.0 (Mac or Windows) for \$99 smackers.

90-day money back guarantee if not satisfied. Sure it doesn't compare well to Imagine, but Ray Dream is probably snagging customers. Volume is the key to dominance, not high price.

Maybe I'm being touchy and the upgrade for <us> existing customers will be affordable.

-Scott
spack@adobe.com

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1.276 MSG-273 Subject: Shading Bands

Subject: Shading Bands
Date: Wednesday, 20 September 1995 14:32:00
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

-> From: craigh@fa.disney.com-> I don't understand this thread. The original poster was looking at an image with 65,000 colors. When you lower color resolution without= di-> you will get banding on large areas with slight color variation. =Thi-> obvious.You'd have thought it would die with the obvious.....Looks like the children are bored. Maybe it's time for another version release of Imagine!! :) /-----
van der Sommen / _ / _ / _ / _ / _ \ / | Mike
Ca. / _ / \ / / / / \ | Santa Barbara,
.silcom.com HAUS BBS (805-683-1388) | "Blackouts make for nice breaks in the day" _____
_--- =FE InterNet - GraFX Haus BBS - Santa Barbara, Ca - (805) 683-1388

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1.277 MSG-274 Subject: Glossy Brochure

Subject: Glossy Brochure
Date: Wednesday, 20 September 1995 15:47:55
From: beeton@SEDSsystems.ca (Gary Beeton - SED Systems)

Hey all,

I just got a glossy colour brochure from Impulse. The brochure is targeted at present owners of Imagine to upgrade to 4.0, and features lots of pretty pictures from our very own Tom "Renderbrandt" Granberg (excellent work by the way) and others. It also answers some of the questions that have been floating about on the list.

Features:

It lists all(?) of the improvements from 3.0. If you subtract the ones that are already in 3.3 you are left with:

- Metaballs editor with Special Effects
- Light arrays... soft edge shadows
- Motion Blur
- Object Smoothing

Cost:

Up until October 31 1995 the upgrade price will be as follows:

- | | |
|------------------------|---------|
| - PC 3.0 | \$100US |
| - Amiga 1.1 or earlier | \$300 |
| - Amiga 2.0 | \$200 |
| - Amiga 3.0 | \$100 |
| - Amiga 1.1 to PC | \$400 |
| - Amiga 2.0 to PC | \$300 |
| - Amiga 3.0 to PC | \$200 |

After October 31, 3.0 to 4.0 will be \$299US.

Windows Version (3.1/95/NT):

- Expect delivery for fall 95.
- Retail price \$1695US!
- Cost to upgrade from other versions is TBD.

Later...

Gary Beeton
beeton@SEDSsystems.ca

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1.278 MSG-275 Subject: DX4-100Mhz

Subject: DX4-100Mhz
Date: Wednesday, 20 September 1995 16:12:41
From: Red Hawk <qual397@cdc700.cdc.polimi.it>

I have try the same rendering with AMIGA 040 25Mhz & a DX4-100 both with 16Mb

I have see that the DX4 100Mhz is 3 times faster than the 68040 25Mhz
but this system is not Multitasking.....

```
-----  
| E-Mail: qual397@cdc700.cdc.polimi.it          _/// |  
| Amiga 4000/40 25Mhz 18Mb 2.0Gb SCSI II       \XX/ |  
| AMD DX4 100Mhz 49Mb 4.45Gb SCSI II          |  
| Home Page:                                  |  
| http://cdc715_0.cdc.polimi.it/~qual397/      |  
-----
```

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1.279 MSG-276 Subject: Re: PC Essence

Subject: Re: PC Essence
Date: Wednesday, 20 September 1995 16:33:00
From: jbeard@cix.compulink.co.uk (Joe Beard)

>Is Essence for PC shipping?
>I ordered it one month ago and haven't heard anything from
>Worley Laboratories (Apex).
>Has anyone of you receive it yet?

I also ordered it and have not heard a word from them. Also they have not
replied to the 3 emails I have sent them since, which I think is pretty
damn rude if you ask me!

Joe

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1.280 MSG-277 Subject: Re: Glossy Brochure

Subject: Re: Glossy Brochure
Date: Wednesday, 20 September 1995 17:55:40
From: "Anime a day..." <b7655@hopi.dtcc.edu>

On Wed, 20 Sep 1995 spack@mv.us.adobe.com wrote:

> 90-day money back guarantee if not satisfied. Sure it doesn't compare well to

> Imagine, but Ray Dream is probably snagging customers. Volume is the key to
> dominance, not high price. ^^^^^^^^^^^^^^^^^^^

Did anyone else get a pain in their stomach after reading this part??

I rather not eat at McDonalds either...

Bill

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1.281 MSG-278 Subject: Re: Glossy Brochure

Subject: Re: Glossy Brochure
Date: Wednesday, 20 September 1995 19:00:04
From: Edward Chadez <echadez@galileo.carl.org>

In a previous letter, Gary Beeton - SED Systems wrote:
{
} After October 31, 3.0 to 4.0 will be \$299US.

Can we expect then that the upgrade from earlier versions of Imagine to
4.0 will escalate as well?

Just lovely.

So, what's the status of Amiga's Real-3d these days? ;-)

-Ed

--

Edward Chadez <http://galileo.carl.org/>
Lead Senior Programmer/Analyst (Systems Integration Team)
CARL Corporation (303) 758-3030

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1.282 MSG-279 Subject: Re: Upgrading from Amiga to PC Imagine

Subject: Re: Upgrading from Amiga to PC Imagine
Date: Wednesday, 20 September 1995 23:44:00
From: jbeard@cix.compulink.co.uk (Joe Beard)

>What can I say? All I did was phone Impulse and ask for the PC version
>and the constant upgrade plan, and I was told it cost \$200. Maybe it is a
>special deal if you go for both at the same time.

>I checked my credit card statement and they definitely only charged me
>the \$200.

After posting this I began to wonder if Impulse had actually charged me
for the constant upgrade program. But I managed to find the invoice they
sent me, and it says:

| | |
|------------------------------|--------|
| Imagine 3.0 PC version | 100.00 |
| Service program for one year | 100.00 |

Plus the \$10 shipping to England, it cost me \$210 in total.

Joe

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1.283 MSG-280 Subject: Re: Win95 and imagine???

Subject: Re: Win95 and imagine???
Date: Wednesday, 20 September 1995 23:52:26
From: Falko@aol.com

sharky@websharx.com
In a message dated 95-09-19 20:26:46 EDT, you write:

>For those of you who run the pharlap extender stuff to run Imagine under
>win 3.1, it works under Win95 too, with the added bonus of being able to
>use your Wacom Artpad too. I'm using the latest wacom drivers from
>www.wacom.com.

>
>Aloha,
> Sharky

Details, please!!! What do you mean using pharlap extender to run Imagine
under windows?!? I know pharlap is dos memory management system but I thought
the application had to be compiled with it to use it?? If you know some dirty
little secret you better give!! After all, I know where you live
!!!! heh, heh (your e-address)

NOW GIVE!! Or am I gonna havta send the boys over with some subtle cues?

Falko

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1.284 MSG-281 Subject: Re: Glossy Brochure

Subject: Re: Glossy Brochure
Date: Thursday, 21 September 1995 00:52:55
From: Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>

If you have a PC with Windows, check out the fully useable demo of Soft F/X at <http://www.bytebybyte.com>. This is from the guys that used to do Sculpt4D. They have also gone cross-platform, from Mac to PC.

Soft F/X already runs under Windows, and if you try it, you will have to agree it has a very intuitive, common-sense interface, very slick.

Also, it ray-traces about 5X faster than Imagine and has CAST SHADOWS. Plus, it will run on practically any screen size you want. I have run it on a 1280x1024 screen and it is really slick.

Sure, it doesn't have every bell and whistle Imagine has, but Impluse could learn a lot about "friendly" programming for the Windoze environment by taking a look at it.

On Wed, 20 Sep 1995 spack@mv.us.adobe.com wrote:

>
> >Windows Version (3.1/95/NT):
> > - Retail price \$1695US!
>
> Kinda reminds me of Sculpt4D when they abandoned the Amiga to go to the Mac.
> Same product as before (basically) just a new price (x10).
>
> MikeH, please tell us this is a type'doh. Maybe \$169.50? OK maybe a <little>
> more.
>
> Impulse, who are your customers? What is your market? Reality check needed?

> Not many of <your> customers cannot afford 3D Studio, or other expensive
> packages. Which is one reason we are <your> customers. Of course cool
> functionality is another. But do you offer 'leading edge' functionality worth

> thousands of dollars? Are you prepared to compete with the Big Boys?
>
> There are many players in the 3D market, most trying for dominance. I receive
> d
> last week a offer for Ray Dream Designer 3.0 (Mac or Windows) for \$99 smackers
> .
> 90-day money back guarantee if not satisfied. Sure it doesn't compare well to

> Imagine, but Ray Dream is probably snagging customers. Volume is the key to
> dominance, not high price.
>
> Maybe I'm being touchy and the upgrade for <us> existing customers will be
> affordable.

>
> -Scott
> spack@adobe.com
>
>

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1.285 MSG-282 Subject: Re: Optimise

Subject: Re: Optimise
Date: Thursday, 21 September 1995 00:55:07
From: Falko@aol.com

In a message dated 95-09-20 04:28:37 EDT, you write:

>I use an Amiga as of now, but am considering buying a DX4/100 or P-75.
>The only reason I'd consider a DX4 is because it's about \$200 cheaper and
>it'd be cheaper to upgrade to the Pentium after the P6 comes out. I
>really would like to have a faster renderer right now, even if it means I
>can't multi-task...
>
>

Go for the pentium. The floating point is orders of magnitude faster than the 486/anything. And if you are carefull and purchase an upgradable machine you may be able to plunk in a pentium 133, 150, or faster when they are available.

Don't be fooled by the hype for the P6, now officially named the Pentium Pro Processor. It will only provide dramatic performance increases on 32bit software that is optimized for it's architecture. Even Intel says that standard DOS/Win3.11/Win95 apps are likely to run faster on an equal clock speed pentium. The Pentium Pro Processor is completely optimized for operating systems like WinNT or Unix which take advantage of out of order execution and branch prediction. Normal applications will stall the Pentium Pro because the the chip tries to do an out of order execution and then ends up idling until the other instructions finish first.

Falko

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1.286 MSG-283 Subject: Re:Glossy brochure

Subject: Re:Glossy brochure
Date: Thursday, 21 September 1995 01:19:20

From: Granberg Tom <tom.granberg@TV2.no>

Hi all!

I dont know what to say, I didnt realise that Impulse would make that brochure that fast. And I didnt know they used my pictures for it either, I think I gave them permission to use them as they'd like, when I visited them in august....yeah

I did, so thats cool.

But could you, who have seen it, tell me a little about how the layout look like, front page text, etc. And which one of my pictures they used. I'm curious.

Thanks in advance.

When it come to the price tag for the Windows version, I think they are doing the right thing. Even if the "poor" people cant afford it, it will in the long run bring in some hard cash. Look at Alias or Wavefront, they cost a lot of money wich means they dont sell as many copy's as other cheaper packages, but since they get in "big" buck's on each they dont have to. It all adds up doesnt

it. It will also give Impulse the developer strength to maybe hire more people and take Imagine higher than we could hope for at much higer pace than they is able to do right now. That is if they sell a handsome share of 4.0. And making a

Imagine 4.0 L/T will make more sense as well, since the price difference will give the "poor" a choice to get the cheaper alternative.

Just some thought's

Later

Tom Renderbrandt Granberg

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1.287 MSG-284 Subject: Using Pharlap to run Imagine

Subject: Using Pharlap to run Imagine
Date: Thursday, 21 September 1995 01:27:02
From: Tom Ellard <tome@next.com.au>

>From: Sharky <sharky@websharx.com>

>For those of you who run the pharlap extender stuff to run Imagine under
>win 3.1, it works under Win95 too, with the added bonus of being able to
>use your Wacom Artpad too. I'm using the latest wacom drivers from

>www.wacom.com.

I'd love to know more about using pharlap _and_ imagine.... I thought it was a 3D Studio tool?

Tom.

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1.288 MSG-285 Subject: RE:I dont get it?

Subject: RE:I dont get it?
Date: Thursday, 21 September 1995 03:03:24
From: Granberg Tom <tom.granberg@TV2.no>

Hi!

Adam wrote:

-----they all buy LightWave and one of the 3000 other windows raytracers out there. And they cost between \$50-\$400 US not \$1695 for Imagine, jesus... oh well, they'll sell lots to commercial users when they see that price they'll think "Gee, it must be good"-----

I dont get this, it is not you Adam, but I have this creeping feeling that the price on the new Version pisses of a lot of imagine users. What do they use their software for? If they only want "any" raytracer to play with, fine buy a cheap one, but if you want something more it has to have a price that would compare well in the market. Imagine are now not "just" a raytracer it is getting

darn good and I think the price for Win. version is fear.
Any comments.....well I would be suprised if there wasnt.

Later

Tom Renderbrandt

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1.289 MSG-286 Subject: Subscription Request

Subject: Subscription Request
Date: Thursday, 21 September 1995 03:08:56

From: Rodney McNeel <rodman@infinity.ccsi.com>

Subscribe

I tried the other address imagine-request@email.eag.unisysgsg.com a week ago and haven't received any mail as of yet. I'm thirsty for more Imagine knowledge!

rodman@infinity.ccsi.com

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1.290 MSG-287 Subject: DCTV RGB PassThru

Subject: DCTV RGB PassThru
Date: Thursday, 21 September 1995 08:17:00
From: KEN_ROBERTSON@robelle.com

Where can I get one of these puppies? (DCTV RGB Passthru, that is.) I've got a really old 1080 monitor, the one that came with my A1000 in 1985. Yep, I've been using Turbo Silver since then, version 1.0, I think, too. I remember waiting 20 minutes to see a checkered plain and some balls hovering over it, and thinking, "Wow. It looks cool in 4096 colours, too!". Now I can't get enough colours, speed, etc. Addictive little buggers, aren't they!

Comment on \$1695 windows program: I sure won't have the cash to buy this! They should learn from MicroSoft, cheap + volume = big buck\$. Shrink wrap the product, offer tech support for \$50/year, then I'd buy it. And probably buy the tech support, too.

As some astute businessperson in Fortune Magazine said, "It costs at least ten times as much to get new customers as it does to keep old." If Impulse is going after a new market, i.e. the heavily-pirated windows market, then they will probably need a high price-tag in order to recoup their losses. However, at what price? What percentage of their customers will drop off due to the fact that a lot of us are week-end renderers, and can't afford high-end prices?

Time will tell the tale.
\KenR

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1.291 MSG-288 Subject: Wrong URL for bytebybyte

Subject: Wrong URL for bytebybyte
Date: Thursday, 21 September 1995 08:34:00
From: KEN_ROBERTSON@robelle.com

I tried to find the url for bytebybyte, as mentioned in someone's message regarding Soft F/X. Byte by Byte are the people that wrote Sculpt 3D and Sculpt 4D for the Amiga, before they were converted to the MAC platform (and left a lot of Amigoids in the dust.)

Anyways, the URL is
<http://bytebybyte.com/> NOT <http://www.bytebybyte.com>!!!!!!

So, they have a non-standard URL name. Sigh. Someone said that the Soft F/X interface is intuitive? Their URL sure ain't.
\KenComplainingAndNotEnoughJavaR

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1.292 MSG-289 Subject: Re: Re[2]: Glossy Brochure

Subject: Re: Re[2]: Glossy Brochure
Date: Thursday, 21 September 1995 09:25:27
From: Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>

Correction. Try:

<http://bytebybyte.com/>

On Thu, 21 Sep 1995 aciolino@rrddts.donnelley.com wrote:

>
>
>
>
>
>
> If you have a PC with Windows, check out the fully useable demo of Soft
> F/X at <http://www.bytebybyte.com>. This is from the guys that used to do
> Sculpt4D. They have also gone cross-platform, from Mac to PC.
>
> What's up with this URL? It doesn't seem to work...
> -AC
>

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1.293 MSG-290 Subject: Re: Glossy Brochure (From MikeH)

Subject: Re: Glossy Brochure (From MikeH)
Date: Thursday, 21 September 1995 09:45:47
From: spack@mv.us.adobe.com

MikeH wrote me to say:

"The unfortunate problem is this, while we have been selling Imagine for almost nothing, others have made products that are less for more and are moving on. Point in case is 3D studio which is not better than Imagine but has a much larger price, The price we have stated is for the Retail Pro Version of Imagine

for Windows, THIS IS IMPORTANT, present users will be able to upgrade for \$200.00. This is the full pro version for windows, 95, NT and 3.1. It has many

new features and a spanking new manual. The new customer base will have to buy the product for the retail price, what ever the street makes it.

We have never tried to abuse the trust of our user base and as you can see we have no intention of doing so now. So while there is no typo, YOU and others who have supported us will not have to bear the brunt of the new technology.

When you consider Imagine and 3D studio for windows for a price of over \$4000.00

Imagine looks very good.

Hope that sets your fears to rest.

Mike"

So that's the story. \$200 to upgrade which is very reasonable. Thanks Mike for the up-front facts!

-Scott
spack@adobe.com

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1.294 MSG-291 Subject: Re: Glossy Brochure

Subject: Re: Glossy Brochure
Date: Thursday, 21 September 1995 09:49:00
From: Adam Watkin <adam@wonderland.apana.org.au>

>
> In a previous letter, Gary Beeton - SED Systems wrote:
> }
> } After October 31, 3.0 to 4.0 will be \$299US.
>
> Can we expect then that the upgrade from earlier versions of Imagine to
> 4.0 will escalate as well?
>
> Just lovely.
>
> So, what's the status of Amiga's Real-3d these days? ;-)

A very excellent looking windows version came out recently I think. But as far as I could tell from the pictures it didn't conform to any windows standards and generally was difficult to use, I doubt anyone bought it, they all buy LightWave and one of the 3000 other windows raytracers out there. And they cost between \$50-\$400 US not \$1695 for Imagine, jesus... oh well, they'll sell lots to commercial users when they see that price they'll think "Gee, it must be good"

Adam.

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1.295 MSG-292 Subject: Re[2]: Glossy Brochure

Subject: Re[2]: Glossy Brochure
Date: Thursday, 21 September 1995 09:53:07
From: aciolino@rrddts.donnelley.com

If you have a PC with Windows, check out the fully useable demo of Soft F/X at <http://www.bytebybyte.com>. This is from the guys that used to do Sculpt4D. They have also gone cross-platform, from Mac to PC.

What's up with this URL? It doesn't seem to work...
-AC

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1.296 MSG-293 Subject: Sorry Could Not Find Subject!

Date: Thursday, 21 September 1995 10:26:00
From: montvai@achilles.rijnh.nl (Attila Montvai)

>Subject: Impulse, Imagine, President

Hi all,

Gary Beeton
beeton@SEDSsystems.ca

disclosed:

+++++
Features:

It lists all(?) of the improvements from 3.0. If you subtract the ones that are already in 3.3 you are left with:

- Metaballs editor with Special Effects
- Light arrays... soft edge shadows
- Motion Blur
- Object Smoothing

Windows Version (3.1/95/NT):

- Expect delivery for fall 95.
- Retail price \$1695US!
- Cost to upgrade from other versions is TBD.

+++++

This is a fragment from an other mail:

I wouldn't hold my breath. I paid for features back in 1993 that was supposed to be in 3.0, That I paid for again in the 4.0 upgrade.

3.0 was supposed to be out in aug-sept and it shipped in march the following year. Impulse sent out 2.9 to hold you over, I think it was around december. Anyway I dont know if I can handle all the new bugs that will be in 4.0 !

Render on
Phoenix

+++++

I must remember you, some time ago I wrote this of Imagine 3.x and 3.0 - > 4.0 upgrade:

>1. This form of Imagine is at the end of its life. My guess is, that
>the 'constant upgrade policy' is a clever financial trick. It makes
>you to pay for the development of the new version giving away
>old 'gadgets' as a superficial treatement of the package - in order to
>gain time.

The "President of Impulse" (as MH calls himself in mails)
argued vigorously this but privately, in a mail. (The
arguments never got to the IML.)

I think things above show who was right.

attila

montvai@achilles.rijnh.nl

President of a Family with three impossible children.

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1.297 MSG-294 Subject: Re: Glossy Brochure

Subject: Re: Glossy Brochure
Date: Thursday, 21 September 1995 11:35:59
From: gregory denby <gdenby@twain.helios.nd.edu>

>> >Windows Version (3.1/95/NT):
>> > - Retail price \$1695US!

ulp!! Best be one very glossy manual with that.

Greg Denby

ulp!!

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1.298 MSG-295 Subject: Re:Glossy Brochure

Subject: Re:Glossy Brochure
Date: Thursday, 21 September 1995 12:04:05
From: jacob@altair.csustan.edu (Dave Jacob)

Hmmm...windoze version 169,500 US pennies. (but dont worry--i'll bet we can all get on the constant upgrade program for only a hundred thousand pennies :)

Actually, for those of you who think impulse is going to loose its user base with the new prices, the harsh reality of the situation is this--SO WHAT? Companies are not your pal--they figure with the new prices thay will be taking away a % of the 3DS market so will still be pulling in the (pennies). The old user base can always go back to povray....(I hear ver 3 is just around the corner).

I offer in evidence the fact that they will be rasing (acccording to the orignal brochure poster) the price of upgrading from 3.0 to 4.0 to \$30000 pennies after Oct. 31. , either forcing al the holdouts to get on the ride or get kicked kicked out of the carnival.

Hmmmmmmmm..... (heavily cogotating)

ps--you may be wondering why I converted all the prices to pennies. Well, it just seems less devestating economically if I use pennies instead of dollars in case I decide to upgrade, unless I move on over to Truespace 2.... :-)

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1.299 MSG-296 Subject: Eurocheck

Subject: Eurocheck
Date: Thursday, 21 September 1995 12:50:10
From: milan@Gent.hku.nl (Milan Polle)

Hi all,

does anybody know if you can pay for the constant upgrade program using a eurocheck, or is a credit card the only way?

BTW: I am a media designer student and don't earn any money with Imagine (no, not even with the textures, shareware sucks :)
I am glad the upgrade program is cheap, otherwise I couldn't afford

Imagine.

Let your Imagination run wild,

Greetings, Milan

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1.300 MSG-297 Subject: Kudos To Glossy Brochure!

Subject: Kudos To Glossy Brochure!
Date: Thursday, 21 September 1995 14:16:00
From: KEN_ROBERTSON@robelle.com

Wow! That's the best ad that Impulse put out ever!
After looking at some images in CGW (Computer Graphics World) and
looking at the images in the article, all I can say is "wow".
For lighting, complexity, detail and texture, the Imagine images
compete easily with much higher-priced software running on the
PC or MAC.

Congrats to Mr. Grandberg as well for his outstanding images. They
certainly look nice in glossy print.
\KenR

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1.301 MSG-298 Subject: Imagine inertia

Subject: Imagine inertia
Date: Thursday, 21 September 1995 14:43:27
From: milan@Estoril.hku.nl (Milan Polle)

Hi all,

I just discovered that imagine already has a built in
inertia effect! I was using the spline interpolation
with a starting speed of 5 and an ending speed of 0.
The speed of 5 turned out to be too fast, so the anim
extrapolated and returned to the target position.
A really neat cartoony inertia effect... wow!
(It's not a bug, it's a feature :)

L8er, Milan

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1.302 MSG-299 Subject: Banding and 4.0 must haves

Subject: Banding and 4.0 must haves
Date: Thursday, 21 September 1995 14:49:14
From: milan@Estoril.hku.nl (Milan Polle)

Hi all,

first something about the banding with 24bit (sorry).
The banding effect is most visible with white objects, I rendered a room and discovered very ugly banding rings on the walls, the bands were quite large as the walls are flat.
Indeed the effect isn't noticable with video. But even worse, video only uses 16 bits of colour! I've heard that a timebase corrector digitises the video at 16 bits and I now the Abekas harddisc video recorder (which is VERY widely used for recording animations) uses only 16bits as well. It looks very ugly on a RGB monitor, but good enough on video (even using PAL :).

Now, the 3.3 specs looked quite good, with rendering previews, object smoothing, duplication of textures/brushes and all types of mapping.

Here's what I think 4.0 SHOULD have (I might forget some stuff here).
(I am probably already too late...)

- * Full spline forms editor (as promised)
 - * Visible spline editing for spline interpolation (keys etc.)
 - * Built in motion blur per object. (I think I read it does have this)
 - * Better looking lensflares (stars etc.)
 - * Better particles (with textures on them, and particle blur).
 - * Better particle effect (try making a spark or a fountain, no go)
 - * Multiple cameras
 - * Maybe multiple stages for one project (selectable) with batch rendering.
 - * Inverse kinematics in stage (procedurally, like bones)
 - * Real life camera settings and measurements
 - * More parameters for constrain (angle limits, maybe even spring like settings).
 - * Looping for state sequences (like a cycle object)
 - * No more object loading for every frame (and faster previews)
 - * Slider bar for realtime motion preview in stage (objects)
-

become boxes)

- * Fix the glass bug (and support foreground anims (multiple with alpha))
- * Fully improved action editor (interactive editing etc.) with control over children of groups, maybe more parameters for associate (delay in frames, only alignment or position) (also as promised)
- * Visible keyframe paths (like lightwave)
- * Much more effects (like wavefront) maybe be able to morph effect params
- * Fractal subdivision (for landscapes and rocks)
- * Better slicing (make my cleanupslice proggy obsolete)
- * Instancing of objects (one object with clones with different positions/angles/sizes)
- * I still would like to have my three cursors... (remember Sculpt)
- * AREXX AREXX AREXX!!!
- * Full jpg support
- * If possible some kind of gravitation collision stuff.

Phew! I will shut up now,

Let your Imagination run wild,

Milan

(milan@bmt.hku.nl)

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1.303 MSG-300 Subject: Re: Win95 and imagine???

Subject: Re: Win95 and imagine???

Date: Thursday, 21 September 1995 14:59:29

From: Sharky <sharky@websharx.com>

On Tue, 19 Sep 1995, Fredster wrote:

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

>

>

> > For those of you who run the pharlap extender stuff to run Imagine under

> win

> > 3.1, it works under Win95 too, with the added bonus of being able to use

> your

>

> Say what???

>

> Could you elaborate pretty please?

Essentially if you have pharlap's RUN386.EXE which usually comes with as part of a larger package, the imagine executable can be split with a small utility, separating the memory management. Using the previously mentioned program you can run imagine with virtual memory under windows. The problem is that you need the larger package which runs around \$500. Not very cost effective if all you want to do is run Imagine under windows.

After playing with it some more, there is another catch w/ win95. If you switch over to Win95 environment, when you return to imagine, the video mode is hosed and screen is unreadable. You can still exit if you remember where you left off by pressing the appropriate keys. So, the only real benefits now as I can see are not having to boot out to DOS, and being able to use an artpad. Not extremely compelling reasons to pick up a development package, just to use the memory management, unless you already have it. Render times using this method are increased using this method as well.

I'm probably gonna go back to the boot out method, since using the artpad is cool, but the price in terms of performance isn't really worth it. Guess we have to wait for WinImagine. I was hoping that Imagine 4.0 would be able to run under Win95 (albeit without a windoze interface), but I suppose economics of licensing another memory manager or incurring major changes to memory management while development of WinImagine is in progress would not be very efficient use of Impulses development budget.

Sorry if I got anyone too excited there. This is a big issue for all of us on the PC side of Imagine.

Aloha,
Sharky

```
sharky@aloha.com/CIS#70614,2011 __ v Home Page : http://aloha.com/~sharky
WebSurfer & Fun Guy,Funky __/ \ >*< Home Server:http://www.websharx.com
WWW Page Designs, ____/ ) | ^ Hawaii Related Links and Etcetera's,
Tech. Planning /\____/ } \ 3D Modelling & Animation Art,Objects
~~~~~ (____ALOHA!____) ~~~~~
```

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1.304 MSG-301 Subject: Re:Glossy brochure

Subject: Re:Glossy brochure
Date: Thursday, 21 September 1995 16:57:55
From: beeton@SEDSysystems.ca (Gary Beeton - SED Systems)

>I dont know what to say, I didnt realise that Impulse would make that brouchure
>that fast. And I didnt know they used my pictures for it either, I think I gave

>them permission to use them as they'd like, when I visited them in august....yea
h
>I did, so thats cool.
>But could you, who have seen it, tell me a little about how the layout look
>like, front page text, etc. And which one of my pictures they used. I'm curious
.

Tom,

The front page background image is a forest of rendered "4.0"s, the text says "Imagine Professional 3D Animation Rendering System" with the Impulse logo at the bottom and "Special Imagine 4.0 Upgrade Offer" at the top corner. It is a six panel foldout with text on the top half-ish and a montage of 16 images on the bottom half-ish. The "4.0" forest image is used as backdrop for both image and text (highly faded under the text). Very professional looking. Of the images that are credited, your name shows up on: "Padiaine" space gun-like thingy, "T-Bag Graphics", "Eclipse" logo, "Sporten 2" logo (black background), and "Sporten 2" logo (plasma "2"). Also credited are 2 images from S. Gifford and 2 from Steve Blackmon.

Later...

Gary

beeton@SEDSsystems.ca

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1.305 MSG-302 Subject: My Soccerball.. the promised jpeg.

Subject: My Soccerball.. the promised jpeg.
Date: Thursday, 21 September 1995 17:29:59
From: Soeren Birk Jacobsen <kurgan@imada.ou.dk>

Here's a jpeg I made of my soccerball hope you like it its uuencoded:

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begin 644 pic2a.jpg
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MQ\C)RM+3U-76U]C9VN' BX^3EYN?HZ>KQ\O/T]?;W^/GZ_ \0 'P$ P$! 0$!
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```

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M44^@#GI@WAN[, \8)TN9OWBC_)8L>X]C_GM6_'(LL:R(P9&&01W%)-#'/ "\,
MJ!XW4JRD<\$&L73A)HEY_9LS%K20DVLAYQZH?>@!/%?AJW\1:4\3J%N%&8Y,<
M@^E? -FKZ=-:7LUM.A26-B&4C%?6->(_&;1_LE];ZK\$"%F&Q\+QF@#R&XA11M
M/4#FL"@R3@5KW,K.">"Q%9+LX)W9_*@#/6%WE6-%)=C@ 5]*_"?X46NEV,&
MLZO") +R0!HXV&0H]Q7FWP<\+)XC\9K-<QDV]F/-/'!/85]6*H50J@ #@ 4)
M'%' "@2)%11V48%9FN^&-&2VAMM7TZ"Z0]"Z_,ON&ZBM4\?7M2C@4 ?/.O\
MPZU+X9ZI)KVA>;?: QQ=VW62)/7W]?S]:W;:[@O;:.ZM6\$D,J;HV'<5[0RJ
MZE6 *D8((X(KQ_Q'X>'@?6%NK-#_ , ()J,VUHP.+*=CQCTC<_D?K7FX_"?<
M:1W7XGGXW#<Z]I'=\$888R1STIIBW)PI!'O5HKG13=CYXQCT Q7AW/%*>)&(V
M#%1L",@C&*N/"V<\8 [FHS\$PX*<^YJK@50F>]+CMQ4[1Y; 4@?3I3'OX&/Y4
M[@1[3G@9IZ(1GUIH8CMT-'F&@ "P%!!R/PS32% Z=*8'S[&@.1W./>D [</[G
MZT;A_<_6F[_]K_QVC? \ [7_CM R[M'XT[G'7-,SCO2@GUJ!#@N.Y%.^6F9(I
M0?:@!=JGFE.%P1@ "F[B#ZFD#GT_.@!^]?6G CKUJ,C/.!FFA2,XX^E%@)\^]
M&?UJME@3\W7WJ,Y)Y)./4T6 M;LDXZTAD(;L1]<554@&=:<C<>F#CUHL!8\$B
MD]>:<&5ONG\,U4(/K@^U*H&>2118"YWZY!KE/&VKBTLL4?:\HW2'/1!_C_0
MUT?;.2JCKGTKQ3QWKGVW5)TC?>NV,Y_@' _/K7=E]%5*O,]D=N!I<]6[V1S.
MIWQOKHOR(U^5![5L>!] * .HZ_'(RYB@^<\=^PKFJ]4'^-F(M(,Q'S2R\$).PXX
MZ\$]T]9TJ;^S_ QKM^#S#8N%/^T0<&N-*7LUQL!'?DYS767W[GX:>(9 , [H
MXE_-P/ZUR/A%-B1^M 'JFF\$']N:VP_RX!&:YO39"JC/K6[#]GJ: -&V)X)S
M5RJ,4@%6%F4<4 35%=6R74!C?URI'52.A%2TR6584W,>2<>I]* (H)F";)
M@1(O!.#@^]<YX_T0^(_ "\]G;@/<CYHUWA>1]:ZL X&>M8_BC43I6@W-RK;9%
M7"-@'#=N* /G"7X;^*X' _>: +, >L>' _ /02:Q]1\)ZG:1,;C3;J(CN\3#^E
M=Y-\30%-I(0WV&X&?^6EN ?S4BMK1_BEJER0MUH\^H3#,Z_H<T :/P)T\$: =X
M<N;YT EN9,9SS@=]8K#,ZL-8L#.L!MSNYCW!OQX K<Q0 #UHHHH *JZGIM
MKK&F7.GWL0DMKB,QR*>X/\C[U:HH \?2VFT^633KTEKFT;RG<_\ +0?PO_P)
M2#[\$D=J<0,@ 9'7C%=AXSTU)U_.\$O^D6Z 2X(YC).,_0YQ]37#^8P/.0,5\U
MBZ' LJK2V9\]BJ7LJK2V+#)YBDC=@]C4#1,@Y(!QUQ2F5L=<9ZT,^2<FN97.
M8"PVY+D5&[IM W[F[4@3<&YIK*@R<]>G%- 1D@@=:,=/3Z4X/MP, @\BD+@
M@8J@%VJQ>A[XZ4W;@D=<>E+C/08HPPZ#% !Y?O^E'E^_Z4[<_K^@HW/Z_H
M*)P3V-.W'H#SWJ\$2'TS]*<K@<Y/ :IL!,&SQ^=+DX]*BR.G<]J?N&.E(!^<
M<T9YIH.: "">X% #P:0L>F::%.>IH.<>M(!K YR::;C%#N<=.: :68YS5 .W<=:
M0XSUIA)')X%&2,4 2 <\\$T*.G./QJ-6I=W/7VH Q_%NJ#2M#F)<AY 5'TQS^
MG'XBO!;B=[F=YG/S,<UZ/\5;_#V5BIY*&1OH3C^GZ5YI7T& IJ%#/JSWL#!1
MHI]PKV+P4RQ+:>CMLR?QKQVO50",V[1[7G'^%=IV'I.L2;OA?K)]H1_X*Y
MGPO.%B4]@!6W?2;_ (7ZXO&5E@8_3>H_K7&Z;>I:P* 1D"@#U*QN-S#!R#[5
MTEO(-@YZ5YKI6M!=HR/SKJK?5X]HY_6@#K8I.<Y/2IX@6?/8&L:UNU;:P.0>
ME;\$# KD'IO!HA@%R6X ZYJE!F\N?M3?ZJ/(B'8GN:HW<SW4RV<3\$ \RL/X5_
M^O6U"BBQ* B !0,"@!]>7_%G6/+^R:7\$3O<^8P!X(STKT74M1@TK3Y;RY<+^&
MN2: ^:]6UZ;Q%XDF06?(<X0=L#F@#;'A[[:BRJP)/;&*U=*T\$VV\$9,"I?#UU_
MHRJ2 X&,^E=-\$>3DKD;\<Y]#0!?'-\]EOI[;'#C<#]/_ -==K7FRZK%I>K6L
MKEOF[#<]CWKTA'\$B*ZG+L 0?:@ 5MP/J#@TM1\$^7./[LG'XC_P"M_*I: "BB
MB@#)U:W348;_ \$[A9][7"OZ\$9P?P)S7DMO<&XMHYN5+*"5)^Z>X/N.E>N3-C
M7U)^:U<<>N5/^>1^6UOKVN61'RP7S.G'\,BK+_ #=A^%>;F5.\%/L>=F-.
M\%/L2 DC-.!&W! /XT%3BDP.: \4\81LCO3><=L_2G@8I=HS0 P*Q&[(I .O&
M/K4Q7;C!--*+QD\$<T ,*@@_E022. >3UJ01,OS 9'K2H,'+9Q0!!\WK^M'S
M>OZU=PG]T_K1A/[I_6E<"J 21@?2GA6+#T]J0;ESD9I0^.H/3I3 ESQ\^,?2
MG!E/>F"93@=*<K!@<8)SQ4@/&.O%*9NP.N3[49/3.,T //T%&,W'IF@.0<-
M0 V0 \[@*C)!R0_/;BGLPW\$KSGK4; \ \$*!^-- .+ KT!)ZTP-C.12@8&2I&*
M5 KGV'MG% #203W!II)SVI[!03@YP?2D4*/O D?7%,#Q?XC7!G\7S+U\$,2(/
MRS_4UR=;/BV8S^+-48DX6X=!GL <?TK&KZ>A'EI17DCZ6C'EIQ7D@KN_]\#
M]NS8*-D?0UPE;WA4RQZBTR\1(OSY[@K4U/;4E0'^KNPEDV+?*!D#.W!!#8
M^H%8T?P\U2]C,FF7MG=<9V&3RW_(\?K533-0^W)YGFA\GL>!6[:SM 002#[&
M@#E\>*M&):XT>[VC^)\$\P?FN:;%X@F@?9,KHXZJPP?RKT*PUV^A \NZE]A

MNR*T9/\$+W";+ZTM+M?2: (-0!SWA[Q\$LZ"-GZ=,UVUOJJQ09SD]%&>I]*RK?3
M_#-TXD.A1V[^MM(8Q^0(%2W-I::?J5A<P- (;63=&@D; .R4<_4=/H: .EM8Q
M;P[G.99#N<^]6ENU12SMA5Y)-84^HI!"TDT@2-1EF)P,5X[\0?BW!<V<FE:*
MS%B=KS@X&:/@"U\50B\$NJWTG]C:=,3;1G]Z0?O'TKSFSO3#.CJ<E3TKGH)2[E
MG8DDY))Y-:\!4CJ,GUH]\$\. :F<J2W)KK&U4+, &Z#)KS71[A5.=PQT/Y5=O
MM=\$+ [^1[T ;WBK4&^SEE)!KU'X9>(QK_A6%9)-US;?NI,]3CH:^=[_76NEV
M%L]NM=3\-/ %J>'?\$<<C']=L(G/HW8T ?1\9DA8+)]X<K]1TI8I!+&KCH1F
MG*P90PY!&0:K%_LTS*>%8[E_K_GWH M4\$XYXK#N]9\$=QM7H/>H7UP,G7D4 6
MI3N\1P<\>4X/TQ7G'B*(1>/M21>/,M+>;ZG,BG]%6N[MKE;G6(I5R0L3DX^E
M><>)[L'XIK!DY;2 Q]1*? \\$URXU7H2.7&*"1+@CM0.^5Q3LD8]Z4J2?:O
MG#Y\9A3TH\O/UI^T<<T@R.3QO W?:6DP>AJ3Y?6FD#!).?IO ;FZ XII^;J
M<BF\C.?PHSCMO [%&*9S1S3 >&&<9&>W%+\I Z?E46UD& ""?2E0D# QFD \
M(",?TI!&%!YIP)STI2. 1T% #0"!QZ\TX,5&!VI![T8YS_*@!V_/_UJ"0>W
M-)G(YH7GBD I'&.<?2A4R< C\Q3E#-R!0RLN.,?2@ \D]1GCVI5!"G=R/4=J
M=ND ;I]*E0DD8QCOVI7 @5@"01E>N#WIRB-W!12">N>E3B/<"S+CVS2F)2,
M]Z5P/\$+[2X&UC499TW227,A(/;YC61>Z A4O;'##^]ZZS6XO)UV_3G_ (^'
M;GW)/]:H5];3=X)^1]/3=X)G"&)Q+Y14[\XV^];]XZZ/I"6D9_?R\NP_4_TK
M3EMK99Q>2* T0)S'^6N2O;MKV[>9NA.%'H.U667-'URZT></\$V8^Z'I7H6F^
M++/4 O[SRY.ZM7E-*K%3E20?:@#Z#L;U"H8,N#[U:^UY<#/ZUX!;ZUJ-J,17
M4@'IFK7_ E.K]KMQ^- 'TA:7B0P@NP4>YIZZG:Z_;WFBVUW\$]\T9GM K\^;
M'\PQ]>1]#7S-/XAU6X4K)>RE?0-BI/#NOW7A_P 2V&LQ.S26LRR\$9^O\O_0_\$
M9'XT =1X]::U?7KV+2F&T9%957@L"._T.1^%<!7J_Q@T.%;U-7L K65Y&M[
M;LO0QR8+#&YQZ/7E% \$B2E35Z.Y.!S6;4@8@4 ;UGJC0\!L]JCO-1:63<"1
MBL82&E,I/>@ "Z+LA>O-*3EC93&Y!4Y!'7-9Q8^M-) .: /JCX/\ Q&_X2BP.
ME:@RC4+91M.}]8H[UZ1J%N]U&(X7"RCD\$] *^,? T>KW'B_3X=%D>.[>0?.O
M15[D^U?9D\$H@58GD#S8'F'/?TH Y^?POJ<KDK?VHSZQL?ZU5/@_6/^@I9_C"
MW^->1>2A #G JJ]R6P<T 9UCH]UH_FSW5[;RYB*!44J<G'J37D-[?IJ7QMU#
M8WRV>G"'ZD%"?U<UZWK&I1QQ*'=1N8* 3C)-?/W@&XDU'QQKE_)C=*'8^VZ3
M./TKFQCMOD<^+=J,CT_VZT8(^E1Y()J ^ *^:/G23![TA4'[U-W=N:4-GC-
M"&,=CBC80.#2T&@",[@>Q_"CMG&13S1P/6F!'@>E&!Z5+Q[?E1Q[?E0!'YBG
M [?6E ;IC/K1C/.!3@I.* %10,XQ[4M(:<!@<CBD TG(Z"D"\XQS[4X8!Y
M&/>N9UGQ*PD:WT]L </,._[O^-7"\$INR+A!S=D=!<74%I'NN)8X@1_\$>OT%
M8T_BJT0D0122G/!/R@_U_2N1EE>5R\C, ['J6.2::#[5UQPT5OJ=4<-%;G13>
M+;U@5A@BC4^N6/\ 2J4GB+595VFZP/154?KBLT&@C/TK54H+H:JG!="TVK7[
M_?O9_H)"*07]YC_C[G_[^&JI7 [TH '!JN6/8KE78M_VA>?_<_ ' \-2+JV
MHK@B^N/^_AJF.11TI<L>P<J[%/4)99[QYIG+R/@ECU/;^E5JM7B_=;*JUZM
M!WIH]*B[P0UT61&1AE6&*"XW4+0V=V>#MSE3ZBNTK-UJS%S9,ZKF2/D?2M3
M0Y.BBB@ HHHH **** /90"=VGC#X2W.E3CS+WP\QD0?Q/:"' ^G/TVK7D%Y
M:/9WLUL_+1L5R!U'8CZCFNY^\$LVH:3XPMM02W+Z?(K0788</\$W4>_.#^%=S/
MX5T:QUZ]AN;=9GB<&&0Y.^\$C*'W(''X4 >(0:=>7+ 0V\CD^BUJ1>#M>F3<N
MGRX]<5[MIL-K;OMAAC5/0*!70BY5\$QD>P% 'S5)X)\0Q@DZ=*0/05EW.E7]H
M2)[66/'J*^IXKI&.,# 'I2W6GV5[\$%FMH9 >NY10!\F'TI*^@M?\ A5I&J1L]
MGBVG[8/RURWA/X3W4/BTR:X8TTFQ4W\$LK\$;6]<]O6@#7\&6MO\ " [X?W/C+
M4XE;5[U?*L(7'.2/E!])N-Q^F.H%<)X?^)_B'1-3DNY+M[H32&2593G<2<DTW
MXD^-G\9>(MT&8)*LP8;&'IA/[Q]S@?A@5QE 'T?8?&W1=3ME6[5[:;^+/2K6
MH?%SPW8V;&.X^T/MX5*^9J* /0[KQ_?^*?&NDF1C#9QW<?EP@]3NX)]ZO_#>
MT:/5-=GVGRQ*(E8]R&8D?RK@/#G_ ",^DY_Y_8?_ \$,5[II.F0Z99F& 9#2-
M(S?WF)R37%F\$^6@UW./'SY:+7<O\$D_TI#\W4\T'/7-)T.2/UKP#P0&1_C0&9
M>O)]!:WSGIVI2 >] !YC<?TIWFXIF<CD9%)QZ4 3"4'/M2AE/<U <8]:3IW-
M%@+&5_OG\Q1E?[Y_,5!_P\$T?!\!-%@+...>!3L>M-& :<,FI 7'<&D(I0WMS0&
M/<8H Y[Q-JAMHA90G\$DBY<CLOI^-<@!SQQ6SXHCVZRS?WT5A_+^E8V/2O2HQ
M2@K'H48I05A>O6C /M245J:B\>M*#3<TH([BD N?:D))%+GCM^5+Q0 F:4\$4
MF!FB@!ER-\)]N:H5I'!XQD5GNA1RI[5VX66CB=>&EHXC:",C!Z445UG4<;JE
MK]DOG0#" -\R_2J==1KUIY]F)5'SQ<_A7+T %%% !76^/'J7T0N[QBJ _*G
MK63H6F_+D22#]TGZFN_MRT:A0,#&.* -:RV6JK#"H1%' '%;]U'<WEK:74"
M+>Q*8=K/MWQ]1S['/YFN66<1@NV<+UJ_:I)(V6.#V&>@H Z&WL]? W+H;R
M+ZPW\$;9_#.:*=VK19[\0-751U(M6<?F,U:TC7)+5@&8D5V.G^(%8X+?F: //

M/[:AMI!]ICN;?GGSH'7'YBM:W\0:;,H5+Z\$D]BV*]!DUZ)\$R&%9-]?6=U#OG
MMK:4DYQ)"K?S% '."^3[R2!A_LMG-8/Q 34[WP1<V>G2[/,(>ZQU0<[?3^
M?XULZTEE:01W=K:6]OLD ;RHPH(/'0>^*B:=98V0X(88- 'R^002#U%=%/X[
MT:/1_\$+K I6&4;U!'?07,4 %%%3V5G+?WD5K NZ21MH_QH ZKP!H#:CJ#:A(
MA,=L1Y0_Q2=ORZ_E7M*IL0+GH .>]8WAK38=.LH;:!,1PIU[LQZG\>:WL9/T
MKP\RJWJ*"Z'C9C5YIJ"Z\$10\<#/M3!&3G*\CWJ90W\6#S0<^I'I7FW/. *VW'
MMQ2!,=N3Z]JF*J<GFF["!Z?UIW C*^HXI.U2 \$'KU..E!YY(!I@1 G_ !I2
M,YZ^)*<\$<=/6E(Q)>QH 2BC/NOYT9]U_.@ "QC%'//-&[CWI.O7K4@.SGBDZ=
M,G\;3-&??:@#G_%-AYUNEY&IWQ#: _NO_ -8_SKDJ]+=%E5D<;E8\$%?45PFK:
M5)IL_&6@?[C_ -#[UVX>IIRL[,/4TY69^>*6FXXHKJ.D?FCK311F@!:,FDI<
MT &:,T<44 +4%Q'N7<_H_E4U%5"3A*Z*A)Q=T9]%231^6_'W3TJ.O3C)25T>
ME&2DKH:ZAT9#T88-<3=0&WN9(C_" :[BL+6=+FN)Q-;H&R,,X-4,YZG1H9)%
M0=6.*?+:SP'\$L+I]5JWHT7FZC'QPO)H Z[3H4M((HEZ@<GWK;1P0!WK%!P01
M5M;D)"2#\YX'M0!;GFWR>6OW5^][FI[<[6%9ML1W.:OQN >.: -N&X*I5VWU
M&52,,;R;9E(&<8JV'52,4 ;:ZE*P^8G%6DOO,"@G]:PQ(HYYI()SY@H T_\$
M4C3>' [M5Z! _'L0?Z5'82YA1B>2H-2WC+)HE [&>K0.!D=]IK'L+@?8X6W?P+
M_*@#E?BO\$KP65P ,ABN:\OKT?XE7:RV5I&#\WF\$_ABO.* "O1/!&AM;(+N5#
M]HG7Y1CE\$_Q/%<_X3T)=1NC=7*YM83]TC_6-Z?2O7M!M-X^TL!M!^7 X)_P'
M3ZYK&O65&#FS* M55*#DS7M(!! \$QACRV/6IS1Q1W%?,2DYR<GNSYR4G*3D]V
M)CFBE(([T\$9]LU)(F ?3\Z0C/' :G44 1[,]\FD*\$\$_>_2I,=^M&W/M3N!#Y8^
M?J*:5SP.GTJQCC!.<TA13T ..E%P*WE?YS1Y7^<U:V)_<%&Q/[@HN!#QD#O
M03SCO3#U]?<4[!![YI@+]#2XX]Z:<J: R[NXH ?BH;FVBNX&@G7>C#D>GO4I
M;/ (Z4F[GTH5T/8X+4])GTV4[P6A)^60=#]?0UG_RKTV2)9HF21 R\$<JPX-<I
MJ_AJ2W)FL@9(N)><E?IZBNVEB%+26YV4ZZ>DCGL4M!!!P1THKI.@2BEHH *3
M%. H(Q0 VBEQ10 UT#J5-4F4HQ!ZU?J.2,2#W[&MZ-7D=GL;4:O([/8IUE:Y
M<RVUO&T+E+=16J^ (VVN0#]:YG7KQ9YDB0@JG4^]=Z=]4=Z=]4-A\072<2JD
MH[YVSU>REN5S: ^3*W&Y0#^O%<Y0#@@CJ*8'H 521\^![BIKJS:UV-N#QN
M,JZ]#6/I%+NU 8_O\$X:MNUNU1&M[@%[9^H'53ZB@ "LK;3GTJ]%<I@<X-07=
MD]L%<,)(('Y*O0^WL?:JU &N+T C!J>.)P^":P<U(LK"3=Z]: .H6Z++BK5M
M* ^2:Y@7P0=R14D6H7,T@2&'>QZ 4 =;/?QK X+<%2*Y^VN3]CB0'@(#*)EM
MXV.I3F64@CR(6Z?50*KQOQ)H5@1 8+][G'41S)@>W*T <SXMU#[;JYC!RD V
MCZ]ZS+=TZ34KQ85X0<N_]U:Z+^WO#S2[;7PRTTKMP;BXR2?P%=GH%@^J<0:?
M:6-NN/-DB0DD^BEL\U%2I&G%RD])"SC"/-+8@T'2VOG2TMD,=E",.X]/3ZFO
M0XHHXHDCC 5% "J!T%)9V\%G;K!!(XU'0=_<^II[;>V<U\ [BL4Z\O);'@XG
M\$.M+R0N/4\4H(-,) -!.1SQ7*<P\GL,8I*:#[T4 .-)R*.IHH 7@TG4?X49-
M*,DY H 3D TO3L>: #P!P/:EP01W% #<G^[_*C)_N_P JDS_LT9_V: *2J#T(
M'XU)Y>> _-0C\J7<1CFJ =Y;;NG%*(GYSC/I3C*W&,CVIX^8[3G/K2 A\$9(.
M3A00U) H!.[K4H4*<X+W-(25/ .XT7 3')VC([XI,\X"XQ3&8%L8^;N:%QR
M5:@ "AJ&CV-^3O39*?^6B<' \?6N9O_#=[9 O&!/%ZH.1^%=U&..5'UH8 <' '
MH:UA6E#0UA5E\$M/'!!R**)%OM'L=0!:2\$;_ .^G#?\ UZYJ]*W,)+6SB5>
MRMPW^%=4,1"6^ATPKQEOH<_14LUO+;/LFB>-_1ABHC6][FP9I<TA%)WIC'<4
MAXHHH KWEE!0&*=<_W6'53Z@UQ6J:/<:=(6;;D)/\$@_KZ5WM(RK(I1U#*1@
M@C(-:TJSAZ&M.JX>AYE1767_ (6CD9I+-_+)Y\MN1^![5SUUIEY9D^= X']X
M#(_ .N^%2,]CMA4C+8BMKF2UF66(X(>M=58:G#>H "%E[H:X^E5BK!E)! '0B
MK+/1;:\DMPT9 DA?[\;=#_@?>GO:K*IEM"67O&?O+_B/>N+M=>N8%VR@2K[G
M!K7M->MY9\$4>9' *3@<9Y_"@#2J6.WEEY5?E[L> /QJO<:I 9,S7\$8D7@G(S^
M-5)=LP,-<%\=@": -E8[2'F60S-_<CX'XFDFU%UB*H5MX1U"<?F>]<O<>(U
M(MX23><_TK'NKZXNSF60D=E' % &QJ.O JT5H3D\&3_"L DL2222:U-'\
M:GKLNVRMR4!^:5_E1?Q_PKU'PU\ /M.T=DN;X_: [T<J67\$:'V'<^YKFKXNG16
MKU['/6Q5.EN]>Q@>#/ EQ,B:AJ"M#&XRJD8<K[#MGUKU&WABM(D@@14C7A54
M]*G1@&VN3D].^*;) &&;CKUZUX6(Q,Z[[];L>+7Q\$ZS][8!))DD ' (HWY]*3RG
M"\$D_E488<\$L<CL*YSG)% .3C%/QD=:C&<Y&* [D'MW/% #^?RHSZ4GF#)P01
M06XR""#Z4 .STI0,]ZC'7FESG_Z] ("0#GD4]ATYP:9G.!F@R@=>O2@!X4'O
M2J,9_GBFY!&13L[AUI)N]C1N]C2X^M&/K0!1 !]:3;DG&:>& XZT[(P<58#
M<;5^7)/K4BM(.Z_C3-_.,X]J09)^;I2 EPYZ8S[&HW\p<;L^P-*C%?XN*>HC
MY)'S>XH ;&A(Z88=:F/H<<4Y>F>E Y&<4K@-)P!BC<#U(I3Z=*:,GC@CU I
M* &4=_Y- // *D4#Y>F!FD4\$#J33 ;+##."DT:R+W#C(K'NO")A.3Y2R0MZHC

M\C6T.6(;I2G"+G-5&<H[,J,I1V9QEUX2NXLFWECF'I]T_P"%8UQ87=J<3V\B
M>Y7C\Z]%&F"#S[TQ]W\0 KHCB9+?4VCB)+<\UHKOI].L[DDRVT9;UVX/YBJ
M,OABQE4F-I8S['(_6MEB8]358B+W./HKH9/"4V?W-RC#_ ;4BJDGAK4HR0(T<
M#^ZX_K6BJP?4T56#ZF3VI" >#S]:OMHNI+UM)#]!G^50/I]W']ZTF&/5#5*4
M>C*4ET9EW&E6-QGS+9,GN!@UG2^%[]\^6TB?CFMYHG'WD8?A2>6YZ*2?85M&
MM-;;VC6FMF<O)X3(_P!7<' \5S3[70;BS21XRK7)&\$8CA1Z_6NH6WG;D0R\$>R
MFIHM/O93A+6;/NA%: ?6Y+>Q?UIK>QPC>&-08D[HB3R26ZT#PMJ'=H1_P(_X5
MZ1%X<U*3EHTC'JSC^E7[?PH2=UQ<C'=4']36<L?;JC.6.MU1YE!X2<X,]TH'
M<(N?U-=1H?@BWG96\$ (\L'F6;G\A7?V6CZ=9@-' A?^ _S&KC\$9X('X5R5<?.
M6B.6ICIRT14M-.M)-MA#;H004DGJ?6K"NJ \$C<QZ<T8=@2'^7O2+G=MR?85P
MMMZLXFVW=AYKJ&P<]R>:4NY4 D'GCGFD X((I"5((.<CO0(>)'.,X/J/:F
MLV3DC%,4G."WXTXN#R>HH >A8#G!QQR.E/!W8SVJ,-NPVT?3-.)R.!GZFD _
M QD@8I=PQQU[4PYP,]/K2E2%##^5 \$@0-]X_K4BX'!'%52[8R#GWS3ED;@9.
M/I2L!:P"?2FLF#GBHA(<^H^M/67/!SBE8!#\HSGC-"L>3^F<U)D8X./K2,I(
M[\>E #?./H?RH\X^A_*EVCT/YT;1Z'\Z- *Z)DYS^E3>3\WWL@TS:3]WD>M*
M7[?]Y4P'L@ X7FF"(YY /XT[])8=J-W3@^_ #2A!''''I0>"2.G;BI!CKUH*Y
M[4K@-#DX]Z>)!SFFD# S2;<]J),@CDFEW*H^6HN?7\J4[@!P.:),C": 5
MX![^IIA)'./IQ31@G/'M18![L0?4?6HBX/R[23Z4DC -D@8],4%]R95<'VI
MV >,*OS(<#UJ)L,P!)I ' ;EN1]: 3GIO H!CSN7BE4ALA6"Y]J<%0]Q],T>
M6.3C&.F* 'B,K@;ASUS3OE!QQD]JKF1CWI@!)SFBP\$Q"J^T\$BDD;!XZ>]1<G
MMSZT'(!_.G8!^0Q' '3VI ?[HP/I0"-O<?2C(X;)]Z %R", \$8^E(0!WYIJD
M@Y%!'!J _\^]'3''2E)]]:3- "@@'I2 #/.?I29.>,8H5MW- "CKCM2D*6ST^
ME(#Z4H/:@!2QY4MP:8<J,#!I2 3S2\$Y*\GM0 PD\DS#UXHQN'/6G\$<C(&>U
M)GJ.0:8 @4-SGT%/5-N0.1VJ/ ' .W-*OS= ,XH E]Z0MCH<TU7()!!![D"I
M%XSGI2 :1E0".*7 P!^0IP4'ZTNT#OSO ;00/:@@L*3!.<T\$D#C!I .!Q[_C
M3L^],5V/. :09R><^U \$F?I1GZ4S=_LG\Z-W^R?SH ;DD=30<GN:4\$[>.E9^
MK;U;:1]F\$P9I;F40Q(I RWN20 *J,7)V0U%R=D7U[9'%/^4'CFJ=EJ"75L)7
MB> EVC,<P"L&!(/?GIQCK5CS\$F\$FP, Q<<9YQ2::=@::=B;H,TO!_M47VF,K
MN\Q-N=NXD8SZ5#<WD=I#-*07:)"_EJPW' SQGZ&DDV%F7-W!R,4*<'YC^5<W
MIOBRU*ZL8#;W\$+7T;2V[2!2'"YST)P>.] :&HZQ;:::QW\$A>9))E@'E8.&8X
M&>>!5NE-/E:U*=-.2?*UJ:F,D\CU-)C@]L51TO4X=4%T8\$E4VUP]NXD !W+C
M/?IS3=/U>WU&:\C0-"UK.UNXEP,LH!)&#TYJ7"2OIL+DEKIL7Q\O/LBAA
MCD#J?6F[D+;5=&R,\-GBLB;Q#!%J=Y8PV\]Q)9^7Y_EA<KOQC"DY;&1G'2B,
M92V",7+8UV /(XH,9"YQ^M*[QH65I(PP[9 Q_P#KI@FB*[A*F"0,[AU]*6HK
M P#@#D&@Q'& 1^5*9()^PNN[^[NYK/UW68M TM]0FADEAC8!A'C(R< \D=\?
MG3BG)J*W&HN321< 9., "I\$9B3Z?RK&7Q)\$T][;&SNA=V31K-"%4G#]&!!P1@
MY-6M5U6UT>RGO)M[K"NYDCP6QD=OQ%4Z<KI6W'[.5TK%R1<9.2<^U, RN>]2
M+)' .IVN&(ZX.<5D6>MPWFIZC8""6-[J)9)"NWGD8P>X&:2BVG;H)1;O;H:W
M4#N<=*3C?>H_-C9%<R)L/ ;(P:1YEB24@[V1"Y12-Q 'O19BL2[1CCFDQQU
MYJCINJ6^I:=%>Q-Y<<J;P'(!49[^E71(GR@R+N8?+SU^E#33LP::=F*5YI#U
MIPDCD.%D4L.P/O4-Y<"RLI[ID:01(7*KC) &3C-"3;L"5W8DQQTZ4\$ 8YK#L
M_%5K=/9![2X@%A:U:3;ME(_AR"<'ZTEEXD74XHI8-,NC'),T()9.&&<Y&[I
MQUK1TIK=%NE-;HW"?04\$=R.:P;/Q7:7UI-+;V\S302K#+;DJ'4D[0>3@@DCG
M-2?)\)/9IJ6IV,B21RZ?#Y\F[&&3 .1SZ\$?G1[*=VK![*>UC;&#SW%#\$ <UA'
MQ1:KX8&O-;SB!N5C&"Y&['K]3] :==>(H8)--2&WFG_M%=T#(5P>-V#D^AI>
MRGV_I![*?;^D;9S^' THW8/-<V/&5J]M9S);7#"ZN#; 84%)!V;)_45L:=J!U
M&!IQ!+%\$&(1I,?O .-RX/O_K1*G.*O)"E3E%7:+^=QR.!2':V<BD!VY/K0!D
M\9K,@0(.,GFD*XR<U(P(Q04HN!&5/7%)U'?%.QSC/%+C.: \$;+ 8(&!3P<#
M!SGUS3 3[BG8'0YSO JD]<'Z49/)Q2%3CCFE!//!]Z #AF/!S2@#MP:/FR1
MB@+D>A]J0#MQ]J-Q]J/+]S1Y?N: (^>W2L;Q#IDFJ006[64%W;;R9HW8JX&#
M@HW8@_I6U]*QO\$>M2Z%I\5TD"2JTRQ,'?;C=WZ&M*7-SKEW+I\W.N7<Y8^#=
M9^QQQ2S170%K+;QI-*3]G+-E6!QR0./Y5<7PKJ9-]*#T,SRJ6M]0:5EEC8Q;
M-N .1^/?/6NETO4)KXW.\6Q2*01J]O+YBL< G/ P1D5AMXU6\$:XDUJ!+IO\
MJE#G]^~Q7/3C!&#UKJ56M)M)?T_Z_P SI52M)M)?T_Z_S*<_A6_N(+&0Z=:*
M8RRW5HERRK.#&\$WY"_*1@]!WZYJY!X5F75=10'L8"S6J1VK><25=8RASGKG=
MU.3Q5F_\5RV/A6RUC[*]7N%60P(Y^1",DYQV&/Q-79/\$\$PU_3]-M+>":. ^MV
MF29Y", #/3!Z\4G.M;;O^&KZASUK;=_PU?4YBR\ 'ZS!::)'%:PR164UO.3*S

M"XW [1P/E SR1S4B>%-=@L[F(V]K^_N+68*LP 7RP-PP% [?_KZUTV@^)5U/
MPZVM7XALH%=E/[S(4 [<DD#O5_7]5.BZ%<:HL N! @;9OV[N0.N#ZTG7K<_*
MTKWM\[@ZU7FY6M;_ (W?*AK3+S3QJC7*(OVF_DN(PC[OE;& >.O%8%UX0N'U
MB>]N+> PC43>M.A+.T.S!BVXR<D=*ZT:]I;3",ZA;APS(4W@' <HRP_#O0WB'
M1T, .IVO[]=T? [T?, "=H([L\5E&I5C)R2W,XSJ*3:6YB^"=):QLY+A@2A)AM
M6>/8_P!G#LR[@0#G+' \A577_ O?:KJ\MU;106UXLL;6M_%*494 &X2+CYCP
M<?A71MXCT19&0ZG:AT!9LR#H#@G/?D\$?6DDU_1TMTF;4[9\$=V1&, @&67J/J*
M/:554<TM6'/44W-+5G%0^"-6;4I+JX\F1%>Z<;G!,OF+A0W'49YZ@8&*<W@6
M[CL-*5+2WD\I&2]MS<L@D8J%WA@#C[M==?Z[;VUA!=6\T4R3@LDF[Y HQEB1
MDGD@8')) JO!XE#6M^J0>9:*Y#,YC1V4X*DL!M(; /4<]>N-?;UVKV_K^F:
M>VK-7M_7],YY_"&J'5GO(K.V!%;_3H_G?,\$C7#C)&<L1GWSS6WXRTJ\UGPY<
M:9:1H9Y73Evv@ ,#GI[8J\GBC24C@6YU*T@G>-'/>/S@=NX CGTYZU+;_VD"U
M:[&I6[0B0Q%Q(#\^,X'OCGZ5FZE7FC)K;8S<ZO,I-;'&WGA75IO[2>*WMXH[
MF:"6.V,I;8R\$%GW\$=P",#UIUQX1N;BV\0.MC MY>R-]G?S>%1MN0>.#\N?QK
MI=?\3V>D:*U_%-!=.T8EAB\['F+D#(!XY'^-6TU73Y+Q+1;R#[6X_U&_D'&
M2![XYQZ5?MJRBI6_I6+]K520;^E8R_#>G7NEQ7,%[# 2TIE6XC'S2[LD[P!U
M!X]#7/'3;_5;OQ#=6EM^ZN[BU:+[4C1;@e^;@CL3W!&1WKN;O4[.RGBMY[V"
M&:0 JCN 3S@?AGBFQZOIL\Z11WUNTKNT:J) 2SKRRCW&1FLXU9IN=M_^^_0B
M-2.;E;?_ (?)#B+;PGJ\,5I'/;V=U!%)<(UN\Y"LDAX<\$+P1ST'TQFK\$?@_4
M8=8\W?"(Q>27"W <ES&R!1%C<# 'KC%;_B;Q'#H5@90(9K@;3Y)EVL5+;<\
M]_IWHL/\$,%QJ-W97)CMIHKDV\2F3)F.T'(X_VA6OM:SCS6TU_K\2_:5G'FMI
MK_7XG'P^]06UB!CAMY8[989/)EP9F\$H;?G&. !UZ^U6K'PEJD%_:SWL=O=1
MK' 'R)FB\AD8G@*,' (/ (X&3Z5Z 3@=>*3&14/%U'N2\54>YY)IWA[5=&EMKV*
MSM5DMTNC)MD/S[SN0'"Y(&,5U5P+J^ \2)Y 2[N+8@PLV-CLO()]B:U"N>1U
M]J0JPR?UJ)UG-IM:F<ZSFTVM3C++P[J+V^@V]XD,4>DGS#LDW-*X^Z!QP/6F
MZ)H.I:8()&T^V:ZCNWE\ [[0<"-_O#&.3@D#_ :NGU6\FL;/S8+.2ZE9U0(A/
M&3C)P"0!U/%<TWCM1IUO<"P)ED6:1X_-X5(SABK8^;/;IT-;1G6J)\JT?_!?
M?U-HSJS3LM'_ , 'S'S^%I[@.;?1A;74;9T68*^5GB# D\$^O''T^F\$G\+W5[J
M\6I2Q(C)-,9D67/G1]8U/'J "/K6QJNNII]A8W,,7G&]FBAA#-M&7Z%C@X&*
M9!XF@F\]G7Q"WEB\$G,0.3E201GZCK24ZUDTO+[^@E.K:]O+[^AB:1X;U2/2;
M'2=1@1K6V\$Q9HK@@L6SM'3IAG!^HJI;^%-;>TT6SNTC\NPDE#21W!#;&&!@@
M=1S^0K47QHTE@TBVUO'<K<+"ZS7.V,!HS(&WX)!CIUKJ;.:2XLH)I!&'>,,P
MC?>O((-W'053JUH:R2U_X/\ F5.K5AJUO_P?\S@IO".K7&CZ=I5Q!;O#:719
MY(Y=AEBY&<8X;!KI/#EIJFFV;6&H-'/' VVWN%;YG3L&'8BM\Y/M30N>?ZUC
M/\$2G'E9C.O*<>5D?3THYZ@T\QBA4P?:L3\$>N".<\$TH'YT@ (7/%*6 &1^M(!"
MO4@U\$3R,_P J=ENH'!H9<=!3 :#Z=:>J\C/:A%RO!(/M3\9'O2 %7YN:=Y9!
M.3Q3>M+_ #H 0@]!2 8Z8H.<]SQUHSQ0 8/^31@_Y-&Y?0T;E]#0 T@CGC*
MQ?SVCSZ[IT=K#/' "5F64LZ%ON]L BKW]L:6!_P A&T_[_K_C2#6-,/74;3_O
M^O\ C6D.: ,E)+4N//%J211AT,R7\$LEZ+=DWK+%' ;HT85\?,Q(.6)^7KQQ]:S
MI/!S3S1W4MQ UVL%Q\$S",[6,C\$@D9[;W_,5T']KZ7VU*S[_ *_XTY-6TK(S
MJ-G_ -_U_P :M5:BV+52HMCCK;PE<_V?%8WL]G<PP6;VT.Z\$*_6/WNOH /PI
MVE^%-1LK[2IGU.WE.GO/ G[IOF5LXSSQ@8'X5OC5]*\S/]I66/\ KNO^-/\
M[:TM6.W4;+'_ %W7_&FZU5W7?R*)K5U_R,"Q\:-UIFA1Z3;ZI9")'=F=K7?O
MW9.""<8R<_A6[XATV760#MQIT<ZQ-.H4R%"0.03QGVJ1=6TKJ=2L@/\ KNO^
M-\$FMZ60%_M*S^OGK_C6;J5)24K:WOL2YU'+FMKOL8"^\$]1A%J(M5A?[])<M/
M)HF8@.K!U8[LMRV0>OK3](\ 'W%A-I+W%Q:W\$=A;O#M,)RVYMP89/!&!^M;HU
MK2D'&IV9/KYZ?XTQM>TMAQJ5K]/ /7_&J=:JU;]/Z[C=6JU;]/Z[G#:3X>U:Y
MAGMA;P6OG0,JSO#)FW E\$@CVO\I&2W*YQC.>F=JU\'7]M);M]O@81:D]_P Q
M.<EEP1DL3Z\G)KHX]<TD@?\ \$TLQZ@SK_C30[;TGOJEC_P"!?"XU4L15;=D5
M*O4?0Q++PBT7ARQTZ6ZC:>SD+QRK&OI!??@C/J >O51U&09X_#B:5JEJEQ&
MCWL3Q@;2RQ[RQ8Y)R3EV/7TK4.MZ1CC5+\$'_ *^\$_P :3^W-)/\ S%;('KX
M3_&LW4JO[[D.I5?YG,77@>^NK2YMS?VP\$UC;VF?);(\H@ [NO?!_2I)_!^I37
M%U,-0MT,]X+@A86X&S:1G<".,=",\UT@U[2@<'5++C_IX3_&D?7=(/35+//_
M%)_C5^WK?TOZ[%>VJ_TOZ[''GP'? \ V\$0+JD W6 L9=T!/RA]P*_P?7_.
M+B^\$K\ZY!J1U.W*Q7'G*OV<@<IM88#8S[GGU)QBNB&NZ4!@:E9_4W"_XTK:U
MI.W/]I61_P"WA,_SH=>L_P#A@=:L_P#ACF[_ ,%WFJ&9KK5(WDO (H;MQ!C[
MCAP4YP,@8Q^/M4J^\$KV+6!=PW\ @34);U5:\$ELR+M()W=/2MY=9TKK_:ED .

MWVA/\:7^VM+!/U2RV_ 7PO^-+VU:UOT#VM6UOT.9U#P5J>HFZ>36(6EO((8
M[EFMC]Z-PP*X88''3'_B>U\ZA;>(I=82_BWR3[GB\IMC1D,,,\$\-\JD\$?CD
M50-K>E!O^OI9X]1.G^-.&N:0075+,_\ ;=?\:/;5K6_3^NP>UJVM^A98;@-N
M, \X%&Q4!+\$X/%53KFDE_VG9_ @0G^-!UK2"2?[3LR<=#<)C^=8\LNQCRR
M[%CC'7]:,D9S50:UI+(4&I6:Y_Z;I_C3!J^FCKJ=D?I<)_C3Y7V#EEV(];LK
MN_TR2VLKI;:20@,[*6^7N."#STS6!<^[J^M85FOH%FCCDM_W5OM00N -JKG
M@C!/XUT8UK3.^HV8_P"VZ_XTAUG2^VHV@_[;K_C6L*E2"M'\C2\$ZD%:/Y&=
M^%8&LQ'8B*-MT9?[1'YR2*G\)4GCZC!J.V\ (VUGH\5K\$_P#I45N*7#+D MN
M)0G:1EVX-;"ZSI8Y&HV?_?)? \:/[8TP_P#,2L^_P"O^- 'M*MK!SU;6.:C\
M' SVMC*EO>OPSSS&20+;@1%=A0*%SQC.>.O-:^BZ3<Z-!%:"\ \$UG# L:(8\ -O
M!)9LYZ' T[5=_M;2]H_XF-GG_ * [+_C2?VQIA_P"8C:?)_P!?:)5:DE9_D\$ I
MU)*S_(M Y-+G'&..*I_VOI@/_ "\$;3_O^O^_)_:^F#_F)6G_?)?\ &L^5]C/E
MEV+V,C!Z4>PJC_;&F?\ 02L^_Z_XT?VQI?_ \$\$K/_O^O^-+EEV#EEV+YI#@
M=:H_VSI?_02L_P#O^O\ C2C6M+_Z"5G_ .!"?XT<K[!RR[%_ (QVI.@QP15
M:UI7_02L_P#O^O\ C3AK6DG_)B5G_X\$+_C1RR[!RR[%X#'(&*7K5'^V)*'_
M # \$K+_P(7_&C^VM*Q_R\$[+/_ %W7_&CEEV#EEV+W%&*I?VUI1_YB=G_W_7_&
MC^V=+_Z"=G_W_7_&CEEV#EEV+85A[T?3K53^V)*_Z"=G_P!_U_QH_MG2C_S\$
M[/\ [_K_ (T<LNP<LNQ<^;T%'S>@JG_;.E?)!.R_[_K_ (T?VSI7_03LO^_Z
,_P"-'+L'+L?__9

end

Well I Hope nobody thinks this was uncalled for...

KURGAN

Thread 303
=> RETURN TO CONTENTS!<==

1.306 MSG-303 Subject: New AutoPEG

Subject: New AutoPEG
Date: Thursday, 21 September 1995 19:58:47
From: NEWKIRK@delphi.com

This just sent to me from J Corigliano, author of AutoPEG:

<snip>

Well. thanks to your original mail, AutoPEG 2.0 is in the works :) It
will:

- Only work with tasks the user specifies
- It'll have a prefs program to select tasks to use (uses MUI)
- Will have the NO DELETE option which will, hopefully, fix the problem
with Imagine.
- Require an 020+ (Had a problem with 68000)

<snip>

he said he expects it to be done in a week or two.

JN

PS, he said he'd like to check out some rendered images, so if you use AutoPEG with Imagine, and are proud of the result, maybe send him a copy.
JN<again>

Thread 323
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1.307 MSG-304 Subject: WinImagine price

Subject: WinImagine price
Date: Thursday, 21 September 1995 20:07:49
From: NEWKIRK@delphi.com

Personally, I think the price being punted about IS ridiculous, and is certainly far beyond my means (of course, 3.0 is too, right now 8^() HOWEVER, in defense of Impulse, what is the development cost involved in this step, allowing as how the Windows version could/should be very user-friendly, on-line hyper-help, and so on that is expected of all windows packages. Here's a thought... Windows NT? How about a rendering network?
JN

Thread 311
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1.308 MSG-305 Subject: Re:glossy brochure

Subject: Re:glossy brochure
Date: Thursday, 21 September 1995 20:39:26
From: jacob@altair.csustan.edu (Dave Jacob)

I received the following reply from Mike H.:

(posted in full, comments after)

Dave

Let me know what you think of Truespace, I have version 2 and I still think that Imagine 4.0 is much better, but of course I would think that.

You might post the following, if you wish.

Some where along the line some users have decided that Impulse is a non-profit organization or a charity of sorts. The truth is however much

simpler, there are 8 team members that make Imagine, they want to do things like eat, have a car, eat, drink beer and other libations, eat, sleep some where other than the overpass on the highway, and last but not least, eat.

For those now in college or other school, they will soon learn the lesson that it takes money, dirt ole problem, money to pay for these things.

People get to make a choice, they can buy what we make or not. With this concept we do not see any manner in which we can force anyone to do anything. To that point, over the last six months, I have downloaded many names from the IML, to my surprise over 40 percent of the people are not registered users, of course this comes from the fact that they have a copy that they got from a guy on the street corner for \$2.00 and it did not have a warranty card.

It has been said, that Imagine is one of the most stolen programs on the Amiga computer, indeed, and now it seems that people feel it is fair to steal what is now on the PC as well. Mind you, I am not suggesting that IML users have stolen the software, more that they have not had the opportunity to become a registered user, how sad. If they had taken the time and the 32 cents to let us know that they were out there they too would have a direct contact with Impulse and would know whats going on.

Impulse will continue to offer a high quality product for the best price, for those who want or need it, we will always do our best to make sure the price is right.

Lets see now, True space 2 7,950 pennies, I guess that sounds much better than 2000 pennies for Imagine for windows.

Keep On rendering, its fun.

Mike Halvorson

Now, bitching about the price of something is as american as apple pie, and corvettes. Hagglng and kevetching is just part of life, and shouldn't be taken too seriously--Mike H. and the others at Impulse certainly do deserve to get a fair price for their product, which really is one of the best programs of its type for its price. My main gripe was simply about raising the upgrade price to Imagine 4.0 after Oct 31. I was going to wait till Imagine for windows came out and then decide which one to get, but since the release date for Imagine for Windows will most certainly be after the new year, I wont have the option of getting Imagine 4.0 for \$100. Thats all.

Now, the most disturbing aspect of Mike's reply is his estimate of the number of pirates out there-- I read this with concern. I mean, if Mike thinks 40% of us are unregistered users, well, can you blame him for being, well, agitated? As with any program, some copies floating out there are probably pirate, but I think this estimate is too high for IML users. For the record, I am a registered user, and will probably upgrade at least to 4.0, if not the windows version (I hate windows). But, I decided to post this as at least offering a reason for the higher prices.

Cheers, Dave.

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1.309 MSG-306 Subject: Re: Glossy Brochure (From MikeH)

Subject: Re: Glossy Brochure (From MikeH)
Date: Thursday, 21 September 1995 21:28:00
From: tmarlar@america.com (tmarlar)

Scott wrote to say;

MikeH wrote me to say:

>

>"The unfortunate problem is this, while we have been selling Imagine for almost

>nothing, others have made products that are less for more and are moving on.

>Point in case is 3D studio which is not better than Imagine but has a much

>larger price, The price we have stated is for the Retail Pro Version of

Imagine

>for Windows, THIS IS IMPORTANT, present users will be able to upgrade for

>\$200.00. This is the full pro version for windows, 95, NT and 3.1. It has

many

>new features and a spanking new manual. The new customer base will have to buy

>the product for the retail price, what ever the street makes it.

I sure can't fault Impulse for wanting to make a profit on the YEARS of hard work put into Imagine. I have been a user from Ver. 1 and used Sculpt3d before that. The road to today's product has been long and bumpy but I have enjoyed the ride. I look forward to the Pro version as I am switching to NT for my operating system. Some of you have had bad words about MikeH and Impulse. You may not like what he says but at least he can be reached to talk to. Ever tried to talk to the CEO of Autodesk?

>We have never tried to abuse the trust of our user base and as you can see we
>have no intention of doing so now. So while there is no typo, YOU and others
>who have supported us will not have to bear the brunt of the new technology.

This sure seems like a fair treatment to me. I just reserved a copy of 3D Max (due out sometime next year) from my Autodesk dealer. Since it is a new product and not an upgrade to 3DStudio it will cost me 5 times the imagine upgrade price.

>When you consider Imagine and 3D studio for windows for a price of over
\$4000.00

>Imagine looks very good.

Imagine is a good product and the price has been very good for a long time. I sure will continue using it (if they don't put a dam dongle in the box).

It may not be all things to all people but then few things are. Thats why we have so many programs to choose from and so many bills from buying them. If MikeH sees this I just want to say thanks and keep up the good work.

Don't bother with your flames. At my age the fire just don't burn so bright as it used too.

Tom Marlar

>

>So that's the story. \$200 to upgrade which is very reasonable. Thanks Mike for

>the up-front facts!

>

>-Scott

>spack@adobe.com

>

>

>

Tom Marlar , email: tmarlar@america.com, ThomasM137@aol.com

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1.310 MSG-307 Subject: Re:Kudos glossy brochure

Subject: Re:Kudos glossy brochure

Date: Friday, 22 September 1995 00:04:40

From: Granberg Tom <tom.granberg@TV2.no>

Hi Ken!, and the rest of you guys that liked my pic's

Well, what can I say, I do my best and it seems to work when reading those mail

that refer to my pic's. So, thanks!

More is coming on a new web page I'm setting up, and it will be listed on sharkys homepage as well. I also going to reveal some of my tips and tricks to you there.

Later

Tom Renderbrandt Granberg

Thread 48

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1.311 MSG-308 Subject: Re: Glossy Brochure

Subject: Re: Glossy Brochure

Date: Friday, 22 September 1995 03:03:30

From: sgiff@airmail.net (Stephen Gifford)

>
> A very excellent looking windows version came out recently I
>think. But as far as I could tell from the pictures it didn't conform to
>any windows standards and generally was difficult to use, I doubt anyone
>bought it, they all buy LightWave and one of the 3000 other windows
>raytracers out there. And they cost between \$50-\$400 US not \$1695 for
>Imagine, Jesus... oh well, they'll sell lots to commercial users when
>they see that price they'll think "Gee, it must be good"
>
>Adam.
>
>

I think it is important to realize that for Impulse to compete in the Marketplace they have to produce a product that can compete on a professional level. This means that it is not a toy for people just to make pretty pictures. Imagine has the capability of making a lot of money for people who use it. Therefore I think that Impulse has every right to be compensated well for a product that is so valuable to professionals who use it. Hopefully Impulse will continue to publish a l/t version for people who want to learn or don't need the power of the Pro version.

As a professional artist myself, I know that if I sell my work at below standard rates people automatically think that my work is not professional or of less quality. This is something that I think anyone who has ever tried to freelance will agree with. I do think that Autodesk is overpriced but to be fair, I really can't afford it so I'm biased. Even if I could afford it right now I still wouldn't buy it. I hate the interface.

What constitutes "Windows Standards"? Actually who cares about Windows Standards. If you want everything to look the same then buy a Mac. I think conforming to the Microsoft Standards should only be taken so far. I think the people at Impulse have shown time after time that they listen to their user base, and are not going to put out a Windows product that is not user friendly. Impulse has stated in the past that they do not desire dummy down a product just so a program is to use for first timers. Any product that has as much complexity as Imagine will be to one degree or another difficult to learn and use. If you want to try a difficult interface try Real.

Stephen G.

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1.312 MSG-309 Subject: Re: Win95 and imagine???

Subject: Re: Win95 and imagine???
Date: Friday, 22 September 1995 03:05:41

From: Fredster <fredster@netrix.net>

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

> Essentially if you have pharlap's RUN386.EXE which usually comes with as
part
> of a larger package, the imagine executable can be split with a small
utility,
> separating the memory management. Using the previously mentioned program
you
> can run imagine with virtual memory under windows. The problem is that
you
> need the larger package which runs around \$500. Not very cost effective
if all
> you want to do is run Imagine under windows.

Ok, thanks for the info. You're right, not really worth the hassle but
intriguing nonetheless!

>
> Sorry if I got anyone too excited there. This is a big issue for all of
us on
> the PC side of Imagine.
>

You betcha! Ok, all together now - WinImagine!!!!

--

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

Daddy, what does formatting drive C mean?

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1.313 MSG-310 Subject: Glossy Brochure

Subject: Glossy Brochure
Date: Friday, 22 September 1995 03:38:00
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

-> Windows Version (3.1/95/NT):->-> - Expect delivery for fall 95.->
- Retail price \$1695US!-> - Cost to upgrade from other versions is
TBD.Yipes! You sure that price isn't Pesos? /-----

```

_/_/_/_/_/ | Mike van der Sommen / _ / _
_/ _/_/_/_/_/ \ / | Santa Barbara, Ca. / ___/ / \ / / / _
/ \ | mike.vandersommen@caddy.uu.silcom.com HAUS BBS (805-683-1388) |
      "Blackouts make for nice breaks in the day" \_____
_____|----- =FE InterNet - GraFX Haus BBS - Santa B
arbara, Ca - (805) 683-1388

```

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1.314 MSG-311 Subject: WinImagine Price

Subject: WinImagine Price
Date: Friday, 22 September 1995 04:22:00
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

```

-> When it come to the price tag for the Windows version, I think the=y a-> the
right thing. Even if the "poor" people cant afford it, it will= in-> run bring i
n some hard cash. Look at Alias or Wavefront, they cost= a-> money wich means th
ey dont sell as many copy's as other cheaper pa=cka-> since they get in "big" bu
ck's on each they dont have to.Is there a keyboard equivilent to making a disgus
ting noise with yourtongue, spit and lips?=2E..fooey then. /-----
-----
/ _ / _ / _ / _ / _ / _ / _ | Mike van der Sommen
/ \ / \ / \ / \ / \ / \ / \ | Santa Barbara, Ca. /___/
/ \ / \ / \ / \ / \ / \ / \ | mike.vandersommen@caddy.uu.silcom.com HAUS BBS (805
-683-1388) | "Blackouts make for nice breaks in the day" \_____
-----
s BBS - Santa Barbara, Ca - (805) 683-1388

```

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1.315 MSG-312 Subject: Re: Glossy Brochure (From MikeH)

Subject: Re: Glossy Brochure (From MikeH)
Date: Friday, 22 September 1995 06:48:22
From: Bill Boyce <bilboyce@iconz.co.nz>

```
At 08:28 PM 21/9/95 EDT, you wrote:
>Scott wrote to say;
>
>MikeH wrote me to say:
>>
>>"The unfortunate problem is this, while we have been selling Imagine for
almost
>>nothing, others have made products that are less for more and are moving on.
```

>>Point in case is 3D studio which is not better than Imagine but has a much
>>larger price, The price we have stated is for the Retail Pro Version of
>Imagine
>>for Windows, THIS IS IMPORTANT, present users will be able to upgrade for
>>\$200.00. This is the full pro version for windows, 95, NT and 3.1. It has
>many
>>new features and a spanking new manual. The new customer base will have
to buy
>>the product for the retail price, what ever the street makes it.

Thank you Impulse

We've had it good for a long time and got used to cheap software. The current
version is worth considerably more than they currently ask, and a new version
for windows, hopefully with a totally reworked interface, splines, etc
etc would be a killer program. I've always thought the core abilities of
Imagine much better than Lightwaves and from what I've seen equal to 3D
Studio 3,
which was out at the same time as 3.0.

Looks like it's time some of us took a reality check! Many have had the
benefits of
a high end commercial product for week-end renderer/hobbbiest work. Be grateful!
Meanwhile, back in the real world Impulse must up the ante (and their income) to
survive and be able to afford to keep Imagine up to date. \$200 for us to upgrade
is very generous in anyones book.

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1.316 MSG-313 Subject: Re: Quickrender rendering method selector

Subject: Re: Quickrender rendering method selector
Date: Friday, 22 September 1995 06:53:18
From: Bill Boyce <bilboyce@iconz.co.nz>

>From: Bill Boyce <bilboyce@iconz.co.nz>
>Subject: Re: quickrender rendering method selector
>
>>Date: Fri, 22 Sep 1995 17:44:15
>>To: Scott Krehbiel <scotkre@beacon.regent.edu>
>>From: Bill Boyce <bilboyce@iconz.co.nz>
>>Subject: Re: quickrender rendering method selector
>>
>>At 01:34 AM 18/9/95 -0400, you wrote:
>>>
>>>
>>>On Sun, 17 Sep 1995, Bob Arnold wrote:

>>>
>>>>
>>>> How about instead you pop into the Preferences and tell it to do a Trace
>>>> and specify a resolution instead? I'll do a gnarly ugly object with
>>>> super lo-res and scanline until it looks "okay" then in prefs I'll tell
>>>> it Trace mode to see what the refractions will look like, then when I'm
>>>> really feeling pleased I'll pop out to the Project ed. and do a full
render.
>>
>>>My point is that I find hopping back and forth from the preferences
>>>editor to be a pain in the rear. I know it's not that big a deal,
>>>but it seems to me that it'd eliminate some extra hassle if there
>>>were a gadget there in the quickrender requestor where you could
>>>specify the rendering method.
>>
>>How about say 4 buttons we could label, which give us 4 presets, either
>>preferences files or resolution and rendering mode options set in preferences,

>>on the little quickrender requester. That would suit me.
>>

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1.317 MSG-314 Subject: IM4.0 - please answer this.

Subject: IM4.0 - please answer this.
Date: Friday, 22 September 1995 09:29:25
From: aciolino@rrddts.donnelley.com

Could someone do me a favor and summarize these questions into a single mail message answer?

- 1) What is IM 4.0? Dos? Windows? Both in same package? Two differnt packages?
 - 2) What is the upgrade price for (each) Imagine 4.0?
 - 3) Can I pay for it now? Does it benefit me to pay now or wait?
 - 4) Has there been any official release of information (sorry, Mike, your emails, while the authoritative piece of information are not "official" in that nothing has been set in writing) from Imagine?
 - 5) Is anyone disturbed that thier names are being tracked as "pirate" users of Imagine? (FYI: I have 2 copies of Imagine, and I've told Impulse to DELETE my name on the SECOND copy of my address in thier database, for some reason that escapes me. Maybe I should have kept that second entry in thier database after all!)
-

-AC

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1.318 MSG-315 Subject: Home Page

Subject: Home Page
Date: Friday, 22 September 1995 09:32:50
From: Jim Rix <jim@yakko.cs.wmich.edu>

Please take a look at the new home page of Jim Rix.

The address is:
<http://yakko.cs.wmich.edu/~jim>

Jim Rix

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1.319 MSG-316 Subject: Re: Glossy brochure

Subject: Re: Glossy brochure
Date: Friday, 22 September 1995 10:14:52
From: John Grieggs <grieggs@primenet.com>

> Now, the most disturbing aspect of Mike's reply is his estimate of
> the number of pirates out there-- I read this with concern. I mean,
> if Mike thinks 40% of us are unregistered users, well, can you blame
> him for being, well, agitated? As with any program, some copies floating
> out there are probably pirate, but I think this estimate is too high for
> IML users. For the record, I am a registered user, and will probably
> upgrade at least to 4.0, if not the windows version (I hate windows).
> But, I decided to post this as at least offering a reason for the
> higher prices.

>

Hmmm? This caught my eye. It would be terribly naive to assume that
unregistered user == pirate. Didn't they publish Imagine 2.something
in a magazine? If the typical user is anything like me, he or she won't
bother to send in a warranty card until absolutely required (needed for
support or update). I thought Mike knew better than this...

For the record, I am a registered Imagine user on both platforms. Most

of my other software is NOT registered, unless I have needed upgrades or support. That would be dozens of packages. I happen to feel that Microsloth products in particular are quite intrusive enough, and that the drawbacks of sending in my personal info for their marketing databases far outweigh the advantages.

> Cheers, Dave.

>

_john

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1.320 MSG-317 Subject: \$200 fee for registered users

Subject: \$200 fee for registered users
Date: Friday, 22 September 1995 12:23:06
From: gregory denby <gdenby@twain.helios.nd.edu>

Whew! Reading the info that current users will be able to get WinImagine for another \$200 was quite a relief. Previous upgrade fees seemed to be the amount already paid subtracted from the new commercial price, less a little. I had tallied my previous purchases up, and it looked like \$600 hundred was going to be the upgrade fee, by my guess.

Which means, by the way, that as a "non-professional" I've spent around \$1K to use Imagine, not to mention the hardware to run it on. My estimation is that there are quite a few folks out there that share the same enthusiasm, so its good that apps remain as reasonable as possible.

My 2 pennies in support of the "weekend" tracer...only when the trace takes all week.

Greg Denby

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1.321 MSG-318 Subject: Sorry Could Not Find Subject!

Date: Friday, 22 September 1995 15:19:10
From: imagine-relay@email.sp.paramax.com

Mike H said,

> People get to make a choice, they can buy what we make or not.
> With this concept we do not see any manner in which we can force
> anyone to do anything. To that point, over the last six months, I
> have downloaded many names from the IML, to my surprise over 40
> percent of the people are not registered users, of course this comes
> from the fact that they have a copy that they got from a guy on the
> street corner for \$2.00 and it did not have a warranty card.

Before we all start shouting that 40% of the people on this list are pirates, remember the fact that Imagine 2.0 has been included on coverdisks of both Amiga Format and PC Format.

At a guess, this means that there are around 200,000 unregistered IM2.0 users in the UK. All without documentation. Is it any surprise that they start posting here wanting some help ?

Cheers,

Doug.

(Who bought Imagine 3.0 but it wasn't supplied with a registration card)

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1.322 MSG-319 Subject: Sorry Could Not Find Subject!

Date: Friday, 22 September 1995 15:40:39
From: imagine-relay@email.sp.paramax.com

On Thu, 21 Sep 1995, William Bogan wrote:

> This is the third time today I have received your message
> and the second time I have responded. Maybe you are
> not receiving return mail but some of us are receiving
> your outgoing stuff.
>
> READ YOU LOUD AND CLEAR.....
>
> -spidey
>
>
> > From imagine-relay@email.sp.paramax.com Thu Sep 21 15:37 PDT 1995
> > Date: Thu, 21 Sep 1995 20:41:39 +0200 (MET DST)
> > From: Soeren Birk Jacobsen <kurgan@imada.ou.dk>
> > To: "imagine@email.eag.unisysgsg.com" <imagine@email.sp.paramax.com>
>

OOPS SORRY BUT I'VE SEND A FEW MESSAGAGES WITH USABLE CONTENTS THAT ARE JUST LOST, THINK THERE WAS A PROBLEM WITH SOMETHING CALLED 'LOTUS MAIL' OR SOMETHING, I HAVE RECIEVED A 'NOT DELIVERED' REPLY FROM THEM DURING THE NIGHT.

BUT THANK YOU FOR YOUR PATIENCE.

KURGAN

BY THE WAY DID ANYBODY RECIEVE MY SOCCERBALL JPEG, THAT I SEND UUENCODED TO THE LIST?

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1.323 MSG-320 Subject: Bugs Impulse doesn't care about. (was Re: banding and 4.0 must

Subject: Bugs Impulse doesn't care about. (was Re: banding and 4.0 must
Date: Friday, 22 September 1995 16:21:04
From: Mikael Ostergren <Mikael.Ostergren@p36.anet.canit.se>

SUBJECT too long. Original SUBJECT is 'Bugs Impulse doesn't care about. (was Re: banding and 4.0 must haves)'

----- Original Message Follows -----

21 Sep 95 skrev\ Milan Polle detta:
MP> Sep 95 15:49:14 +0200 From: milan@Estoril.hku.nl (Milan Polle)
MP> To: imagine@email.sp.paramax.com

MP> Hi all,

MP> Here's what I think 4.0 SHOULD have (I might forget some stuff here). (I
MP> am probably already too late...)

: -)

[...]

MP> * Fix the glass bug (and support foreground anims (multiple with
MP> alpha))

While they are doing so, maybe they could look at the repeat-texture bug too?
And maybe could throw in some 040 optimized math-textures too... :-=)

[...]

MP> Phew! I will shut up now,

No, don't! Fax or call this thing to Impulse. Isn't that the only way to get
trough to them? Is there a better way?

/micce

```
.--
| FidoNet: 2:201/411.36      Internet: micce@p36.anet.canit.se |
| CompuServe: 100303,2117   Internet: micce@aktiv.se (work)   |
|                               Amiga 4000/040 --'
```

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1.324 MSG-321 Subject: Sorry Could Not Find Subject!

Date: Friday, 22 September 1995 16:38:03
From: imagine-relay@email.sp.paramax.com

\$200 for the Windows upgrade!!! Wow! I'll probably write the check as
soon as the offer comes!

Steve (glad to be on the constant upgrade program)

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1.325 MSG-322 Subject: WinImagine

Subject: WinImagine
Date: Friday, 22 September 1995 17:51:49
From: jbk4@ap.spa.psu.edu (The Prophet)

Will the Windows version of Imagine be slower than the DOS
version? I was wondering about any speed penalties that
Windows might impose.

Jaeson K.

```
( | \      ( / \      ( )      _ / )
 ) | ) _ _   /   / _   /   _   ( x_ )
 ( | / ~ \ / \_ ) /---~/ ) / ) / ) / ~ \ / \_ ) / _
 ) 11/ 1/ \_ ( / ( / ( _//_// / \_ ( _ )
 ( _____ )      ( _/      ( _ )
```

| | |
|------------------------|-------------|
| Jaeson Koszarsky | Amiga 3000+ |
| ----- | ----- |
| cyberprophet@psu.edu | 68040/30Mhz |
| jbk4@email.psu.edu | 24Megs-1GIG |
| jason@chaos.ezgate.com | OS3.1 |

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1.326 MSG-323 Subject: No sniveling

Subject: No sniveling
Date: Friday, 22 September 1995 18:14:55
From: datctva@primenet.com (DThompson)

Even if I didn't already own Imagine, I would say that paying \$1695 for a program that will make me over 30k a year is not a bad price. Face it, Imagine is a tool, not a toy. It's great that there are amateurs out there using the product, because some day they will become professionals and add to the ranks, but the 1695 program is aimed at people who make their living off of the product. I get people complaining about costs to me all the time, thinking that graphics and animation are fun, anyone can do them, and it shouldn't cost so much money, so I know how M H feels. Part of the problem is that the advertising of most 3d products is aimed at making 3d look like any idiot off the street can buy the program and start making pretty pictures. We all know this is bullshit, because anyone who has had a paying job knows how hard it really is to please a client. I think the people who are complaining are the people who think that this is easy, who haven't had a paying job, and are just whiners who think Impulse owes THEM something. If you made money off of Imagine, you know that all Impulse owes you is continued support of the product and that's it.

If \$1695 gets you better support, more bells and whistles, plug ins, faster upgrades, happy clients, and more money, then shut up and write the check or buy Lightwave! (I'm not serious, I would never insist on anyone buying Lightwave. Animation Master, on the other hand, is a different story. Talk about a good compliment to Imagine's features). Hint, Hint.

Dave Thompson

CTVA

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1.327 MSG-324 Subject: Re:Glossy Brochure

Subject: Re:Glossy Brochure
Date: Friday, 22 September 1995 18:49:26
From: Brad Molsen <moon@eskimo.com>

On 21 Sep 1995, Mike Halvorson wrote:

> To that point, over the last six months, I have downloaded many names from the
> IML, to my surprise over 40 percent of the people are not registered users,
>
>
> Mike Halvorson

To all, This SUCKS!! and I'm not referring to Mike monitoring the list and coming up with this stat. It takes a lot of stones (let alone stupidity) to have one's name on the list as an inquirer or contributor knowing that you have a hot copy. It's too bad Dave W. doesn't have a registered users list to compare to IML's list so he could bump these people to Lurkerville where they could hope to pick up tidbits of info they need to better understand the tool and be left to pick thru the bones of the feast that we all enjoy by the open exchange afforded us by having registered.

nuff said,
Brad

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1.328 MSG-325 Subject: Re: William Bogen's almost flaming me.

Subject: Re: William Bogen's almost flaming me.
Date: Friday, 22 September 1995 20:20:06
From: beeton@SEDSysystems.ca (Gary Beeton - SED Systems)

>OOPS SORRY BUT I'VE SEND A FEW MESSAGAGES WITH USABLE CONTENTS THAT ARE
>JUST LOST, THINK THERE WAS A PROBLEM WITH SOMETHING CALLED 'LOTUS MAIL'
>OR SOMETHING, I HAVE RECIEVED A 'NOT DELIVERED' REPLY FROM THEM DURING
>THE NIGHT.

I think the "Lotus Mail" thing is just some system telling us that one or more IML subscriber on that system no longer exist. It is not a problem with this list AFAIK.

>BY THE WAY DID ANYBODY RECIEVE MY SOCCERBALL JPEG, THAT I SEND UUENCODED
>TO THE LIST?

I got the UUEncode but the decode failed. I don't know if the problem

is at my end or yours.

Gary
beeton@SEDSysytems.ca

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1.329 MSG-326 Subject: Re: IM4.0 - please answer this.

Subject: Re: IM4.0 - please answer this.
Date: Friday, 22 September 1995 20:38:36
From: beeton@SEDSysytems.ca (Gary Beeton - SED Systems)

> Could someone do me a favor and summarize these questions into a
> single mail message answer?
> ...

AC,

You seem to have missed my original post which started this thread and answers most of your questions, so here it is again.

Gary
beeton@SEDSysytems.ca

Previous Posting Follows
From: GEORGE::"imagine-relay@email.sp.paramax.com" 20-SEP-1995 10:36:01.18

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1.330 MSG-327 Subject: Imagine Registration

Subject: Imagine Registration
Date: Friday, 22 September 1995 20:55:25
From: NEWKIRK@delphi.com

I have Imagine 2.0 Amiga, unregistered for a (possibly) unique reason:
I purchased the original disks, along with those for PageStream 2.2,
Lattice C 5.02, and several other fairly expensive packages, from an
associate (also A customer of my security business) for about \$150, due to the fa
ct that his apartment burned up, with original
disks and other important/valuable items in a fire safe. No docs, no packages,

no Amiga, no use to him.
Joel NewKirk

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1.331 MSG-328 Subject: Re: Glossy Brochure

Subject: Re: Glossy Brochure
Date: Friday, 22 September 1995 22:00:24
From: Doug Smith <doug@defocus.demon.co.uk>

Hi Edward,

You wrote this about Re: Glossy Brochure:
ly.
:
: So, what's the status of Amiga's Real-3d these days? ;-)
:
: -Ed

It seems that V3.0 has just been released.

I contacted the UK distributors today to ask for details, apparantly an upgrade is in the works already, and following that a demo version will be released.

Full list price is 400UKP, but they do an upgrade from Imagine for 300UKP.

They are sending me a brochure, if there is any interest I can summarise here.

The features that interest me are,

Compliance with Amiga programming guidelines.
Graphics card support.
Spline based modeller.
Glows.
Built in programming language

There was a review in Amiga Format, and some of the sample images were of astounding quality.

The general consensus of the review was that it "has a long learnig curve", is not very fast, but "Has twice the power of lightwave for half the price"

Hisoft (in the UK) are currently pushing Maxon4D, the advert says it's 200UKP. The Images in the advert are not very complex, but there is a free demo disk available, so you can at least try it out.

Cheers,

Doug.

--

Amiga 4000/40 2+12 2M CV64 - Not better, just different

Life's just not fair - this is a good thing.

Thread 308
==> RETURN TO CONTENTS!<==

1.332 MSG-329 Subject: Confused about price

Subject: Confused about price
Date: Friday, 22 September 1995 23:07:18
From: Appalchin@aol.com

I'm a new Imagine 3.0 user. I've sent in my registration card. As 4.0 and Winimagine draws near I'm confused about the price sceme. If I'm on the constant upgrade program will I be upgraded through 4.0? Or will I have to pay the upgrade price like everyone else? When Winimagine comes out if I have 4.0 will I have to upgrade again? How much will that be? When is 4.0 due out? When is Winimagine due? Please could someone explain this pricing to us who are out of the loop? Also what is this glossy brochure I keep hearing about? Please help this confused beginner about price in Tenn.
Thanks in advance and God bless.

Thread 336
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1.333 MSG-330 Subject: Re: Kudos To Glossy Brochure!

Subject: Re: Kudos To Glossy Brochure!
Date: Friday, 22 September 1995 23:20:33
From: Roger Straub <straub@csn.net>

On Thu, 21 Sep 1995 KEN_ROBERTSON@robelle.com wrote:

> Wow! That's the best ad that Impulse put out ever!
> After looking at some images in CGW (Computer Graphics World) and
> looking at the images in the article, all I can say is "wow".
> For lighting, complexity, detail and texture, the Imagine images
> compete easily with much higher-priced software running on the

> PC or MAC.
>

How does one go about procuring one of these brochures?

> \KenR
>

See ya,
Roger

Thread 174
--> RETURN TO CONTENTS!<=

1.334 MSG-331 Subject: Good water

Subject: Good water
Date: Friday, 22 September 1995 23:21:28
From: Mike McCool <mikemcoo@efn.org>

Well, I've just finished my seventh attempt at a water anim, and it's just not happening, so it's time to beg for help.

I'm looking for a sort of random waviness over time, like the surface of a swimming pool.

I'm using Essence's caustics and random ripple texture, and the stills are absolutely delicious looking. It's just when I try morphing between different parameters of these textures over time, to achieve a moving water look, it comes out very unrealistic.

(I've only got 3.0, so don't make my mouth water any worse by telling me how mouthwatering the new water texture is in 3.whatever).

Thanks, y'all.

Thread 356
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1.335 MSG-332 Subject: Re: Glossy Brochure

Subject: Re: Glossy Brochure
Date: Friday, 22 September 1995 23:32:24
From: Roger Straub <straub@csn.net>

On Thu, 21 Sep 1995, Stephen Gifford wrote:

>
 > What constitutes "Windows Standards"? Actually who cares about Windows
 > Standards. If you want everything to look the same then buy a Mac. I think
 > conforming to the Microsoft Standards should only be taken so far. I think

Hey, just another random thought - d'ya think that Impulse, since they are
 now designing a version that follows interface guidelines for windows,
 will make a version that follows Intuition guidelines for the Amiga
 platform? It'd be pretty cool if they did! Any thoughts?

>
 > Stephen G.
 >
 >

See ya,
 Roger

Thread 294
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1.336 MSG-333 Subject: Re: Shading bands

Subject: Re: Shading bands
 Date: Saturday, 23 September 1995 00:36:00
 From: Marty K <mk-tel@sik.ppoy.fi>

 On Mon, 18 Sep 1995, Mike Vandersommen wrote:

> Simple. View the image in 16million (24 bit) color mode. As good as
 > 16-bit color is, you won't get rid of the dithering bands unless you
 > have a true 24-bit display.

>
 Or an AGA Amiga. HAM8 with just a little dithering: no visible bands!
 I have seen real 24-bit displays and I have seen HAM8 in hires. After
 that I really have no need for a 24-bit display.

Marty

| | | | |
|---------|---------------------------|---------|---|
| '=\T/=' | I \ //\ I)/ I _/ I / | '=\T/=' | "Nothing is real" |
| /^^ | * I //~\I ~\ I I I \ | * ^^ | mk-tel.sik.ppoy.fi |
| ~~ | ~~~ | ~~~ | Pori, FINLAND |
| | | | http://www.ppoy.fi/~mk-tel |

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1.337 MSG-334 Subject: Imagine a CyberGraphs screen

Subject: Imagine a CyberGraphs screen
 Date: Saturday, 23 September 1995 00:51:23
 From: izi@hoa.ping.dk (Soren Wind)

 [21 Sep 95] [Attila Montvai -> me]

AM> Features:
 AM> It lists all(?) of the improvements from 3.0. If you subtract the
 ones that are already in 3.3 you are left with:
 AM> - Metaballs editor with Special Effects
 AM> - Light arrays... soft edge shadows
 AM> - Motion Blur
 AM> - Object Smoothing

It is a damn shame.... if another 6 month's passby without Imagine start to
 support my Picasso / CyberGraphX card,
 i will move all my 3d activities to Macintosh instead...

It is a shame, but i can't continue tracing i PAL:HIRES-LACE....
 Please Impulse, do the magic things, you used to be so good at...

 |
 | Soren IZI Wind / izi@hoa.ping.dk
 | 2:235/314.95 / 2:238/43.25
 | Visual-ImPACT / Alien WorkShop
 | RayTRACE / stud.comp.gfx.trace
 | sysop at : Our World +45 75872579 |
 | a2k/o3o/882/12MB/33Mhz/835MB HD |
 | Picasso2 CyberGFX / UM-15"NLD |
 | Macintosh Quadra 84oAV 24mb (\o/) |
 | Sony 15"SF 5ooMB HD & CD-Rom (/|\) |
 | -----|

-- Via Xenolink 1.97, XenolinkUUCP 1.1

Thread 380
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1.338 MSG-335 Subject: Another wishlist

Subject: Another wishlist
 Date: Saturday, 23 September 1995 01:13:05
 From: Marty K <mk-tel@sik.ppoy.fi>

Suggestions for Imagine 4.0 (or 4.1)

Bug fixes:

1. Remove the borders from repeating altitude maps
2. Fix the Lock state bug with altitude maps
3. The bad chunk size error when loading an object that was OK when saving
4. Overlapping fog object bug

Improvements

1. Enable the use of one vertex as a bones subgroup (to work like magnetism)
2. Load cloned object only once to save memory
3. Use altitude mapping (and bump textures) to change the profile also
4. Define specularity, hardness and roughness for individual faces
5. Restrict magnetism effective range for points, that are `_connected_` to the dragged point(s) or define the range of influence manually
6. Window update in editors: you all know what this means
7. Non-interlaced editors for PAL-monitors
8. Show zone borders in perspective window
9. Enable transport of objects straight from one editor to another
10. Do not load objects for every frame in stage editor

Additions

1. Fractal trees
2. Fractal landscapes
3. Shadow mapping (+soft shadows)
4. Glows and halos around light sources - without using textures
5. "Unfracture", cut down the resolution of a mesh for distant objects
6. Alphatextures as standard
7. Painting a brushmap in the detail editor straight on the object (this shouldn't be impossible, and it would be really cool)
8. Metaballs
9. Collision detection
10. Motion blur

And of course most of the other suggestions that are seen in the IML

```

      "Nothing is real"
      mk-tel.sik.ppoy.fi
      Pori, FINLAND
      http://www.ppoy.fi/~mk-tel

```

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1.339 MSG-336 Subject: Re: Confused of Tenn

Subject: Re: Confused of Tenn
 Date: Saturday, 23 September 1995 01:58:00
 From: jbeard@cix.compulink.co.uk (Joe Beard)

>I'm a new Imagine 3.0 user. I've sent in my registration card. As 4.0 and
>WinImagine draws near I'm confused about the price sceme. If I'm on the
>constant upgrade program will I be upgraded through 4.0? Or will I have to
>pay the upgrade price like everyone else?

If you have paid the extra \$100 to join the constant upgrade program then you will receive 4.0.

If you then want WinImagine when it is released, it will cost you another \$200.

Imagine 4.0 is due out "real soon now".

Joe

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1.340 MSG-337 Subject: DXF (not about winImagine)

Subject: DXF (not about winImagine)
Date: Saturday, 23 September 1995 02:11:23
From: ALorence@aol.com

Can anyone explain why If I save an object as DXF, then load the DXF back in, the object is faceted? I tried making all edges smooth, but that didn't help.

The only reason I tried this is a friend with TrueSpace (1.0) loaded a DXF I created and saw the same result.

Alan.

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1.341 MSG-338 Subject: Re: <none>

Subject: Re: <none>
Date: Saturday, 23 September 1995 02:34:03
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello Doug, on Sep 22 you wrote:

> Mike H said,
>
> > People get to make a choice, they can buy what we make or not.
> >With this concept we do not see any manner in which we can force
> >anyone to do anything. To that point, over the last six months, I
> >have downloaded many names from the IML, to my surprise over 40
> >percent of the people are not registered users, of course this comes
> >from the fact that they have a copy that they got from a guy on the
> >street corner for \$2.00 and it did not have a warranty card.

> (Who bought Imagine 3.0 but it wasn't supplied with a registration
> card)

I bought Imagine 2.0 and 3.0 here in Australia and neither had registration cards. I've also sent snail mail to Impulse about upgrades but never received a response. I hope I have better luck with cross-upgrading when I switch to a PC.

-- Bob

: Robert Byrne : rbyrne@3dform.edex.edu.au :
: Amiga A3000/25 : Ballina, NSW Australia :

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1.342 MSG-339 Subject: Confused about price

Subject: Confused about price
Date: Saturday, 23 September 1995 03:55:53
From: Appalchin@aol.com

I don't know if my first try made it but here goes again. I'm a new Imagine 3.0 user. I've sent in my registration card. As 4.0 and Winimagine draws near I'm confused about the price sceme. If I'm on the constant upgrade program will I be upgraded through 4.0? Or will I have to pay the upgrade price like everyone else? When Winimagine comes out if I have 4.0 will I have to upgrade again? How much will that be? When is 4.0 due out? When is Winimagine due? Please could someone explain this pricing to us who are out of the loop? Also what is this glossy brochure I keep hearing about? Please help this confused beginner about price in Tenn.

Thanks in advance and God bless.

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1.343 MSG-340 Subject: Re: DXF (not about winImagine)

Subject: Re: DXF (not about winImagine)
Date: Saturday, 23 September 1995 04:25:34
From: garry61@arn.net

>Can anyone explain why If I save an object as DXF, then >load the DXF back
>in,
>the object is faceted? I tried making all edges smooth, >but that didn't
>help.

>The only reason I tried this is a friend with TrueSpace >(1.0) loaded a DXF I
>created and saw the same result.

>Alan.

Make sure to turn on the phong shading in the attributes menu <F7>

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1.344 MSG-341 Subject: WinImagine Upgrade

Subject: WinImagine Upgrade
Date: Saturday, 23 September 1995 04:43:00
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

-> From: imagine-relay@email.sp.paramax.com-> Date: Fri, 22 Sep 1995 07:00:14 -0
700->-> \$200 for the Windows upgrade!!! Wow! I'll probably write the che=ck->
soon as the offer comes!For those Amiga 3.0 users, it'll be \$400.\$100 for 4.0 Am
iga\$100 for 4.0 PC\$200 for WinImagineApparently, you can't skip the 4.0PC to get
to WinImagine.--- =FE InterNet - GraFX Haus BBS - Santa Barbara, Ca - (805) 683
-1388

Thread 403
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1.345 MSG-342 Subject: The small utility that fixes Imagine.

Subject: The small utility that fixes Imagine.
Date: Saturday, 23 September 1995 06:40:09
From: Tom Ellard <tome@next.com.au>

>From: Sharky <sharky@websharx.com>

>Essentially if you have pharlap's RUN386.EXE which usually comes with
>as part of a larger package, the imagine executable can be split with a
>small utility, separating the memory management.

Daaaaaaa, I have RUN386.EXE and wish to do all these things (and get into a
big mess perhaps) but maybe JUST MAYBE not have to have Imagine as the one
program I have to reboot to use.

If you would be so kind as to describe the origin of the "small utility"? I
have daydreamed of such a thing.

Tom Ellard. Severed Heads.
The Chocolate Pizza of Music.

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1.346 MSG-343 Subject: How to get a glossy Brochure

Subject: How to get a glossy Brochure
Date: Saturday, 23 September 1995 09:16:00
From: KEN_ROBERTSON@robelle.com

Roger asked how to get a glossy brochure....

The asnwer is simple! Call Impulse at 1-800-328-0184 (USA and Canada)
or at 612-425-0557 for International calls. I am sure that they
will be happy to send you one.

I think that all registered users must have received one in the mail.
\KenR

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1.347 MSG-344 Subject: Re: DXF (not about winImagine)

Subject: Re: DXF (not about winImagine)

Date: Saturday, 23 September 1995 09:59:39
From: Jim Rix <jim@yakko.cs.wmich.edu>

On Fri, 22 Sep 1995 ALorence@aol.com wrote:

> Can anyone explain why If I save an object as DXF, then load the DXF back in,
> the object is faceted? I tried making all edges smooth, but that didn't
> help.
>
> The only reason I tried this is a friend with TrueSpace (1.0) loaded a DXF I
> created and saw the same result.
>
> Alan.
>
I believe that DXF does not save information about the edge attributes of
an object. Therefore it is necessary to select all edges in a DXF
objects and make then smooth edges.

Jim Rix

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1.348 MSG-345 Subject: Re: Good water

Subject: Re: Good water
Date: Saturday, 23 September 1995 10:01:38
From: Jim Rix <jim@yakko.cs.wmich.edu>

On Fri, 22 Sep 1995, Mike McCool wrote:

> Well, I've just finished my seventh attempt at a water anim, and it's
> just not happening, so it's time to beg for help.
>
> I'm looking for a sort of random waviness over time, like the surface of a
> swimming pool.
>
> I'm using Essence's caustics and random ripple texture, and the stills
> are absolutely delicious looking. It's just when I try morphing between
> different parameters of these textures over time, to achieve a moving
> water look, it comes out very unrealistic.
>
> (I've only got 3.0, so don't make my mouth water any worse by telling me
> how mouthwatering the new water texture is in 3.whatever).
>

> Thanks, y'all.

>

You need to use the Essence texture, Waves. This works great

Jim Rix

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1.349 MSG-346 Subject: Intuition Interface

Subject: Intuition Interface

Date: Saturday, 23 September 1995 12:51:09

From: gregory denby <gdenby@twain.helios.nd.edu>

Roger Straub wonders:

>will (Impulse)make a version that follows Intuition guidelines for the
>Amiga...

I'd guess that much of the code that created the interface, such as the beloved file requestors, has now been seperated from the tracing routines. So if Impulse has the man-hours, they probably are in a better position to rework the Amiga interface. I suppose the real problem, from their standpoint, is trying to figure how much profit there might be in it. Could or would they spend several months doing the re=work when most of their Amiga users have not been upgrading?

Perhaps the Amigan's should start a letter writing campaign with something like "Intuition interface, gfx card support, we will buy!" as the slogan.

Greg Denby

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1.350 MSG-347 Subject: Re: How to get a glossy Brochure

Subject: Re: How to get a glossy Brochure

Date: Saturday, 23 September 1995 15:02:24

From: Roger Straub <straub@csn.net>

On Sat, 23 Sep 1995 KEN_ROBERTSON@robelle.com wrote:

> Roger asked how to get a glossy brochure....

>
> The answer is simple! Call Impulse at 1-800-328-0184 (USA and Canada)
> or at 612-425-0557 for International calls. I am sure that they
> will be happy to send you one.
>
> I think that all registered users must have received one in the mail.

Yeah, Mike Halvorsen mailed me and said that if I had registered, I
should be getting one. Well, now I have something to watch the mailbox for...

> \KenR
>

See ya,
Roger

Thread 375
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1.351 MSG-348 Subject: Re: Glossy brochure

Subject: Re: Glossy brochure
Date: Saturday, 23 September 1995 18:34:00
From: jbeard@cix.compulink.co.uk (Joe Beard)

>How does one go about procuring one of these brochures?

Well I got mine today, here in England. So I presume that all registered
users will eventually get one, like the newsletters.

Joe

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1.352 MSG-349 Subject: Re: Amiga & Imagine

Subject: Re: Amiga & Imagine
Date: Saturday, 23 September 1995 18:34:00
From: jbeard@cix.compulink.co.uk (Joe Beard)

>Hey, just another random thought - d'ya think that Impulse, since they
are

>now designing a version that follows interface guidelines for windoze,
 >will make a version that follows Intuition guidelines for the Amiga
 >platform? It'd be pretty cool if they did! Any thoughts?

Well I don't want to worry you, but here is what the brochure says about future Amiga versions...

"Future Amiga version of Imagine will continue as long as users continue to show interest through upgrades or participation in the "Constant Upgrade program". To date, upgrades to Imagine are 3 to 1 ratio of PC users to Amiga Users. We began this journey of 3D software on the Amiga and wish to continue our support, but that depends on you the Amiga user. If you want us to continue, then the time has come to stand up and be counted. Call us today to get your copy of Imagine 4.0 for the Amiga"

I think this is pretty clear. If Amiga users *don't* support Impulse by upgrading to v4.0, then Impulse won't be supporting the Amiga in the future.

Joe

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1.353 MSG-350 Subject: Re: Intuition Interface

Subject: Re: Intuition Interface
 Date: Sunday, 24 September 1995 01:55:55
 From: mdrivers@tbag.org (Michael Rivers)

GD> Roger Straub wonders:GD> >will (Impulse)make a version that follows Intuition guidelines for theGD> >Amiga...GD> I'd guess that much of the code that created the interface, such as theGD> beloved file requestors, has now been separated from the tracingGD> routines.If the code was written using any kind of common sense, it would have been a snap to replace the file reqs many versions ago. I suspect that the file reqs won't be replaced in the Amiga version because Impulse is trying to stay compatible with old amigas with 68000 processors 1 meg of ram an AOS1.3.which is a total crock, since: the textures no longer without an FPU,Imagine will be very useless with only 4 megs of ram, it won't even run in 1 meg any more. And all of people who are using other up to date Amiga software, have to be using at least AOS2.04.GD> So if Impulse has the man-hours, they probably are in a better positionGD> to rework the Amiga interface. I suppose the real problem, from theirGD> standpoint, is trying to figure how much profit there might be in it.GD> Could or would they spend several months doing the re3Dwork when most ofGD> their Amiga users have not been upgrading?99% of the Amiga users here have stated that they want a updated UI for Imagine. Which is probably why most of us have not been upgrading.Ever since Impulse went cross platform, anything that would have helped the Amiga version, hasn't been implemented. No Asl, Gadtools, And it still assumes way too much about the Amiga architecture, (which is why Imagine doesn't work worth a flip on gfx cards, or even on the native chipset if the screen is opened with some of the new features in WB3

```

.=1)GD> Greg Denby=B7-----=B
7| Commodore failure. Press left mouse button to continue ||      Error: $010
0000C      Task : $416C6920      |=B7-----
-----=B7      Mike Rivers (aka) Vermin -- mdrivers@tbag.tscs.com
      roadkill on the information superhighway      A4000/040 25mhz 18megs ←
      1,451meg hd=2E.. Windows95, Start me up... ...You make a grown m
an cry.

```

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1.354 MSG-351 Subject: Re: Unregistered user does not equal Piracy

Subject: Re: Unregistered user does not equal Piracy
Date: Sunday, 24 September 1995 06:08:48
From: Bill Boyce <bilboyce@iconz.co.nz>

At 10:41 AM 22/9/95 +0000, you wrote:

```

>Mike H said,
>>have downloaded many names from the IML, to my surprise over 40
>>percent of the people are not registered users, of course this comes
>>from the fact that they have a copy that they got from a guy on the
>>street corner for $2.00 and it did not have a warranty card.
>
>Before we all start shouting that 40% of the people on this list are
>pirates, remember the fact that Imagine 2.0 has been included on
>coverdisks of both Amiga Format and PC Format.

```

Would people please note it was NOT Mike H that said these people are pirates - he just noted how many unregistered users there are here.

Also, to those who point out 2.0 being on the mag cover - are anything like 40% of the queries here to do with 2.0?? Relatively few, I would say.

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1.355 MSG-352 Subject: Re: Intuition Interface

Subject: Re: Intuition Interface
Date: Sunday, 24 September 1995 06:17:01
From: Bill Boyce <bilboyce@iconz.co.nz>

At , you wrote:

>GD> Roger Straub wonders:
 >GD> >will (Impulse)make a version that follows Intuition guidelines for the
 >GD> >Amiga...
 >
 >GD> I'd guess that much of the code that created the interface, such as the
 >GD> beloved file requestors, has now been seperated from the tracing
 >GD> routines.
 >
 >If the code was written using any kind of common sense, it would have been
 >a snap to replace the file reqs many versions ago. I suspect that the file
 >reqs won't be replaced in the Amiga version because Impulse is tring to stay
 >compatible with old amigas with 68000 processors 1 meg o ram an AOS1.3.
 >which is a total crock, since: the textures no longer without an FPU,
 >Imagine will be very useless with only 4 megs o ram, it wont even run
 >in 1 meg any more. And all of people who are using other up to date
 >Amiga software, have to be using atleast AOS2.04.
 >

Then surely by your own logic thats not the reason - they're not stupid!
 They would have some idea who their user base is. Sheesh

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1.356 MSG-353 Subject: Re: Intuition Interface

Subject: Re: Intuition Interface
 Date: Sunday, 24 September 1995 10:14:10
 From: Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>

 Mike,

RIGHT ON!!! and very well articulated. If Impulse doesn't understand=20
 these things after LURKING on the list for several YEARS, then I predict=20
 the Windhoze version will just be the same ol' interface and screen=20
 sitting on top of a Windross Windoze. I am sure that will impress the=20
 PeeCee-types enormously.

On Sun, 24 Sep 1995, Michael Rivers wrote:

> GD> Roger Straub wonders:
 > GD> >will (Impulse)make a version that follows Intuition guidelines for t=
 he
 > GD> >Amiga...
 >=20
 > GD> I'd guess that much of the code that created the interface, such as t=
 he
 > GD> beloved file requestors, has now been seperated from the tracing
 > GD> routines.

```

>=20
> If the code was written using any kind of common sense, it would have bee=
n
> a snap to replace the file reqs many versions ago. I suspect that the fi=
le
> reqs won't be replaced in the Amiga version because Impulse is tring to s=
tay=20
> compatible with old amigas with 68000 processors 1 meg o ram an AOS1.3.
> which is a total crock, since: the textures no longer without an FPU,
> Imagine will be very useless with only 4 megs o ram, it wont even run
> in 1 meg any more. And all of people who are using other up to date
> Amiga software, have to be using atleast AOS2.04.
>=20
> GD> So if Impulse has the man-hours, they probably are in a better positi=
on
> GD> to rework the Amiga interface. I suppose the real problem, from thei=
r
> GD> standpoint, is trying to figure how much profit there might be in it.
> GD> Could or would they spend several months doing the re=3Dwork when mos=
t of
> GD> their Amiga users have not been upgrading?
>=20
> 99% of the Amiga users here have stated that they want a updated UI
> for Imagine. Which is probably why most of us have not been upgrading.
> Ever since Impulse went cross platform, anything that would have helped
> the Aimga version, hasn't been implemented. No Asl, Gadtools, And it
> still assumes way to much about the Amiga architecture, (which is why
> Imagine doesn't work worth a flip on gfx cards, or even on the native
> chipset if the screen is opened with some of the new features in WB3.1)
>=20
> GD> Greg Denby
>=20
> =B7-----=B7
> | Commodore failure. Press left mouse button to continue |
> | Error: $0100000C Task : $416C6920 |
> =B7-----=B7
> Mike Rivers (aka) Vermin -- mdrivers@tbag.tscs.com
> roadkill on the information superhighway
> A4000/040 25mhz 18megs 1,451meg hd
>=20
> ... Windows95, Start me up... ...You make a grown man cry.
>=20
>=20

```

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1.357 MSG-354 Subject: Re: Unregistered user does not equal Piracy

Subject: Re: Unregistered user does not equal Piracy
 Date: Sunday, 24 September 1995 10:27:28
 From: Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>

Don't forget that ImaginePC 2.0 was also included in that book, can't remember the name, which quite a few people bought. Also, it is difficult to say which messages are referring to a specific version of Imagine so it would be difficult or impossible to determine if the person only had 2.0.

The thing that bothers me is the implied message, with a buried threat, that it is a MANDATED REQUIREMENT that you must be a registered owner of Imagine to lurk, and even participate on this mailing list. Mailing lists exist for the interchange of information (facts, opinions, beliefs, etc) for anybody that cares to participate or just has an interest in a particular subject. Maybe some of those people have heard of this program and are just trying to find out more before they decide to become a customer. Gee, POTENTIAL CUSTOMERS! What an idea!

We don't need anymore NET-NAZI's practicing their Gestapo law enforcement over Cyber-Space. Only the list moderator has the power of life and death on this list. Thanks Dave Wickard for everything!

On Sun, 24 Sep 1995, Bill Boyce wrote:

```
> At 10:41 AM 22/9/95 +0000, you wrote:
> >Mike H said,
> >>have downloaded many names from the IML, to my surprise over 40
> >>percent of the people are not registered users, of course this comes
> >>from the fact that they have a copy that they got from a guy on the
> >>street corner for $2.00 and it did not have a warranty card.
> >
> >Before we all start shouting that 40% of the people on this list are
> >pirates, remember the fact that Imagine 2.0 has been included on
> >coverdisks of both Amiga Format and PC Format.
>
> Would people please note it was NOT Mike H that said these people are
> pirates - he just noted how many unregistered users there are here.
>
> Also, to those who point out 2.0 being on the mag cover - are anything
> like 40% of the queries here to do with 2.0?? Relatively few, I would
> say.
>
>
>
```

Thread 355
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1.358 MSG-355 Subject: Re: Unregistered user does not equal Piracy

Subject: Re: Unregistered user does not equal Piracy
Date: Sunday, 24 September 1995 10:48:43
From: denryan@netcom.com

On Sun, 24 Sep 1995, Bill Boyce wrote:

> >

> >Before we all start shouting that 40% of the people on this list are
> >pirates, remember the fact that Imagine 2.0 has been included on
> >coverdisks of both Amiga Format and PC Format.

More importantly, it was included in Shadduck's book "3D Modeling Lab"

> Would people please note it was NOT Mike H that said these people are
> pirates - he just noted how many unregistered users there are here.

The implication was clear that he considered the 40 percenters pirates. Personally, I would have never joined this list if I had known that by doing so, I helped to bolster the self-serving paranoia of a software vendor. I resent the use of this mailing list for such purposes.

> Also, to those who point out 2.0 being on the mag cover - are anything
> like 40% of the queries here to do with 2.0?? Relatively few, I would
> say.

I used to ask questions all the time, but why bother when the answer solely consists of "You should upgrade, you should upgrade!"? Look, this list has had a couple of interesting threads, but mostly all it's meant to me is interminable discussions about a long-dead personal computer platform. In my case, this doesn't tend to foster the desire to participate actively in conversation.

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1.359 MSG-356 Subject: Re: Good water

Subject: Re: Good water
Date: Sunday, 24 September 1995 10:59:09
From: Mike McCool <mikemcoo@efn.org>

> > I'm using Essence's caustics and random ripple texture, and the stills
> > are absolutely delicious looking. It's just when I try morphing between
> > different parameters of these textures over time, to achieve a moving
> > water look, it comes out very unrealistic.
> >
> >
> You need to use the Essence texture, Waves. This works great
>

Hey Jim,

Thanks, you, for your response. I can't seem to find a WAVES texture in Essence, only SEAWAVES. I'll try this. Imagine textures include a WAVES texture, so I'll check this one out, too, long as I'm at it.

Thread 345

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1.360 MSG-357 Subject: Imagine 4.0 documentation

Subject: Imagine 4.0 documentation
Date: Sunday, 24 September 1995 13:39:02
From: Manjit Bedi <a13321@giant.mindlink.net>

Does anyone know what the intended documentation for Imagine 4.0 will be?

Will Impulse include <complete> documentation for the FX and textures in hard copy form.

I would really like it Impulse includes the texture and FX documentation in separate manuals with many illustrations.

Such that they could be used as references.

Any another thing I would hope - is they toss in a CD with projects to accompany the tutorials that may be in the 4.0 manual.

Manjit

Thread 334

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1.361 MSG-358 Subject: RE: Shading Bands

Subject: RE: Shading Bands
Date: Sunday, 24 September 1995 13:45:17
From: Marty K <mk-tel@sik.ppoy.fi>

On Thu, 14 Sep 1995, Jeff Hanna wrote:

>
> Sorry, but for the last time, your wrong. with only 256 available shades of each primary color (RGB), solid objects of those primary colors, and ones of black/grey/white will appear banded even when rendered at 24 bit.
>
> Do the math. 256R x 256G x 256B = 16.7M all colors. What do you think that 256R is? It's the available shades of Red. a solid red object only has 8 bits of color attributable to it. This means that at best, even on a 24bit display, it will have 256 available shades.
>

```
> If 24bit gives you all colors (which it doesn't) why is there a 48bit TIFF
format? Not that it's widely used, granted.
>
```

Well, this is maybe not a subject that should be continued for ages, especially since it doesn't actually directly concern Imagine. Anyway, I'll add my opinion because I feel I have to say something :-)

In HAM6 the palette is 12 bit, which means 4 bits for each color component. That equals 16 shades of red, green, blue and grey. Nevertheless a white object rendered in HAM6 can show more than 16 shades in it. Because only 16 shades of pure gray are possible, some of the shades are not pure gray. The RGB-values can be for example:

000 001 011 111 112 122 222 etc.

In this case only every third is pure gray. The others are anyhow shades between the pure ones. In HAM6 you can very distinctively see, that the colours are not quite correct. But in the case of 24 bit palette, the colour difference (hue?) is very very small between say RGB FF8888 and RGB FF8889. So, in a red sphere the shades can go for example like this:

88-00-00 88-01-00 88-01-01 89-01-01 89-02-01 89-02-02 8A-02-02 ...

So the possible shades are 3×256 . It depends on the software, whether it produces the "unpure" shades or not. Also I guess the software would have to process the image in more than 24 bit to do this. In HAM6 it works like this:

24-bit RGB 75-75-75 (decimal values)--> 12-bit RGB 5-5-4 or 5-4-5 or 4-5-5
(75 divided by 16 is about 4.7)

To my opinion more than 24 bit is not necessary to display images; the possible bands in very subtle shadings can be overcome with slight dithering. For image processing, however, it is possibly necessary to use 36 or 48 bits (in memory only) so that the 24-bit image is calculated from this enhanced palette. This allows very much editing in the image without the loss of colour data. For instance, if you darken an area to half of its original value, and then later brighten it back to double, in 24-bit this happens: 101 -> 50 -> 100 (original value is changed), but in 27-bit (512 values for each component):

```
In memory: 202 -> 101 -> 202
In display: 101 -> 50 -> 101
```

I know this sounds a bit complicated, but if you think about it, it makes sense.

"Nothing is real"
mk-tel.sik.ppoy.fi
Pori, FINLAND
<http://www.ppoy.fi/~mk-tel>

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1.362 MSG-359 Subject: Re: Unregistered user does not equal Piracy

Subject: Re: Unregistered user does not equal Piracy
Date: Sunday, 24 September 1995 14:04:06
From: Marty K <mk-tel@sik.ppoy.fi>

On Sun, 24 Sep 1995, Bill Boyce wrote:

> At 10:41 AM 22/9/95 +0000, you wrote:
> >pirates, remember the fact that Imagine 2.0 has been included on
> >coverdisks of both Amiga Format and PC Format.
>
> Would people please note it was NOT Mike H that said these people are
> pirates - he just noted how many unregistered users there are here.
>
> Also, to those who point out 2.0 being on the mag cover - are anything
> like 40% of the queries here to do with 2.0?? Relatively few, I would
> say.
>

Now that you mentioned it, many owners of 2.0 mag cover version might want to know if it's of any use in upgrading to 4.0.

Marty

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1.363 MSG-360 Subject: EYE FRY TV

Subject: EYE FRY TV
Date: Sunday, 24 September 1995 14:27:19
From: BOCONNELL@mecn.mass.edu

Hi All-

Just letting all of you European users out there know that there was recently a tv show completed here in Boston MA. The show was duplicated and shipped to Munich, Amsterdam, Florence and London. The show was mostly distributed to Art Galleries and museums, but several Networks were also approached. The name of the show is EYE FRY TV. All of the 3d animation contained in the show (approx. 5 minutes worth) was created with Imagine. This is not a show in the same sense as Babylon 5, but a compilation of interesting

artistic video works. If you have opportunity, time and place to view it, I would be most interested in feedback.

Thanks-

Bob O'Connell
Cross Platform Productions, Animation Division
Boston, MA

boconnell@mecn.mass.edu

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1.364 MSG-361 Subject: Stereoscopy etc.

Subject: Stereoscopy etc.
Date: Sunday, 24 September 1995 14:51:37
From: Marty K <mk-tel@sik.ppoy.fi>

Hi everybody!

I have updated my homepage so that it has also stuff in english.
Anybody who is interested in stereoscopy can check my stereoscopy page.
All stereoscopic images (except the one with horses) are produced with
Imagine. Random stereograms are made with my self-made software out of
imagine objects rendered with the Z-buffer texture.
If someone wants to know more about this, I'll propably include a full
explanation in my page soon.
My http-address is included in my signature below.

| | | | |
|---------|----------------------------|---------|---|
| '=\T/=' | I \ //\ I)/ I _/ I / | '=\T/=' | "Nothing is real" |
| /^^ | * I //~\I ~\ I I I \ * | ^^\ | mk-tel.sik.ppoy.fi |
| | ~ ~ ~ ~ ~ ~ ~ ~ | | Pori, FINLAND |
| | | | http://www.ppoy.fi/~mk-tel |

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1.365 MSG-362 Subject: Re: How to get a glossy B

Subject: Re: How to get a glossy B
Date: Sunday, 24 September 1995 17:41:00
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

-> Yeah, Mike Halvorsen mailed me and said that if I had registered, =I-> should be getting one. Well, now I have something to watch the mai=lboWell, not necessarily so. I moved, and even though I gave Impulse mynew address, and even ordered 3.0 from my new address (which I didreceive)....I've yet to get any other info, newsletters, brochures et=c.=66rom them here.Too bad they don't have their Web Site up and running. We could use it= touupdate registered users personal info .. . not to mention all sorts ofother uses. Like FAQ's.--- =FE InterNet - GraFX Haus BBS - Santa Barbara, Ca - (805) 683-1388

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1.366 MSG-363 Subject: Re:Glossy Brochure

Subject: Re:Glossy Brochure
Date: Sunday, 24 September 1995 17:51:43
From: Brad Molsen <moon@eskimo.com>

To all,

After reading some of the legitimate reasons people have submitted for being on the list and not registered to Impulse, I can see some of your points. I apologise to anyone I might have offended. As someone stated I was coming across like the gustopo "Show me your papers, please!". Could we just chalk it up to a bad hair day and let it go at that? I do stand by my statement that anyone that is a pirate and is asking questions that could be found in the manual or by contacting Impulse is bloody stupid. I also wish to say that my alluding to piracy at all is strickly my own interpretation of Mike's statement and as you will read below was not entirely accurate. I am just bullish on this list and what it offers all of us and am just as bullish, as I know you all are, on Imagine. Again, I am sorry and I return the bandwidth to more appropriate discussions and I hope more tutorials.

On 22 Sep 1995, Mike Halvorson wrote:

> Brad
>
> Not too quick, my comment was more to the point that people who want the
> software dont even take the time to send a warranty card that we provide to us
> ,
> so that we can make them aware of the reality of things, then without any reas
on
> they bitch about things that they dont know about because we cant communicate
> with them.
>
> Theft was only a passing thought.
>
> Mike
>

>

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1.367 MSG-364 Subject: Re: Unregistered user does not equal Piracy

Subject: Re: Unregistered user does not equal Piracy
Date: Sunday, 24 September 1995 20:29:26
From: Catherine A Tromanhauser <ctromanh@uoguelph.ca>

Here's my story. My wife had ordered Imagine 3.0 for me for my birthday on her credit card but shortly thereafter cancelled it because I found a used copy for sale. I bought the copy, the owner sent a letter to Impulse and cc'd to myself transferring registration to me. Funny thing is, my wife got the last newsletter from Impulse and I did not. Also Mike H. wouldn't find my name from this list because I use my wife's access account. I'm afraid to even call for the upgrade because of the horror stories I've read here and for the fact that Impulse would probably have no record of my purchase. Oh well.

Sully

(Andrew Sullivan, not Catherine Tromanhauser. Imagine purchased from Scott Nichols: just in case Mike reads this)

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1.368 MSG-365 Subject: Re: Unregistered user does not equal Piracy

Subject: Re: Unregistered user does not equal Piracy
Date: Monday, 25 September 1995 02:41:59
From: Joe Piche <jpiche@freenet.calgary.ab.ca>

On Sun, 24 Sep 1995, Stephen Gifford wrote:

> I definately would have to agree with the above statement. Most of the
> people who are using the cover disk couldn't afford to by the full version,
> so how the heck are they going to affor Internet access. I realize that
> some students get this for free, still even if 20% of the users on the list
> were using illegal copies of Imagine, that is only a small reflection of the

> total number of pirated versions out there.

I went out and bought the book 3d modeling lab. Cost about \$60 bux cdn. Now, what is the point of me registering the Program? I'm not likely to buy the next one. I use imagine for minor stuff.

Internet access is not that expensive. I get my free, through a freenet in our city. As well, \$100 can buy you a years access (no time limit) with PPP/SLIP.

As for the comment small reflection of pirated versions... That is unfortunatly true. I meet very few amiga users that don't have or had a pirate copy of imagine at some time. I couldn't say about the PC world. Every one I know owns there own copy..

I would think that a program as complicated as Imagine would need manuals to make it work fully. Thats why I spent the cash to get it. Manuals.

Thats my opinion, not yours, Joe

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1.369 MSG-366 Subject: Re: Unregistered user does not equal Piracy

Subject: Re: Unregistered user does not equal Piracy
Date: Monday, 25 September 1995 02:51:36
From: sgiff@airmail.net (Stephen Gifford)

>Would people please note it was NOT Mike H that said these people are
>pirates - he just noted how many unregistered users there are here.
>
>Also, to those who point out 2.0 being on the mag cover - are anything
>like 40% of the queries here to do with 2.0?? Relatively few, I would
>say.
>
>
I definately would have to agree with the above statement. Most of the people who are using the cover disk couldn't afford to by the full version, so how the heck are they going to affor Internet access. I realize that some students get this for free, still even if 20% of the users on the list were using illegal copies of Imagine, that is only a small reflection of the total number of pirated versions out there.

s.g.

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1.370 MSG-367 Subject: Re: Unregistered user does not equal Piracy

Subject: Re: Unregistered user does not equal Piracy
Date: Monday, 25 September 1995 05:44:43
From: Bill Boyce <bilboyce@iconz.co.nz>

At 09:48 AM 24/9/95 -0700, you wrote:

>I used to ask questions all the time, but why bother when the answer
>solely consists of "You should upgrade, you should upgrade!"?
>Look, this list has had a couple of interesting threads, but mostly
>all it's meant to me is interminable discussions about a long-dead
>personal computer platform. In my case, this doesn't tend to foster
>the desire to participate actively in conversation.

When did the list become mandatory?? If you're bored, move on...
Incidentally, you've just contributed to one of the threads you
complained about.

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1.371 MSG-368 Subject: Re: <none>

Subject: Re: <none>
Date: Monday, 25 September 1995 05:53:41
From: Bill Boyce <bilboyce@iconz.co.nz>

At 11:34 AM 23/9/95 +1000, you wrote:

>Hello Doug, on Sep 22 you wrote:

>

>> (Who bought Imagine 3.0 but it wasn't supplied with a registration
>> card)

>

>I bought Imagine 2.0 and 3.0 here in Australia and neither had registration
>cards. I've also sent snail mail to Impulse about upgrades but never
>received a response. I hope I have better luck with cross-upgrading when I
>switch to a PC.

>

>-- Bob

>

> : Robert Byrne : rbyrne@3dform.edex.edu.au :
> : Amiga A3000/25 : Ballina, NSW Australia :

Mine (3.0) had no rego card either. I sent Impulse a sales receipt and a
letter from
my dealer to that effect, and have had no trouble getting upgrades, and was
placed on their database on the strength of the letter.

Oh, and to those who say you can't learn Imagine 2 without a manual, I did so using Steve Worley's understanding Imagine, and purchased Imagine when I became a 'commercial' user. Not something I'm proud of, just an economic fact.

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1.372 MSG-369 Subject: Sorry Could Not Find Subject!

Date: Monday, 25 September 1995 08:14:33
From: montvai@achilles.rijnh.nl (Attila Montvai)

Hi all,

this is the reason I write:

+++++
>Mike H said,
>>have downloaded many names from the IML, to my surprise over 40
>>percent of the people are not registered users, of course this comes
>>from the fact that they have a copy that they got from a guy on the
>>street corner for \$2.00 and it did not have a warranty card.
+++++

First: I bought v. 3.0. based on a advertisement
which contained untrue statements about the functionality.
The action was based on an agreement with Impulse as it
was claimed in the ad.
BTW the copy was not for \$2.00 at all!

So: If I lived in the States, I would have required my
money back with all of the legal aspects involved!

Of course there was no registration card in the package.

So if >>40<< % of the users is pirate, than the whole
of the 'Gang at Impulse' is cheater!

Attila.

P.S. 1. Can someone tell the "President" the address of INTERPOL?

P.S. 2. There is a proverb: a fish gets stinky at its head first.

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1.373 MSG-370 Subject: Re: Unregistered user does not equal Piracy

Subject: Re: Unregistered user does not equal Piracy
Date: Monday, 25 September 1995 10:32:08
From: Greg Tatham <twitch@popmail.mcs.com>

> >I used to ask questions all the time, but why bother when the answer
> >solely consists of "You should upgrade, you should upgrade!"?
> >Look, this list has had a couple of interesting threads, but mostly
> >all it's meant to me is interminable discussions about a long-dead
> >personal computer platform. In my case, this doesn't tend to foster
> >the desire to participate actively in conversation.
>
> When did the list become mandatory?? If you're bored, move on...
> Incidentally, you've just contributed to one of the threads you
> complained about.

As a V2.0 lurker ("3-D Modelling Lab"), dyed-in-der-wool Win95 geek,
and weekend (at best) renderer, my tuppence worth:

a) I've *tried* contacting Mike H. twice (at the C\$erve address
mentioned in the FAQ (yes--I RTFF)) to get upgrade info, pricing,
etc., to no effect. (My snailmail port is hung.)

2) I read of a Windoze port with great joy.
so

d) I'm an unregistered lurker, wading through the list, collecting
snippets that might or might not be useful if an upgrade ever
presents itself. Too many digits in the price-tag however--so am
soon likely to be taking my greater-than-a-couple-hundred but
far-less-than-\$1695 biz elsewhere.

(& I *ass*ume Imagine got effortless residuals from the sale of that
book, right . . . ?)

Auto-sig & Regards from,

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

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1.374 MSG-371 Subject: TestSpeed

Subject: TestSpeed
Date: Monday, 25 September 1995 12:47:10
From: Red Hawk <qual397@cdc700.cdc.polimi.it>

I have created an Imagine Project to have speed comparison for different Machine.....Please Test it on your machine and report me!!!!!!!!!!!!

Description:

There are 3 files in SPEEDCO.LHA
 SPEEDAM.LHA Project for AMIGA
 SPEEDPC.LHA Project for PC
 and a brush maps to put in the directory Object

```

-----
| E-Mail: qual397@cdc700.cdc.polimi.it          _/// |
| Amiga 4000/40 25Mhz 18Mb 2.0Gb SCSI II       \XX/ |
| AMD DX4 100Mhz 49Mb 4.45Gb SCSI II          |
| Home Page:                                   |
| http://cdc715_0.cdc.polimi.it/~qual397/      |
-----

```

--> ATTACHEMENT: speedco.lha <--
 Attachement is included in IML_archive of September.

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1.375 MSG-372 Subject: Re: How do I get out of here

Subject: Re: How do I get out of here
 Date: Monday, 25 September 1995 12:57:19
 From: Edward Chadez <echadez@galileo.carl.org>

In a previous letter, David Kemper wrote:

```

}
} Just exactly how do I get off of this mailing list? I've posted unsubscribe
} to every address I have and it's always bounced back.
}

```

Try--

imagine-request@email.eag.unisysgsg.com

Not that it will work: I've been sending "UNSUBSCRIBE" emails to that address since last Thursday. Nothing's bounced, and using elm in verbose mode I know that the message is being received by email.eag.unisysgsg.com.

-Ed

--

Edward Chadez, Lead Senior Programmer/Analyst at CARL Corporation
 When web surfing, visit Galileo's Universe at <http://galileo.carl.org/>
 A3000(25)/3.1(ROM)/CV64 Amiga user since 1987. Internet surfer since 1987.

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1.376 MSG-373 Subject: Something cool

Subject: Something cool
 Date: Monday, 25 September 1995 14:43:00
 From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

 Just to get back onto something "interesting", I've discovered a cool freeware modeller for Windows called WinBlob. It allows you to create metaballs like the one Mike H. created in AlienArt.jpg. It's real easy to use, I was able to duplicate Mike H.'s object in a couple minutes. It can save out in DXF format too. You can find it at <ftp.povray.org> in the Modeller directory. /-----
 ----- | Mike van der Sommen
 / _ / _ / _ / _ \ / | Santa Barbara, Ca. / _ / / \ /
 / / / \ | mike.vandersommen@caddy.uu.silcom.com HAUS BBS (805-683-1388) |
 "Blackouts make for nice breaks in the day" _____
 ----- =FE InterNet - GraFX Haus BBS -
 Santa Barbara, Ca - (805) 683-1388

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1.377 MSG-374 Subject: Unregistered users

Subject: Unregistered users
 Date: Monday, 25 September 1995 14:58:00
 From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

 -> I definately would have to agree with the above statement. Most of the people who are using the cover disk couldn't afford to buy the full version -> so how the heck are they going to afford Internet access. I realize that some students get this for free, still even if 20% of the users on the were using illegal copies of Imagine, that is only a small reflection -> total number of pirated versions out there. Oh pleeeese. This is worse than platform wars!!!! Let's get over it, and move on to something more interesting or helpful. Whatever happened to all those tips and tricks we were getting for awhile? /-----
 ----- | Mike van der Sommen
 / _ / _ / _ / _ \ / | Santa Barbara, Ca. / _ / / \ / /
 / \ | mike.vandersommen@caddy.uu.silcom.com HAUS BBS (805-683-1388) |
 "Blackouts make for nice breaks in the day" _____

Barbara, Ca - (805) 683-1388

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1.378 MSG-375 Subject: Re: How to get a glossy Brochure

Subject: Re: How to get a glossy Brochure
 Date: Monday, 25 September 1995 18:05:40
 From: craigh@fa.disney.com

On Sep 23, 2:02pm, imagine-relay@email.sp.paramax.com wrote:
 >
 >
 > On Sat, 23 Sep 1995 KEN_ROBERTSON@robelle.com wrote:
 >
 > > Roger asked how to get a glossy brochure....
 > >
 > > The asnwer is simple! Call Impulse at 1-800-328-0184 (USA and Canada)
 > > or at 612-425-0557 for International calls. I am sure that they
 > > will be happy to send you one.
 > >
 > > I think that all registered users must have received one in the mail.
 >
 > Yeah, Mike Halvorsen mailed me and said that if I had registered, I
 > should be getting one. Well, now I have something to watch the mailbox for...
 >
 > > \KenR
 > >
 >
 > See ya,
 > Roger
 >-- End of excerpt from imagine-relay@email.sp.paramax.com

Is this only for people who haven't upgraded already? I have 3.3, but have received no brochure.

Craig

--

| | |
|---------|-------------------------------|
| ##### | Craig Hoffman |
| #~ ~### | craigh@fa.disney.com |
| @ @ #?) | |
| < / | Walt Disney Feature Animation |
| \-' / | |
| __/ | |

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1.379 MSG-376 Subject: Re: How do I get out of here

Subject: Re: How do I get out of here
Date: Monday, 25 September 1995 18:44:10
From: Roger Straub <straub@csn.net>

On Mon, 25 Sep 1995, Edward Chadez wrote:

>
> Try--
>
> imagine-request@email.eag.unisysgsg.com
>
> Not that it will work: I've been sending "UNSUBSCRIBE" emails to that
> address since last Thursday. Nothing's bounced, and using elm in verbose
> mode I know that the message is being received by email.eag.unisysgsg.com.

I've heard that that address doesn't work. Try--

imagine-request@email.sp.paramax.com

It's the older address, but I think it still works.

>
> -Ed
> --
> Edward Chadez, Lead Senior Programmer/Analyst at CARL Corporation
> When web surfing, visit Galileo's Universe at <http://galileo.carl.org/>
> A3000(25)/3.1(ROM)/CV64 Amiga user since 1987. Internet surfer since 1987.
>

See ya,
Roger

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1.380 MSG-377 Subject: Re: How to get a glossy Brochure

Subject: Re: How to get a glossy Brochure
Date: Monday, 25 September 1995 19:20:27

From: Curtis White <cwhite@teleport.com>

>
> Is this only for people who haven't upgraded already? I have 3.3, but have
> received no brochure.
>
> Craig
>

I have 3.3 and got my brochure today. Looks nice.

Thanks,

Curt

=====
= Do not follow where the path may lead. =
= Go instead where there is no path and leave a trail. =
=====

Curtis White

Thread 347
=> RETURN TO CONTENTS!<=

1.381 MSG-378 Subject: Re: How do I get out of here

Subject: Re: How do I get out of here
Date: Monday, 25 September 1995 21:14:58
From: Bob Arnold <barnold@linknet.kitsap.lib.wa.us>

You can check out any time you want,
but you can never leave.....

muahahahahahahahaaaaaa -Bob

On Mon, 25 Sep 1995, David Kemper wrote:

> Just exactly how do I get off of this mailing list? I've posted unsubscribe
> to every address I have and it's always bounced back.
>
>

Thread 372
--> RETURN TO CONTENTS!<=

1.382 MSG-379 Subject: To see or not to see.....

Subject: To see or not to see.....
Date: Monday, 25 September 1995 23:24:55
From: Granberg Tom <tom.granberg@TV2.no>

Hi all.

My friend Scott (Impulse) has put up a homepage at sharky's, and there you will see some of my recent pics. They were also featured in their brochure. Let me know what you think?
Later

<http://www.websharx.com:80/~cptvideo/>

Thread 414
--> RETURN TO CONTENTS!<=

1.383 MSG-380 Subject: Imagine a CyberGraphs screen

Subject: Imagine a CyberGraphs screen
Date: Tuesday, 26 September 1995 00:58:19
From: rune.jacobsen@bbs.oslohd.no (Rune Jacobsen)

>It is a damn shame.... if another 6 month's passby without Imagine
>start to support my Picasso / CyberGraphX card, i will move all my 3d
>activities to Macintosh instead...
>It is a shame, but i can't continue tracing i PAL:HIRES-LACE....
>Please Impulse, do the magic things, you used to be so good at...

I use Imagine 3.3 (bought used) with my CyberVision64 4MB, and I have promoted Imagine's screen to a CVISION screen mode with only two problems so far:

- 1) I can't make preview animations like state anims and such.
Well, I can make them, but not view them. :)
- 2) If I, say, move an object, when I hit space to say I'm satisfied, it's drawn in the new position, but the object is not removed from it's old position. Sort of annoying in a big scene that takes hours to redraw (no, it doesn't really takes hours. But it feels like it).

So...If they could make it more system friendly in that you could actually

select a screen mode for the thing, I would be very, very happy.

Yeah, by the way. When I show a quickrender or a trace of some sort. I want to be able to pick the screenmode for that as well.

Thanks.

Sgt. Rune Jacobsen ==> rune@fu.oslo.no <= IRC: Shitlips @ #AmigaCafe
X-Files - Simpsons - Ren & Stimpy - Rosenberg - Amiga User since 1988
A4000/040-18MB RAM-0.5GB HD-IDEK 15" MultiFlat-CV64 4MB-INTEL OUTSIDE
BotsB Developer - Winner of Most Useless Utility Competition at TG'93

Thread 425
==> RETURN TO CONTENTS!<=

1.384 MSG-381 Subject: Re: <none>

Subject: Re: <none>
Date: Tuesday, 26 September 1995 02:13:55
From: Duncan <dunc@eraser.demon.co.uk>

Hi postmaster,

> (Who bought Imagine 3.0 but it wasn't supplied with a registration
> card)

I didnt get i card for V3 but impulse sent me the 'constant upgrade'
form/info to get on the program (in the graphic gazzette ???)
Although my upgrade (V3) came via Amiga Format and Bristol

```
\\re: <none>\\
\\
\\dunc@eraser.demon.co.uk\\
\\re: <none>\\
```

Thread 18
==> RETURN TO CONTENTS!<=

1.385 MSG-382 Subject: Re: TestSpeed

Subject: Re: TestSpeed
Date: Tuesday, 26 September 1995 08:21:45
From: sgiff@airmail.net (Stephen Gifford)

Re: Speed Test

640 x 480 Full Trace Mode

7min. 58sec.

486-DX4-100 32 Meg Ram.
PCI Bus, w PCI Video Card
No preferences were changed to optimize render.

Stephen G.

Ugly Picture!!

Thread 401
--> RETURN TO CONTENTS!<=

1.386 MSG-383 Subject: Re: TestSpeed

Subject: Re: TestSpeed
Date: Tuesday, 26 September 1995 11:06:52
From: gmartin@mv.us.adobe.com

Fab, at last someone has got round to this. Just a few thoughts before everyone wastes their time tracing this up:-

- * What anti-aliasing settings are you using in preferences, this can make a HUGE, HUGE difference to render times voiding any results from different folks!!
- * The textures used (ie. MONSTER), are only compiled for 680x0 + fpu, I know, I know - this is the case for all textures with Imagine (+ Amiga exe version) and PC users don't yet have the wonderful Essence to play/test with (these are compiled for 040). I use 040 compiled textures where ever I can, as Essence textures are very flexible and can easily achieve effects similar to Imagines default. A x2 speed up for 060/040 users is easily obtainable. It just seems to me that this trace is designed to test a ground plane of MONSTER texture, the only objects are three SMALL shiny spheres and a few spot lights...

-gary

Thread 446
--> RETURN TO CONTENTS!<=

1.387 MSG-384 Subject: My New Web Page

Subject: My New Web Page
Date: Tuesday, 26 September 1995 11:56:27

From: gregory denby <gdenby@twain.helios.nd.edu>

Hi all,
just blowing my own horn a bit. I've just opened a small, and only
partly finished web page. its:

<http://www.nd.edu/~gdenby>

One of the pages has a few of my Imagine renderings, all fairly
recent, and none quite polished. All my best stuff was sitting on
the Ami HD that died 2 months ago. Nevertheless, I hope you find
some of it interesting. As usual, comments/questions welcome

Greg Denby
gdenby@darwin.cc.nd.edu

Thread 302
==> RETURN TO CONTENTS!<==

1.388 MSG-385 Subject: TestSpeed

Subject: TestSpeed
Date: Tuesday, 26 September 1995 13:57:30
From: Red Hawk <qual397@cdc712_1.sp.paramax.com>

Hi to all.....
these are my results of the test with

AMIGA 4000 040/25Mhz 16Mb 3000sec. to ram

PC AMD DX4100Mhz 16Mb 409sec.

```
.------.
| E-Mail: qual397@cdc700.cdc.polimi.it          ___/// |
| Amiga 4000/40 25Mhz 18Mb 2.0Gb SCSI II        \XX/  |
| AMD DX4 100Mhz 49Mb 4.45Gb SCSI II           |
| Home Page:                                   |
| http://cdc715_0.cdc.polimi.it/~qual397/      |
\-----/
```

Thread 383
==> RETURN TO CONTENTS!<==

1.389 MSG-386 Subject: Create IT!!!

Subject: Create IT!!!
 Date: Tuesday, 26 September 1995 14:08:38
 From: Red Hawk <qual397@cdc712_1.sp.paramax.com>

 I have try to create a simple rendering to test speed
 with AMIGA & PC, only to see which processor
 should I take 68060 or PENTIUM ????????????????

If someone can create a more affidable PRJ and can test
 on different Processor Please SEND ME.....!!!!!!!

P.S. I would like to have MonED istructions to change
 screenmode on AMIGA, I have a good Monitor (Targa 15')
 but I can't exploit IT!!!!!!!

```

.-----
| E-Mail: qual397@cdc700.cdc.polimi.it          ___/// |
| Amiga 4000/40 25Mhz 18Mb 2.0Gb SCSI II        \XX/  |
| AMD DX4 100Mhz 49Mb 4.45Gb SCSI II           |
| Home Page:                                   |
| http://cdc715_0.cdc.polimi.it/~qual397/      |
\-----

```

Thread 449
 ==> RETURN TO CONTENTS!<==

1.390 MSG-387 Subject: Re: Walker2 cycleobject on Aminet!

Subject: Re: Walker2 cycleobject on Aminet!
 Date: Tuesday, 26 September 1995 15:37:37
 From: Mr Krzysztof Korski <SZULD@ucinvl.uci.agh.edu.pl>

 Hi friends,
 I have a pleasure to let you know about corrected version of
 Armoured Walker. If you want to have it just look for it in
 "gfx/3dobj" directory in wuarchiwe.wustl.edu.

You should remember that it is a PostCardWare object, so if you
 like and use it, send me a colorful postcard from the town you
 live in. All information in .readme file.

Yours sincerely,
 Krzysztof Korski

well known as... szuld@ucinvl.uci.agh.edu.pl

Thread 455
==> RETURN TO CONTENTS!<==

1.391 MSG-388 Subject: E-Mail down

Subject: E-Mail down
Date: Tuesday, 26 September 1995 15:54:35
From: milan@Estoril.hku.nl (Milan Polle)

Hi all,

my E-Mail has been down since last Friday, if there where any response to my question about paying for the constant upgrade with Eurochecks or to my 4.0 must have list, please send them again. I hope the bouncing mails didn't cause too much trouble and my mailing list account is still there.

Thanks in advance!

Milan

Thread 296
==> RETURN TO CONTENTS!<==

1.392 MSG-389 Subject: Re: Single frame recording VCR

Subject: Re: Single frame recording VCR
Date: Wednesday, 27 September 1995 00:11:40
From: Kent Marshall Worley <mumu@america.net>

On Tue, 19 Sep 1995 NEWKIRK@delphi.com wrote:

> A VCR with flying erase heads and frame-by-frame forward/reverse control
> would seem to me to be capable of (albeit manual) single frame recording.
> What am I missing here? Obviously it's not that simple, but I've never
> worked with recording animations to tape, and never even looked into it.
> JN

I would like to see try that! The deck in question is made by sanyo. I cannot remember the model but it advertised in lots of AV trade magazines.

Thread 235
--> RETURN TO CONTENTS!<=

1.393 MSG-390 Subject: Sorry Could Not Find Subject!

Date: Wednesday, 27 September 1995 02:59:12
From: imagine-relay@email.sp.paramax.com

O.K., I am resending this message, including the settings of my EDLE etc.
As someone mentioned, these will have a strong effect on the outcome.

Re: Speed Test

Edle 10
RSDP 8
Old Style Antialiasing

640 x 480 Full Trace Mode
7min. 58sec.

486-DX4-100 32 Meg Ram.
PCI Bus, w PCI Video Card
No preferences were changed to optimize render.

Stephen G.

Ugly Picture!!

Thread 391
--> RETURN TO CONTENTS!<=

1.394 MSG-391 Subject: Sorry Could Not Find Subject!

Date: Wednesday, 27 September 1995 04:51:49
From: imagine-relay@email.sp.paramax.com

On Mon, 25 Sep 1995, Curtis White wrote:

>
> I have 3.3 and got my brochure today. Looks nice.
>

What an understatement! It looks GRRRRRR-EAT!

>
> =====
> = Do not follow where the path may lead. =
> = Go instead where there is no path and leave a trail. =
> =====
>
> Curtis White
>
>

See ya,
 Roger

 Thread 158
--> RETURN TO CONTENTS!<=

1.395 MSG-392 Subject: WinImagine

Subject: WinImagine
Date: Wednesday, 27 September 1995 07:27:10
From: Bill Boyce <bilboyce@iconz.co.nz>

At 04:23 PM 26/9/95 -0600, you wrote:

>
>
>On Mon, 25 Sep 1995, Curtis White wrote:
>
>>
>> I have 3.3 and got my brochure today. Looks nice.
>>
>
>What an understatement! It looks GRRRRRR-EAT!
>

Got mine too, and does look good. However, does anyone else get the impression WinImagine is going to be little different to Imagine 4.0? Quote :
"There will be several new features in Imagine for Windows, however most of them are Windows related features like virtual memory, better point device support" etc
ie No actual new 'features'

Bill Boyce

 Thread 322
--> RETURN TO CONTENTS!<=

1.396 MSG-393 Subject: Re: DCTV RGB PassThru

Subject: Re: DCTV RGB PassThru
Date: Wednesday, 27 September 1995 15:23:09
From: Ayalon Hermony <ila2024@zeus.datasrv.co.il>

Hello,

Have a unit for sale. Hardly used, docs and everything.

Please contact me off the IML, so we won't bother others.

How do you come back from 3D ?
Ayalon M. Hermony, Internet: ila2024@datasrv.co.il

Thread 247
==> RETURN TO CONTENTS!<==

1.397 MSG-394 Subject: Re: IML (fwd)

Subject: Re: IML (fwd)
Date: Wednesday, 27 September 1995 16:23:33
From: Roger Straub <straub@csn.net>

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

>On Sat, 23 Sep 1995, Roger Straub wrote:

[snip]

HI,

I haven't been able to reach Dave privately and the sp.paramax address doesn't seem to work either :-< Do you know someone on the list that could help me to subscribe in! I don't know what to do....

thanks very much

Can anyone help this poor lost soul? Thanx.

See ya,
Roger

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1.398 MSG-395 Subject: IMAGINEfp locks 3000 w. Retina

Subject: IMAGINEfp locks 3000 w. Retina
Date: Wednesday, 27 September 1995 20:43:15
From: Old_Man <sea_dog@yrkpa.kias.com>

My Amiga 3000 has been churning out raytraces with IMAGINEfp and a Retina board. Now the cursor (with either mouse or cursor keys) and the screen locks before the IMAGINEfp screen comes up. As other programs (including Imagine regular flavor) run all right, I suspect the Amiga's fp but for obvious reasons I would rather not believe that.

Any alternative solutions gratefully accepted. In the absence of logical alternatives - how tough would it be to make a hardware fix?

Thanks

Bill

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1.399 MSG-396 Subject: Re:Glossy Brochure

Subject: Re:Glossy Brochure
Date: Wednesday, 27 September 1995 21:47:58
From: Kent Marshall Worley <mumu@america.net>

On Fri, 22 Sep 1995, Brad Molsen wrote:

> On 21 Sep 1995, Mike Halvorson wrote:

>

>

> > To that point, over the last six months, I have downloaded many names from t
he

> > IML, to my surprise over 40 percent of the people are not registered users,

> >

> > Mike Halvorson

>

> To all, This SUCKS!! and I'm not referring to Mike monitoring the list and

> coming up with this stat. It takes a lot of stones (let alone stupidity) to

> have one's name on the list as an inquirer or contributor knowing that you

> have a hot copy. It's too bad Dave W. doesn't have a registered users

> list to compare to IML's list so he could bump these people to

> Lurkerville where they could hope to pick up tidbits of info they need to

> better understand the tool and be left to pick thru the bones of the

> feast that we all enjoy by the open exchange afforded us by having

> registered.

> nuff said,

> Brad

>

I have seen IML users discreetly give the cold shoulder to obvious pirates of imagine. Sometimes we not discreet and tell the poster to by the program! 200\$ to upgrade sounds fair enough to me if you want to run it on windows.

Thread 430
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1.400 MSG-397 Subject: RE:WinImagine

Subject: RE:WinImagine
 Date: Thursday, 28 September 1995 00:16:16
 From: Granberg Tom <tom.granberg@TV2.no>

Hey

I talked with Scott and Mike when I was over there in August, and even if they didn't promise anything, I would think that the impression of a feature packed

Win4.0, is very possible, I think that all of the ongoing work on the dos-4.0, that don't get finished for the release, will be put in WinImagine. And I hope that these features are high end stuff like:

- multiple foreground layers with alphas
- alpha generation
- More and better effects(global, sub global)
- true filter object type
- true density fog object type
- polished and more user friendly gui for the animation editors(stage,action)

As I said, nothing of this is confirmed, so don't take this note as the definite

truth about the upcoming WinImagine.

Later

Tom Granberg "Renderbrandt"

Thread 406
--> RETURN TO CONTENTS!<=

1.401 MSG-398 Subject: Re: Subscribe

Subject: Re: Subscribe
Date: Thursday, 28 September 1995 00:33:12
From: Steven M Powell <afn27231@freenet.ufl.edu>

On Wed, 27 Sep 1995, Rodney McNeel wrote:

>
> subscribe
>
> I've tried both addresses to get back on the list:
>
> imagine-request@email.sp.paramax.com
> imagine-request@email.eag.unisysgsg.com
>
> and still haven't gotten any imagine mail....could someone subscribe me
> to the correct address, for I am in need.
>
> rodman@infinity.ccsi.com
>
>
Welcome Rodney. Glad to have you in the arena.

Let me tell you what you have missed so far...

Bitch, Moan, Grown !!!! - mostly towards Mike H. (Impulse software)

A couple of good tips and info on how to get more.

Some test rendering benchmarks (good idea) with a standard scene for both
platforms (Amiga , PC).

Some talk off upgrades and future plans for Imagine.

Thats about it.

Oh Mike H, if you read this. Pretty please send me a flyer about the 4.0
deal. I am allready registered to recieve it anyway, I just want to see the
pretty colors I 've heard about. Thanks.

Render on

Phoenix

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1.402 MSG-399 Subject: Re: Intuition Interface

Subject: Re: Intuition Interface
Date: Thursday, 28 September 1995 00:46:27
From: mrivers@tbag.org (Michael Rivers)

Here's a reply from M.Halverson to the message I posted on IML,
it should let us Amiga Imagine users know where we stand.

BTW, Flame me if you wish about net-etticate(sp?).

Mr. Rivers

You have a right to your opinion, but what it looks like is much less
important
that what it does. You are spending your time worrying about something that
is
old news. Get with the program, we have moved on, until there is major
support
for the Amiga and a new updated and supported OS we are going to stick with
what
we have. If that makes you mad, please dont waste air time telling me about
it,
I already know how you feel. Dont tell us how to program unless youare going
to
show up here and do the job, we are taxed to the hilt to get things that we
have
comitted to done, we have never said that we would indeed change the UI and we
have lived to that promise.

So if you want to move to something more productive, great if not, then, well
I
have no then, so you figure it out.

Before you blow a gasket, try for a moment to be a bit open minded, we have
many
users to make happy, and comments like make it look better are just a waste of
your breath, if we do something that makes it look better and you dont like
it,
then what, do we change it to meet your needs, doubt it.

Many users, like your self who feel strongly take the time to show us what

they
want, its your turn or we move onto the next battle.

Mike

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1.403 MSG-400 Subject: Re: TestSpeed

Subject: Re: TestSpeed
Date: Thursday, 28 September 1995 03:10:53
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello Red, on Sep 26 you wrote:

> Hi to all.....
> these are my results of the test with
>
> AMIGA 4000 040/25Mhz 16Mb 3000sec. to ram
>
> PC AMD DX4100Mhz 16Mb 409sec.

3000 second is 50 minutes, is this a typo? My A3000 030/25 did it in
17min 42sec. 640x512 Trace - EDLE = 12, AARC = 10, OLDA = F

-- Bob

: Robert Byrne : rbyrne@3dform.edex.edu.au :
: Amiga A3000/25 : Ballina, NSW Australia :

Thread 33
==> RETURN TO CONTENTS!<==

1.404 MSG-401 Subject: Re: TestSpeed

Subject: Re: TestSpeed
Date: Thursday, 28 September 1995 03:15:37
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello Stephen, on Sep 26 you wrote:

> Re: Speed Test

>
> 640 x 480 Full Trace Mode
> 7min. 58sec.
>
> 486-DX4-100 32 Meg Ram.
> PCI Bus, w PCI Video Card
> No preferences were changed to optimize render.

This won't be a fair comparison if the resolutions are different for the Amiga and PC. My sub-project was set at 640x512.

-- Bob

: Robert Byrne : rbyrne@3dform.edex.edu.au :
: Amiga A3000/25 : Ballina, NSW Australia :

Thread 400
==> RETURN TO CONTENTS!<==

1.405 MSG-402 Subject: Re: Create IT!!!

Subject: Re: Create IT!!!
Date: Thursday, 28 September 1995 03:26:07
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello Red, on Sep 26 you wrote:

> I have try to create a simple rendering to test speed
> with AMIGA & PC, only to see which processor
> should I take 68060 or PENTIUM ????????????????

I've seen a message in comp.sys.amiga.graphics where someone had an 060 in their A4000/040 and was over the moon because he got a 2x speed increase when rendering in Imagine. Mind you, it may be a different story if/when software is optimised for an 060. In the meantime I'm going for a Pentium.

-- Bob

Thread 440
==> RETURN TO CONTENTS!<==

1.406 MSG-403 Subject: Wish List

Subject: Wish List
Date: Thursday, 28 September 1995 04:16:46
From: sgiff@airmail.net (Stephen Gifford)

Things I'd most like to see in Win Imagine.

Selectable Shadow Tracing.
Scanline w/ Shadows, but not if it's not significantly faster.
Spline Modeler.
Stage and Action Editor Integrated into one Editor.
Being able to change States in Stage.
Selection of objects to change attributes in Stage.
Global Sky Effect that renders quickly without Transparency layers.
Object Smoothing.
Jpeg Support for image maps.
Face Reduction.
Support for GDI or the newer DirectDraw API.
A Delete function for models that are no longer needed.

I guess that would make me happy for now. :)

S.G.

Thread 12
==> RETURN TO CONTENTS!<==

1.407 MSG-404 Subject: Imagine something hairy...

Subject: Imagine something hairy...
Date: Thursday, 28 September 1995 05:04:38
From: Bush Doktor <sppcarso@ultrix.uor.edu>

Just noticed in a magazine that someone has put out a program for lightwave that creates (or re-creates) hair. Has anyone seen this work? I'd really like to have something like this for Imagine without having to have 128megs of ram to work with the object. :-)
Maybe something along the lines of Ian's Stars program.

+--__Imagine some new uses for a firecracker board__--+

Thread 5
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1.408 MSG-405 Subject: Re:Glossy Brochure

Subject: Re:Glossy Brochure
Date: Thursday, 28 September 1995 06:23:14
From: George Lane <glane@qualcomm.com>

> On Fri, 22 Sep 1995, Brad Molsen wrote:
> > On 21 Sep 1995, Mike Halvorson wrote:
> >
> > > To that point, over the last six months, I have downloaded many names
from the
> > > IML, to my surprise over 40 percent of the people are not registered
users,
> > >
> > >
> > > Mike Halvorson
> >
> > To all, This SUCKS!! and I'm not referring to Mike monitoring the list and
> > coming up with this stat. It takes a lot of stones (let alone stupidity) to

> > have one's name on the list as an inquirer or contributor knowing that you
> > have a hot copy. It's too bad Dave W. doesn't have a registered users
> > list to compare to IML's list so he could bump these people to
> > Lurkerville where they could hope to pick up tidbits of info they need to
> > better understand the tool and be left to pick thru the bones of the
> > feast that we all enjoy by the open exchange afforded us by having
> > registered.

I think Mike making this assumption is not well thought out. I bought the
book 3D Modeling Lab, and used to use the copy of Imagine that came with
it. I have moved on to something else. I'm sure a lot of others have
done the same. I still monitor the list for general animation tips
though. But since I'm not in Mike's database, he thinks I'm a pirate.

George

Thread 295
==> RETURN TO CONTENTS!<==

1.409 MSG-406 Subject: RE:WinImagine

Subject: RE:WinImagine
Date: Thursday, 28 September 1995 07:21:23
From: Bill Boyce <bilboyce@iconz.co.nz>

At 01:16 AM 28/9/95 +0200, you wrote:
>Hey
>
>I talked with Scott and Mike when I was over there in August, and even if they

>didn't promise anything, I would think that the impression of a feature
packed

>Win4.0, is very possible, I think that all of the ongoing work on the dos-4.0,
>that dont get finished for the realese, will be put in WinImagine. And I hope
Mike replied to me that there are many new features, but the biggest was getting
it to work in Windows. I can relate to that. Windows is hard enough to use, I
dread to think what it's like to program :)

(PS, watch what you say - you never know who's listening!)

Thread 416
--> RETURN TO CONTENTS!<=

1.410 MSG-407 Subject: Re:Glossy Brochure

Subject: Re:Glossy Brochure
Date: Thursday, 28 September 1995 07:25:14
From: Fred Aderhold <fredster@netrix.net>

>I have seen IML users discreetly give the cold shoulder to obvious
>pirates of imagine. Sometimes we not discreet and tell the poster to by
>the program! 200\$ to upgrade sounds fair enough to me if you want to run
>it on windows.
>

I too was more than a little nervous at the \$1600 retail price, but was very
much relieved about the \$200 upgrade. Hmmm... wonder what happens after that.

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

Daddy, what does formatting drive C mean?

Thread 301
--> RETURN TO CONTENTS!<=

1.411 MSG-408 Subject: Re: Unregistered user does not equal Piracy

Subject: Re: Unregistered user does not equal Piracy
Date: Thursday, 28 September 1995 08:33:16
From: Darryl_Lewis@comlink.mpx.com.au (Darryl Lewis)

>Mike H said,
 >>have downloaded many names from the IML, to my surprise over 40
 >>percent of the people are not registered users, of course this comes
 >>from the fact that they have a copy that they got from a guy on the
 >>street corner for \$2.00 and it did not have a warranty card.
 >
 >Before we all start shouting that 40% of the people on this list are
 >pirates, remember the fact that Imagine 2.0 has been included on
 >coverdisks of both Amiga Format and PC Format.

BB> Would people please note it was NOT Mike H that said these people are
 BB> pirates - he just noted how many unregistered users there are here.
 BB> Also, to those who point out 2.0 being on the mag cover - are
 BB> anything
 BB> like 40% of the queries here to do with 2.0?? Relatively few, I would
 BB> say.

I am an unregistered user!!!!!! I have both the amiga and PC versions!!!!
 Both came from coverdisks. Otherwise I would not have the program at all.
 Whilst it is an excelent program, I do not have the time devote enough time
 to it to acheive anything startling. I read this list to :
 1) find out more about Imagine (coverdisks have not instruction manuals)
 2) Pick up hints and tips
 3) Keep up to date with new ideas

Another point is, if I did buy the latest version, why would I register?
 What does it give me that this list doesn't? If I have a question, I can
 post it here and receive a response from another interested person, not
 some dis-satisfied , bored answering dumb user questions, employee.
 Not to mention the fact that I live in Australia, so calling them up is out
 of the question.

Darryl

-- Via DLG Pro v1.0

```
#####\
#( )# |      _      /#####
##### |      /_    / |#####
#" "# |      m/I_ //  |#" "#
# O # |_____#-x.\ /++m\ /.x-#_____ |# O #
#m.m# |      /" \ ///####\ \ / " \ |#m.m#
#####/      #####/      \#####      \#####
```

Thread 415
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1.412 MSG-409 Subject: What will happen?

Subject: What will happen?
 Date: Thursday, 28 September 1995 11:25:20
 From: Carsten Bach <infoflex@inet.uni-c.dk>

I don't know if it is just me, who haven't understood the mails the last weeks. But will there be new versions of Imagine for the Amiga, or even the DraCo. With or without new interface. And will it be possible to get a instant upgrade after version 4.0, if there comes anything for the Amiga.

Arne Voigt
Copenhagen Denmark

Thread 160
==> RETURN TO CONTENTS!<==

1.413 MSG-410 Subject: Re: DXF (Not about WinImagine)

Subject: Re: DXF (Not about WinImagine)
Date: Thursday, 28 September 1995 12:24:45
From: ALorence@aol.com

The answer to my question was simple: DXF's import with the PHONG attribute off. Just had to click it on.

Thanks to all who replied.

Alan

Thread 344
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1.414 MSG-411 Subject: A pipe

Subject: A pipe
Date: Thursday, 28 September 1995 12:24:58
From: ALorence@aol.com

A friend of mine gave me a challenge (we are constantly having little 'friendly competitions') -- he wanted me to animate a lump moving down a pipe. He was thinking of the way the pipe bulges in cartoons when something moves through it, but I guess it could also be like a snake swallowing a rat (or whatever). Truespace (which he uses) can easily simulate this with a 'deformation lattice', but I have no good ideas on how to do this in Imagine. Any ideas?

Alan.

Thread 428
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1.415 MSG-412 Subject: Re: A pipe

Subject: Re: A pipe
Date: Thursday, 28 September 1995 12:47:06
From: Bob Arnold <barnold@linknet.kitsap.lib.wa.us>

Maybe you're looking at this wrong: "he" challenged "you" and if we all reply we'll kick his collective butt, but is that a victory? Better if you find a tweaky cool little bizarre thing Imagine is good at and challenge him to reproduce THAT in his Truespace. See how long it takes you vs. how long he takes on your challenge and the loser buys the winner a 4MB SIMM. -Bob

On Thu, 28 Sep 1995 ALorence@aol.com wrote:

> A friend of mine gave me a challenge (we are constantly having little
> 'friendly competitions') -- he wanted me to animate a lump moving down a
> pipe. He was thinking of the way the pipe bulges in cartoons when something
> moves through it, but I guess it could also be like a snake swallowing a rat
> (or whatever). Truespace (which he uses) can easily simulate this with a
> 'deformation lattice', but I have no good ideas on how to do this in Imagine.
> Any ideas?
>
> Alan.
>
>

Thread 75
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1.416 MSG-413 Subject: Re: A pipe

Subject: Re: A pipe
Date: Thursday, 28 September 1995 15:35:01
From: Jim Rix <jim@yakko.cs.wmich.edu>

On Thu, 28 Sep 1995 ALorenco@aol.com wrote:

> A friend of mine gave me a challenge (we are constantly having little
> 'friendly competitions') -- he wanted me to animate a lump moving down a
> pipe. He was thinking of the way the pipe bulges in cartoons when something
> moves through it, but I guess it could also be like a snake swallowing a rat
> (or whatever). Truespace (which he uses) can easily simulate this with a
> 'deformation lattice', but I have no good ideas on how to do this in Imagine.
> Any ideas?
>
> Alan.
>
Here is an idea!

Create a tube that has several sections in it.

Move the section which are not on the ends toward one end of the tube.

Use scale on the moved section to change their shape into the bulge.
Make this a shape state Default. Next, move the bulge down the tube
where we make another state with the bulge at the other end. To make the
animation we only need to morph the two states.

Jim Rix

Thread 435
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1.417 MSG-414 Subject: Re: To see or not to see.....

Subject: Re: To see or not to see.....
Date: Thursday, 28 September 1995 16:56:27
From: Soeren Birk Jacobsen <kurgan@imada.ou.dk>

On 26 Sep 1995, Granberg Tom wrote:

> Hi all.
 >
 > My friend Scott(Impulse) has put up a homepage at sharky's, and there you
 > will see some of my recent pics. They where also featured in their brochure.
 > Let me know what you think?
 > Later
 >
 > <http://www.websharx.com:80/~cptvideo/>
 >

YEP THIS SITE IS GREAT!

Steven Blackmon has a Tip/Hints page where her tellse (with text and images) how he creates various effects (nebulae, light cones ect.)

kurgan

Thread 213
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1.418 MSG-415 Subject: Re: Unregistered user does not equal Piracy

Subject: Re: Unregistered user does not equal Piracy
 Date: Thursday, 28 September 1995 20:05:36
 From: raub@kushana.aero.ufl.edu (Mauricio Tavares)

 While shopping for shrubberies, Darryl Lewis pondered:

>
 > Another point is, if I did buy the latest version, why would I register?
 > What does it give me that this list doesn't? If I have a question, I can
 > post it here and receive a response from another interested person, not
 > some dis-satisfied , bored answering dumb user questions, employee.
 > Not to mention the fact that I live in Australia, so calling them up is out
 > of the question.
 >

I myself have Imagine 1.0(!) installed in my A2000. I bought it used. I do not bother to register it since it is probably too old for them to bother about supporting it.

--

```
=====+=====
| Mauricio Tavares           | "We will attack...           |
| raub@kushana.aero.ufl.edu | ...under the cover of daylight!" Rimmer |
=====+=====
```

Thread 418

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1.419 MSG-416 Subject: RE:WinImagine

Subject: RE:WinImagine
Date: Thursday, 28 September 1995 20:29:50
From: Curtis White <cwhite@teleport.com>

> At 01:16 AM 28/9/95 +0200, you wrote:
> >Hey
> >
> >I talked with Scott and Mike when I was over there in August, and even if the
> Y
> >didnt promissed anything, I would think that the impression of a feature
> packed
> >Win4.0, is very possible, I think that all of the ongoing work on the dos-4.0
> ,
> >that dont get finished for the realese, will be put in WinImagine. And I hope
>
> Mike replied to me that there are many new features, but the biggest was getti
ng
> it to work in Windows. I can relate to that. Windows is hard enough to use, I
> dread to think what it's like to program :)
>
> (PS, watch what you say - you never know who's listening!)

When it comes to graphics, it is actually easier to program than DOS,
in my own opinion.

Thanks,

Curt

=====
= Do not follow where the path may lead. =
= Go instead where there is no path and leave a trail. =
=====

Curtis White

--> RETURN TO CONTENTS!<==

1.420 MSG-417 Subject: Re: A pipe

Subject: Re: A pipe
Date: Thursday, 28 September 1995 20:42:57
From: Damon LaCaille <nomad@aloha.net>

Why not just make a tube, then make another object with the same width (circumference, radius, whatever), but have it bulge outward somehow, then just move it to the -z in the animation? The edges of the moving piece could be curved to make it look like it's in the tube, you could even make the edges smaller than the real tube and that way you'd have no fear of letting the edges show...

Just a thought from a beginner...

Oh, and by the way, I just bought Imagine 3.0 used from somebody and am in the process of registering it. And if they won't let me register it, i'm still going to use it. I'll be damned if I had to pay \$120 for it and not be able to use it! They seem pretty up-front and straight-forward so far, so I think I can hope for the best :)

```
[=====]
[      Damon L. LaCaille      |  A3000 @ 25MHz 10MB RAM / 540MB HD      ]
[=====]
[ Email - nomad@aloha.net      |  If you're not making 50 mistakes a day ]
[ WWW   - Be watching for my   |  then you're not trying hard enough!  ]
[      WWW home page here!    |  |--* IMAGINE - Why use anything else? *-- ]
[=====]
```

On Thu, 28 Sep 1995, Jim Rix wrote:

```
>
>
> On Thu, 28 Sep 1995 ALorence@aol.com wrote:
>
> > A friend of mine gave me a challenge (we are constantly having little
> > 'friendly competitions') -- he wanted me to animate a lump moving down a
> > pipe. He was thinking of the way the pipe bulges in cartoons when something
>
> > moves through it, but I guess it could also be like a snake swallowing a rat
>
> > (or whatever). Truespace (which he uses) can easily simulate this with a
> > 'deformation lattice', but I have no good ideas on how to do this in Imagine
>
> > Any ideas?
> >
> > Alan.
> >
```


> Here is an idea!
 >
 > Create a tube that has several sections in it.
 >
 > Move the section which are not on the ends toward one end of the tube.
 >
 > Use scale on the moved section to change their shape into the bulge.
 > Make this a shape state Default. Next, move the bulge down the tube
 > where we make another state with the bulge at the other end. To make the
 > animation we only need to morph the two states.
 >
 > Jim Rix
 >

Thread 412
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1.421 MSG-418 Subject: Re: Unregistered user does not equal Piracy

Subject: Re: Unregistered user does not equal Piracy
 Date: Thursday, 28 September 1995 21:02:17
 From: Roger Straub <straub@csn.net>

 On Thu, 28 Sep 1995, Mauricio Tavares wrote:

> I myself have Imagine 1.0(!) installed in my A2000. I bought it
 > used. I do not bother to register it since it is probably too old for
 > them to bother about supporting it.

They do! It's listed right in the brochure:Amiga Imagine 1.1 or earlier:
 \$300 for the upgrade to 4.0. And even if you don't upgrade, they'll send
 you brochures, the Impulse Graphics Gazette (if that's what it's still
 called), and you can call in and get tech support. For just 29 cents.

>
 > --
 >
 > =====+=====

| | | |
|-------------------------------|---|--|
| > Mauricio Tavares | "We will attack... | |
| > raub@kushana.aero.ufl.edu | ...under the cover of daylight!" Rimmer | |

> =====+=====

See ya,
 Roger

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1.422 MSG-419 Subject: Re: A pipe

Subject: Re: A pipe
 Date: Thursday, 28 September 1995 23:59:05
 From: jbk4@ap.spa.psu.edu (The Prophet)

 Just use Imagine's Deformation Tools. I forget when the
 came into existence(3.0?), I'm on the upgrade program,
 holding at 3.3.

I did a funky dancing tube once just to test the deformation
 tools. It bulged, twisted, bend, etc. I morphed between
 multiple states. It would be very easy to bulge a snake with
 the correct axis position/rotation/size and correct tool.

I think the Pinch tool is what you want. Going one way it
 will pinch but going the opposite makes the object bulge. Don't
 forget to make things smoothed.

Jaeson K.

```
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 ) | ) _    / / _    /      _ ( X_
 ( | / ~ \ / \_ ) / --- ~ / ) / ) / ) / ~ \ / \_ ) / _
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 ( _ _ _ )      ( _ /      ( _ )
```

| | |
|------------------------|-------------|
| Jaeson Koszarsky | Amiga 3000+ |
| ----- | ----- |
| cyberprophet@psu.edu | 68040/30Mhz |
| jbk4@email.psu.edu | 24Megs-1GIG |
| jason@chaos.ezgate.com | OS3.1 |

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1.423 MSG-420 Subject: Re: Intuition Interface, or something else?

Subject: Re: Intuition Interface, or something else?
 Date: Friday, 29 September 1995 01:31:07
 From: mrrivers@tbag.org (Michael Rivers)

 Ok. I post this as a challenge to Impulse, being as I know that atleast
 Halverson reads this list.

Can we Amiga users get at least one thing even though it won't
 be of any benefit to DOS users?

Some things I can think of:

Wb2 interface. (I know there's no chance)
ASL file reqs (slim)
Display database support
68040 optimized version (it's only a compiler option,
no 060 optimizing cause there
simply aren't any compilers for
it)

Anything else folks?

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1.424 MSG-421 Subject: Re: A pipe

Subject: Re: A pipe
Date: Friday, 29 September 1995 03:33:40
From: Valleyview@aol.com

In a message dated 95-09-28 12:48:40 EDT, you write:

>animate a lump moving down a pipe.

This is a real good challenge. And unless I'm missing is something, (which is highly possible) I think you are going to lose.

The method Jim Rix suggests has a couple of problems. First, it has to be a straight pipe. Second if you move the "bump" any distance, the faces become so elongated that the phong shading doesn't work too good and you see a faceted pipe.

One method which may be a little better would be to model the pipe and the bump seperately and move the bump over the pipe. This would not distort the pipe's faces and would allow the bump to follow curved pipe. It also shows the seam between the bump and pipe so it's not too realistic.

The lattice feature in truespace would allow the pipe to be textured or brushmapped and the mapping to conform to the bump. Again maybe someone else knows a trick to do this in Imagine.

Sorry, it's not much help, but it was a fun challenge. Rather see more of them then 10,000 gripes about the cost of WinImagine.

Rick

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1.425 MSG-422 Subject: Re: Re:Glossy Brochure

Subject: Re: Re:Glossy Brochure
Date: Friday, 29 September 1995 03:58:51
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello George, on Sep 28 you wrote:

> > On 21 Sep 1995, Mike Halvorson wrote:
> >
> > To that point, over the last six months, I have downloaded many names
> > from the IML, to my surprise over 40 percent of the people are not
> > registered users,
> >
> > Mike Halvorson

> I think Mike making this assumption is not well thought out. I bought the
> book 3D Modeling Lab, and used to use the copy of Imagine that came with
> it. I have moved on to something else. I'm sure a lot of others have
> done the same. I still monitor the list for general animation tips
> though. But since I'm not in Mike's database, he thinks I'm a pirate.
>
> George

I think George has made a valid point here. I refer you to the guide I received when I subscribed to this list.

Welcome to the Imagine Mailing List.

It is endorsed, supported and read by Steve and his company Apex Software Publishing, as well as Impulse Inc., and a host of other Imagine/image-processing related/Amiga vendors and luminaries as well as experts and users of various popular rendering software packages on many platforms.

Naturally, while Imagine is the main thrust of the List, topics can vary quite widely. 3D rendering in general- including how to achieve a desired effect, algorithm variations, Imagine in comparison to other products, video applications, what video hardware to buy, and Imagine interfacing to other products are just a few of the subjects that have rumbled through here! :-) DCTV/Toaster/OpalVision/Real3D/Retina questions, Lightwave comparisons (lotsa Toaster users), removeable media drives (for large animations)

reviews of Vista Pro and Scenery Animator (virtual landscapes generators), new product rumors, are a few more of the offshoot discussions.

Now you can't tell me that Mike H read every message to ascertain whether its' content was Imagine specific.

I read the LightWave list but I don't own LightWave, I just might want to

ask some questions to realise its' potential.

-- Bob

: Robert Byrne : rbyrne@3dform.edex.edu.au :
: Amiga A3000/25 : Ballina, NSW Australia :

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1.426 MSG-423 Subject: Re: Unregistered user does not equal Piracy

Subject: Re: Unregistered user does not equal Piracy
Date: Friday, 29 September 1995 04:18:39
From: Bill Boyce <bilboyce@iconz.co.nz>

At 06:33 PM 28/9/95, Darryl_Lewis@comlink.mpx.com.au wrote:
>Another point is, if I did buy the latest version, why would I register?
>What does it give me that this list doesn't? If I have a question, I can
>post it here and receive a response from another interested person, not
>some dis-satisfied , bored answering dumb user questions, employee.
>Not to mention the fact that I live in Australia, so calling them up is out
>of the question.
>
>Darryl
>
>-- Via DLG Pro v1.0

Err, to get access to later versions, regular(ish) updates from Impulse on
what's in the pipeline, and so they know who's buying the program so they
can tailor it to their users.
And they have an e-mail address, so you don't have to phone. I've found their
tech support very helpful. Bored doesn't equal ignorant! Maybe you shouldn't
ask dumb questions? Or are you implying that other users, like myself, ask
dumb questions?

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1.427 MSG-424 Subject: Re: A pipe

Subject: Re: A pipe
Date: Friday, 29 September 1995 04:19:51
From: Bill Boyce <bilboyce@iconz.co.nz>

At 02:35 PM 28/9/95 -0400, you wrote:

>

>

>On Thu, 28 Sep 1995 ALorence@aol.com wrote:

>

>> A friend of mine gave me a challenge (we are constantly having little
>> 'friendly competitions') -- he wanted me to animate a lump moving down a
>> pipe. He was thinking of the way the pipe bulges in cartoons when something
>> moves through it, but I guess it could also be like a snake swallowing a rat
>> (or whatever). Truespace (which he uses) can easily simulate this with a
>> 'deformation lattice', but I have no good ideas on how to do this in Imagine.

>> Any ideas?

>>

>> Alan.

>>

>Here is an idea!

>

>Create a tube that has several sections in it.

>

>Move the section which are not on the ends toward one end of the tube.

>

>Use scale on the moved section to change their shape into the bulge.

>Make this a shape state Default. Next, move the bulge down the tube

>where we make another state with the bulge at the other end. To make the

>animation we only need to morph the two states.

>

>Jim Rix

Until you need to do it with a pipe with a bend in it.

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1.428 MSG-425 Subject: Imagine for SGI

Subject: Imagine for SGI

Date: Friday, 29 September 1995 05:14:17

From: Catherine A Tromanhauser <ctromanh@uoguelph.ca>

I saw an ad in a magazine recently stating that Imagine would soon be released for the SGI Indigo family of computers. Does anybody know if there's a version for the SGI Indy?

Sully

Thread

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1.429 MSG-426 Subject: Speed Test

Subject: Speed Test
Date: Friday, 29 September 1995 05:17:17
From: Catherine A Tromanhauser <ctromanh@uoguelph.ca>

It took 13 min and 14 sec on my A4000:18megs ram, 030-25mhz/68882-40mhz.

Sully

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1.430 MSG-427 Subject: WinImagine tidbits . . .

Subject: WinImagine tidbits . . .
Date: Friday, 29 September 1995 06:11:43
From: CoryJ44@aol.com

I'm not sure how many of us are drooling over anything beyond 4.0 yet, but if anyone's interested, here are a few morsels regarding Imagine for Windows from Scott (Impulse):

>The basic story on the windows version is that it is going to be
>functionally the same as V4.0 - that isn't to say that there won't be
>more, but if more gets put in, consider it icing on the cake. I would
>ilke to see JPEG support, but it probably won't get in unless we can find
>time to do it. AVI support will most likely mean the same thing that FLC
>support does now - brushes/backdrops/backgrounds/editor backdrops,
>etc.....

(regarding support of DirectDraw API in Win95)
>...The first windows version will not do anything that is Win95 exclusive.
Sales of >Win95 haven't been high enough for us to commit to a win95 version only.
>Besides, Were doing some offscreen bitmap stuff that isn't supported
>directly because the graphics were too slow in Window, /WinG, Win95 and
>WinNT. The routines we're using now are faster than the DOS version.

Sounds like more good stuff to look forward to . . .

Cory

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1.431 MSG-428 Subject: Re: A pipe . . .

Subject: Re: A pipe . . .
Date: Friday, 29 September 1995 06:31:12
From: CoryJ44@aol.com

I wonder if there would be any way to simply make a straight pipe, and use something clever like the "ripple" effect to handle the bulging (I know it's not quite designed that way). . . or perhaps the "grow" or "boing" effects with some good camera work . . . just a thought--the deformation tools/morphing approach is probably the best bet.

Cory

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1.432 MSG-429 Subject: Beta 4.0

Subject: Beta 4.0
Date: Friday, 29 September 1995 06:52:13
From: knappg@gate.net

Hiya,

I am a Beta tester for Imagine 4.0, and just got a new version of it in the mail so far mostly I have played with the blobs and doing all sorts of stuff thats old too (they asked us to hammer old and new features).

Blobs : are way cool. this is one of the things im concenrating on playing with, in less then 10 mins I had a pilsbury(tm) dohboy model on my screen with exactly the types of output that i expected.

Heres some insight on how they work:

First you add a real sphere. (blobs wont work with primitive spheres.) Then you add more spheres and group (yes you can group them in a parent/child way too!) , set up your basic shape. When ready (or while im building!) I select the top most parent in group mode, and set the overall strength and

mesh size (how many polys per blob) for the entire object. Now the action kicks in, in the perspective view I get a general picture of the finished blob object, while in the top, right, and front views I am still working with spheres. I move a sphere, it updates the perspective view. there is a setting for how fine/rough the perspective view will look too!

Next after I have all blobs in position I start playing with the strengths of the blobs, how they Pull (and even push) on one another. in default state a blob sphere has a strength of 1.0. I have noticed that if I want a blob thats father away to pull more then the ones around it I add to its strength. To push with a blob is easy, just give it a negative strength. by using a pushing sphere you can "make dents" or "deform" other spheres in the blob.

When all finished tweeking the whole thing you select generate mesh and it goes to work. Depending on how complex (number of spheres) or how fine the mesh (number of polys per blob component) this can take a little time (although the results are VERY impressive.)

I am yet to play with more of the new stuff (you kinda can go on with blobs for hours hehe) but i am working toward it. As a final note this is a beta version i am working with the real version may have a slightly or all together way of working, so dont take this as a tutorial or anything. I just wanted you all to know the guys at impulse ARE working and hard it seems :)

Greg Knapp

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1.433 MSG-430 Subject: Re:Glossy Brochure

Subject: Re:Glossy Brochure
Date: Friday, 29 September 1995 07:48:26
From: Darryl_Lewis@comlink.mpx.com.au (Darryl Lewis)

> > To that point, over the last six months, I have downloaded many names from the
> > IML, to my surprise over 40 percent of the people are not registered

KMW> I have seen IML users discreetly give the cold shoulder to obvious
KMW> pirates of imagine. Sometimes we not discreet and tell the poster to
KMW> by
KMW> the program! 200\$ to upgrade sounds fair enough to me if you want to
KMW> run
KMW> it on windows.

I'm most annoyed about Crowbar Mike and his comments. Don't give out cover disks if you don't want unregistered users you stupid buggers. Don't send out imagine without registration cards if you want people to register. Offer something for them to want to register. Pathetic.

You'd have to pay me \$200 to run it on windoze...eech!
 PS. windoze '95 has naughty pictures built into it's code that can be
 viewed when booting by a certain set of key presses. No wonder it's so
 bloody big.
 Darryl

-- Via DLG Pro v1.0

```
#####\
#( )# |          _ ( ) _          | #( )#
##### |          / _   /          | #####
#" "# |          _m/I_ //          | #" "#
# O # | _____#-x.\ /++m\ /.x-#_____ | # O #
#m.m# |          /" \ ///###\ \ / " \          | #m.m#
#####/          #####/          \#####          \#####
```

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1.434 MSG-431 Subject: Re: A pipe

Subject: Re: A pipe
 Date: Friday, 29 September 1995 09:25:29
 From: Paul Thompson <shinobi@gold.interlog.com>

```
-----
> >Create a tube that has several sections in it.
> >
> >Move the section which are not on the ends toward one end of the tube.
> >
> >Use scale on the moved section to change their shape into the bulge.
> >Make this a shape state Default. Next, move the bulge down the tube
> >where we make another state with the bulge at the other end. To make the
> >animation we only need to morph the two states.
> >
> Until you need to do it with a pipe with a bend in it.
```

Make a path in the shape that the pipe will follow. Extrude a disk and
 you have the pipe. Create the bulge section as another object, careful
 to use the same attributes as the pipe. Have the bulge follow the path
 in the action editor.

Paul

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1.435 MSG-432 Subject: Re: Pipe

Subject: Re: Pipe
Date: Friday, 29 September 1995 12:49:33
From: gregory denby <gdenby@twain.helios.nd.edu>

Making a bulge run along a pipe using Imagine isn't particularly hard, just a little tedious. From what I've seen, that particular trick isn't at all difficult to do using TrueSpace. So far as running bulges through a pipe, TrueSpace probly has the edge.

At any rate, here's the routine I used in Imagine.

I extruded a circle along a J shaped path. The result was about 500 units long, using 36 sections (a few more sections might have helped.) I then made a 4_4_4 deformation tool which was large enough to fit over three sections at a time. Using standard scaling manipulations, I bulged the deform tool. I created a default state for the "pipe." Then I repeatedly moved the deform tool along the pipe, creating states, aligning the tool, etc. That was the tedious part. After about 15 minutes I had a pipe made of 16 states. The resulting anim looked like a blob galloping along the tube. I suppose making 38 states would have given a smoother flow.

I wouldn't want to do this every day, but it was no great sweat. Right off hand, I can't think of any ready way to automatically run the deform tool along the path, which is what I suppose TrueSpace can do.

I did this with a 16M machine, so this method doesn't require Huuuge amount of ram. Obviously, the more points in the pipe, and the greater number of states would make it look better, and eventually memory would run out.

Using Imagine v3.3
Greg Denby

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1.436 MSG-433 Subject: Re: Create IT!!!

Subject: Re: Create IT!!!
Date: Friday, 29 September 1995 14:09:38
From: Steven M Powell <afn27231@freenet.ufl.edu>

On Thu, 28 Sep 1995, Robert Byrne wrote:

> Hello Red, on Sep 26 you wrote:
>
> > I have try to create a simple rendering to test speed
> > with AMIGA & PC, only to see which processor
> > should I take 68060 or PENTIUM ??????????????
>
> I've seen a message in comp.sys.amiga.graphics where someone had an 060 in
> their A4000/040 and was over the moon because he got a 2x speed increase
> when rendering in Imagine. Mind you, it may be a different story if/when
> software is optimised for an 060. In the meantime I'm going for a Pentium.
>
> -- Bob
>

Because of faster times on the PC platform, I am thinking along the same line as you. Impulse says there is more PC users upgrading, So they are targeting that platform for optimizing and development. So it seems to me that Impulse is forcing me to leave the amiga for the pc, unless I drop Imagine all together.

Since there aren't going to optimize or improve the amiga version anymore I dont know what to do. I have been a faithfull customer of Impulse for at least 7 years, and have enjoyed using there products (firecracker is cool).

I use my 486dx2 at 66mhz sometimes to render, but the amiga enviroment is so much better for me, mostly because of multitasking and Image processing. If 4.0(amiga) is complete(not buggy), then I think I will just use it for what it is and not be upgrading anymore, Since there will be differences between the versions from now on.

No insult to Mike H. , but if it wasn't for people like me then there would not ever have been a PC version. I said I wasn't going to be in the "BITCH & MOAN" circle , but I kinda fell left out of future plans for Imagine.

Well enough said. Mike, if this is were we part ways, then I would like to say it has been great using your products, and I wish you the best in Impulse's future. Who is to say that when I get a super fast pentiam, That you will switch to X-WINDOWS (or whatever). It's kinda like WIN95 needing new versions of software and hardware to take advantage of its NEW features (i.e - autoconfig boards).

Render on
Phoenix

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==> RETURN TO CONTENTS!<==

1.437 MSG-434 Subject: Re[2]: A pipe

Subject: Re[2]: A pipe
Date: Friday, 29 September 1995 15:49:37
From: spack@mv.us.adobe.com

Okay okay,

I've got this (mostly) setup and it works. I created a bulge that is based on a sphere with the ends chopped-off; the ends flare so they create a smooth fillet into the tube/path.

Only problem is that the bulge doesn't rotate to match the twisty path I created. How can I do this? Thanks.

-Scott
spack@adob.com

> >Create a tube that has several sections in it.
> >
> >Move the section which are not on the ends toward one end of the tube.
> >
> >Use scale on the moved section to change their shape into the bulge.
> >Make this a shape state Default. Next, move the bulge down the tube
> >where we make another state with the bulge at the other end. To make the
> >animation we only need to morph the two states.
> >
> Until you need to do it with a pipe with a bend in it.

Make a path in the shape that the pipe will follow. Extrude a disk and you have the pipe. Create the bulge section as another object, careful to use the same attributes as the pipe. Have the bulge follow the path in the action editor.

Paul

Thread 441
--> RETURN TO CONTENTS!<--

1.438 MSG-435 Subject: Re: A pipe

Subject: Re: A pipe
Date: Friday, 29 September 1995 16:40:28
From: Drew_Perttula@altabates.com

here's one way to make a lump in a pipe. It's similar to Worley's face-that-comes-out-of-a-plane:

Make a pipe (tube):

Make a lump:

____/~~~~____

~~~\\_\_\_\_/~~~

(the lump shall start and end at the same diameter as the pipe, and have a smooth lump in the middle)

Put the axes of the two objs in the same place. Apply some texture to the pipe and the lump, using EXACTLY the same size/pos/align on each one. After this point, you must not move the lump's axis. To move the lump, select all its points and move them without touching the axis. Naturally, don't use any texture

tacking. This way, the lump will resemble whatever section of pipe you place it on and it will look like that section of pipe has the rabbit in it (whatever).

Move the lump to one end of the pipe, create state, move the lump to the other end, create state, and state-morph the lump from one side to the other.

If you use a perfect sphere for the lump, it could probably turn corners, but the transition between pipe and lump would be a little bit sharp.

Yes, I saw truespace's deformation stuff and yes, it was pretty fun, but since only the three primitives can be used as deformers, I'd be afraid that all animations are going to look "truespacey". I prefer the product where any operation can be applied to infinite types of objects (like slice, applique, etc.). It's all in the flexibility, Mr. Friend-of-Alan :-)

Thread 421  
 ==> RETURN TO CONTENTS!<==

## 1.439 MSG-436 Subject: Re: Beta 4.0

Subject: Re: Beta 4.0  
 Date: Friday, 29 September 1995 18:03:39  
 From: Steve Gardiner <Steve@mg-plc.demon.co.uk>

-----  
 Greg Knapp wrote :

>  
 > I am a Beta tester for Imagine 4.0, and just got a new version of it in  
 > the mail so far mostly I have played with the blobs and doing all sorts of  
 > stuff thats old too (they asked us to hammer old and new features).  
 >

---

> Blobs : are way cool. this is one of the things im concenrating on playing  
 > with, in less then 10 mins I had a pilsbury(tm) dohboy model on  
 > my screen with exactly the types of output that i expected.  
 >  
 > Heres some insight on how they work:  
 >  
 >

Thanks for the info Greg, I'm sure many other IML subscribers will be really interested in the new features of 4.0

I wonder how you became a beta tester and I wonder how many people other than you, GreG Tsadillas, and (I suspect) Tom Granberg ?? (By the way Tom; Love those pics on the Imagine 4.0 brochure... Ace!)

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... |
+-----+
```

Thread 152  
 ==> RETURN TO CONTENTS!<==

## 1.440 MSG-437 Subject: Re: No sniveling again

Subject: Re: No sniveling again  
 Date: Friday, 29 September 1995 20:28:12  
 From: "Anime a day..." <b7655@hopi.dtcc.edu>

-----  
 On Fri, 29 Sep 1995, DThompson wrote:

> I've noticed more whining on this list from people upset that the Amiga is  
 > no longer the platform of choice. GET A CLUE! Impulse didn't kill it and  
 > you're lucky that there are still programs that are being supported and  
 > upgraded. I too was a loyal Amiga supporter, but loyal doesn't mean stupid.  
 > Why are there people out there still trying to prove that anything on the  
 > Amiga even comes close to the speed of a Pentium. Quit wasting our time.  
 > You've already seen the benchmarks, give it a rest. Outside of the existing  
 > machines and some upgrades to 060's, the Amiga is dead. There, I said it,  
 > dead, dead, dead, dead, dead, dead! Sure it was a great machine, but it has  
 > been surpassed, and the Pentium line is just beginning, along with (Gasp!)  
 > NT workstations and SGI. Move on. You all sound like someones Grandfather,

Just because something is faster doesn't mean the slower one doesn't work anymore... I doubt that everyone who bought Windows 95 can justify that they really needed it; over what they had.

---

SGI systems are pretty quick too, so why are you wasting your time and money with a Pentium??

But now, let me try to inject a new direction...

Does anyone use Pixel Pro to convert from Imagine to Lightwave?? And if so, do they find that the axis gets moved when changing from Imagine to Lightwave?? Also, are there any other programs that convert objects from one to another??

thanks

Bill

(We're finally getting Toaster 4.0... and I can't wait till Imagine 4.0 shows up in the mailbox!!)

PS: I think the Amiga evolved just right with my needs, back when I had the time to play games, there were no better than Amiga games, and now with my time spent on CGI, I have all the tools to take me till the next gen of computing.. wher ARE those bio-chem memory chips?? ;'>

Thread 180  
==> RETURN TO CONTENTS!<==

## 1.441 MSG-438 Subject: No sniveling again

Subject: No sniveling again  
Date: Friday, 29 September 1995 21:45:39  
From: datctva@primenet.com (DThompson)

---

I've noticed more whining on this list from people upset that the Amiga is no longer the platform of choice. GET A CLUE! Impulse didn't kill it and you're lucky that there are still programs that are being supported and upgraded. I too was a loyal Amiga supporter, but loyal doesn't mean stupid. Why are there people out there still trying to prove that anything on the Amiga even comes close to the speed of a Pentium. Quit wasting our time. You've already seen the benchmarks, give it a rest. Outside of the existing machines and some upgrades to 060's, the Amiga is dead. There, I said it, dead, dead, dead, dead, dead, dead! Sure it was a great machine, but it has been surpassed, and the Pentium line is just beginning, along with (Gasp!) NT workstations and SGI. Move on. You all sound like someones Grandfather, unable to program a VCR and still insisting that the football players in his day were real men and better players and could kick the asses of today's players.

---



Well, no one will ever prove he's wrong because time has moved on and all the players are dead, just like the Amiga. This doesn't mean that any rational person doesn't know grandpa is full of it and has a problem dealing with reality.

Maybe a little bed rest and some prunes will help Grandpa and the rest of you. Then again, maybe it will just get you out of our hair.

Dave Thompson

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## 1.442 MSG-439 Subject: RE:RE:Create It...

Subject: RE:RE:Create It...  
Date: Friday, 29 September 1995 23:34:39  
From: NEWKIRK@delphi.com

-----  
Stephen G says, in part:

> Please don't take this as an attack against Amiga users or the  
>System but it is not Impulse forcing people to move to the PC platform. I  
>blame should be placed anywhere it should be on Commodore Management and t  
>inability to market their product efficiently. Fact is Every other 3D com  
>in the Amiga 3D market has been moving to the PC world except Aladdin. Im  
>sure Impulse would love to develop for Amiga if it would make them money.  
>Loyalty is an admirable quality and should be expected. However if it  
>doesn't put food on the table, can you really expect a small company to  
>continue developing the product?

Hear Hear! If Impulse would trust me with the source code (grin) to the Windows Imagine, I'd bet it is modular enough, with enough isolation from the rendering/support routines and interface/graphics routines that it could be made Intuition Style Guide compliant, or some such similar result. The problem they may face, is that the cost of writing such routines could overshadow the possible revenues it would bring in. Imagine is fantasatic, so is Amiga (personal opinion, no wars please) but Impulse is a company, and as such MUST make decisions based upon projected results. If Amiga users don't register, or don't upgrade, then the ONLY THING Impulse has to judge the potential market for future Amiga versions upon is an apparent lack of interest from the Amiga community, whether or not that is actually the case.

AMIGA IMAGINE LOVERS: If you want to push Impulse to continue Amiga Support, and make improvements on the Amiga version, YOU must convince them that as a corporation it would be worth their development time and money to do so: the #1 most visible form of this is upgrades and registration, bitching on the IML that Impulse is "abandoning" Amiga is heart-wrenching, possibly true, but accomplishes little (granted, Mike H & co see enough out here, that will factor in, but not strong). I've just gotten a new job, and guess what? Upgrade, with (for certain!) registration, even if I have to write the

---

registration info on a napkin for lack of a card, is in my near-term financial plans, ahead of many other things I actually NEED, not just desire. My 2 cents, if you wanna flame or bitch, go ahead, but keep it off the list, this is the IML, IMAGINE!!!

Joel NewKirk  
newkirk@delphi.com  
102627.1152@compuserve.com

Thread 103  
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## 1.443 MSG-440 Subject: Re: Create IT!!!

Subject: Re: Create IT!!!  
Date: Friday, 29 September 1995 23:34:55  
From: sgiff@airmail.net (Stephen Gifford)

-----  
>Because of faster times on the PC platform, I am thinking along the same  
>line as you. Impulse says there is more PC users upgrading, So they are  
>targeting that platform for optimizing and development. So it seems to me  
>that Impulse is forcing me to leave the amiga for the pc, unless I drop  
>Imagine all together.  
>Since there aren't going to optimize or improve the amiga version anymore  
>I dont know what to do. I have been a faithfull customer of Impulse for  
>at least 7 years, and have enjoyed using there products (firecracker is  
>cool).

I can certainly understand how you would be frustrated at the possibility of no future development of the Amiga version after all of these years. Especially for all of those people who have been with Impulse from the beginning. I can't really sympathize fully since I was never on the Amiga platform. However if you

read the brochure for 4.0, it clearly says that the future of Amiga Imagine is dependant on how many Amiga users upgrade. Right now the ratio is 3 to 1 PC to Amiga users. Please don't take this as an attack against Amiga users or the System but it is not Impulse forcing people to move to the PC platform. If the blame should be placed anywhere it should be on Commodore Management and their inability to market their product efficiently. Fact is Every other 3D company in the Amiga 3D market has been moving to the PC world except Aladdin. Im sure Impulse would love to develop for Amiga if it would make them money. Loyalty is an admirable quality and should be expected. However if it doesn't put food on the table, can you really expect a small company to continue developing the product?

I know the Amiga is a great machine, but Windows 95 has multitasking and so does Windows NT both of which are capable of running on very fast platforms. I am not trying to start a PC is better debate. Fact is every person regardless of platform is faced with buying a new machine every couple of years to keep up with the current software. When I purchased Imagine I bought it when it first came out for the PC. I spent \$450 to get 2.0 from some retailer out in CA,

---

because they were the only ones I could find that had it. Less than 2 versions later people could buy the same program for \$30 bucks or get it for free in a magazine. I am not complaining, simply making a point that nothing is truly fair when it comes to the reality of life.

By the way if anyone has any comments on my 2 contributions to the brochure I would appreciate hearing them. Unfortunately they cropped my name on the Clock so that no one can see it and the other Pic the Coke Sculpture is too small to see to see my name.

Like I said, please don't take this as an attack on Amiga or it's users. Just my perspective on the situation.

Stephen G.

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#### 1.444 MSG-441 Subject: Re: Re[2]: A pipe

Subject: Re: Re[2]: A pipe  
Date: Friday, 29 September 1995 23:35:11  
From: Paul Thompson <shinobi@gold.interlog.com>

-----  
> I've got this (mostly) setup and it works. I created a bulge that is based on  
a  
> sphere with the ends chopped-off; the ends flare so they create a smooth fillet  
t  
> into the tube/path.  
>  
> Only problem is that the bulge doesn't rotate to match the twisty path I  
> created. How can I do this? Thanks.

I haven't had a chance to check this out, but try "conform object to path".

Paul

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#### 1.445 MSG-442 Subject: Re: Imagine for SGI

Subject: Re: Imagine for SGI  
Date: Friday, 29 September 1995 23:56:44  
From: Falko@aol.com

---

---

In a message dated 95-09-29 04:36:47 EDT, you write:

>Subj:           Imagine for SGI  
>Date:           95-09-29 04:36:47 EDT  
>From:           ctromanh@uoguelph.ca (Catherine A Tromanhauser)  
>To:    imagine@email.eag.unisysgsg.com (Imagine Mailing List)  
>  
>  
>I saw an ad in a magazine recently stating that Imagine would soon be  
>released for the SGI Indigo family of computers. Does anybody know if  
>there's a version for the SGI Indy?  
>  
>Sully  
>  
>  
>

Last time I checked the SGI Indy is just a "baby" Indigo. Same processor family. My guess is if it works on one, it'll work on all SGI MIPS powered machines.

Falko

Thread                   298  
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## 1.446   MSG-443 Subject: Re: Bye, for now...

Subject: Re: Bye, for now...  
Date:     Saturday, 30 September 1995 00:50:21  
From:     Torgeir Holm <torgeirh@powertech.no>

---

On 10-Sep-95 16:03:58, Perry Lucas wrote:

>You do know that the Air Force is connected to the Net? You can probably  
>get your email forwarded to a military email address...

We don't get this option during the first eight weeks here in norway, but it's all been taken care of :) I'll still be on the list, just not as often as I'd like to...

Torgeir

Thread                   111  
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---

**1.447 MSG-444 Subject: You made that clock???**

Subject: You made that clock???  
Date: Saturday, 30 September 1995 02:26:59  
From: Fred Aderhold <fredster@netrix.net>

-----  
At 05:34 PM 9/29/95 -0500, you wrote:

>By the way if anyone has any comments on my 2 contributions to the brochure  
>I would appreciate hearing them. Unfortunately they cropped my name on the  
>Clock so that no one can see it and the other Pic the Coke Sculpture is to  
small  
>to see to see my name.

Wow! I saw your clock in the 3.0 brochure, and that's what sold me on  
Imagine in the first place. Photorealistic perfection! You should've gotten  
a commission. :)

I really like the Coke bottle too, do you have more of these on a web page  
somewhere? You should!

So, you're the guy to ask -

When you render a still, how to you get rid of the anti-aliasing jaggies?  
What resolution are the original pictures? I've noticed that 1024x768 looks  
better than 640x480, but how high do you have to go?

Again, great work...

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

Daddy, what does formatting drive C mean?  
-----

-=> RETURN TO CONTENTS!<==

**1.448 MSG-445 Subject: Star Wars objects**

Subject: Star Wars objects  
Date: Saturday, 30 September 1995 03:32:22  
From: Paul Thompson <shinobi@gold.interlog.com>

-----  
I need to find some Star Wars objects. Hopefully, too, someone has

---

created a StormTrooper object. Can someone point me in the right direction?

Thanks!  
Paul

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## 1.449 MSG-446 Subject: Re: TestSpeed

Subject: Re: TestSpeed  
Date: Saturday, 30 September 1995 03:56:35  
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

-----  
Hello Stephen, on Sep 29 you wrote:

> >> Re: Speed Test  
> >>  
> >> 640 x 480 Full Trace Mode  
> >> 7min. 58sec.  
> >>  
> >> 486-DX4-100 32 Meg Ram.  
> >> PCI Bus, w PCI Video Card  
> >> No preferences were changed to optimize render.

RB> >This won't be a fair comparison if the resolutions are different for the  
> >Amiga and PC. My sub-project was set at 640x512.

> 640 x 512 is not a standard aspect ratio for the PC. 640 x 480 is. I guess  
> I could try and do it though.  
>  
> s.g.

My point is that it doesn't matter what is standard, only that the resolution is the same for both platforms. The person who supplied the original test project probably just selected a Hires Lace preset instead of typing 640x480 into the sub-project box. He could have made it 800x600 so long as it's the same for everyone.

-- Bob

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## 1.450 MSG-447 Subject: Draco

Subject: Draco  
Date: Saturday, 30 September 1995 10:27:14

---

From: jbk4@ap.spa.psu.edu (The Prophet)

-----  
Does anyone know if Imagine will run on the Draco?  
It claims to be about 80% compatible. If the soft  
is system friendly & doesn't bang hardware then it  
should work. 450MIPs sounds promising.

Jaeson K.

```

  _ _ _ _ _      _ _ _ _ _      _ _      _ _ _ _ _
( | | \      ( / / \      ( )      _ / )
 ) | ) _      / / / _      /      ( X _ )
( | / ~ \ / \ _ ) / --- ~ / ) / ) / ) / ~ \ / \ _ ) / _
 ) 11 / 1 / \ _ ( /      ( /      ( _ / _ / / / \ _ ( _ )
( _ _ _ _ _ )      ( _ /      ( _ )

```

Jaeson Koszarsky

Amiga 3000+

-----  
cyberprophet@psu.edu

-----  
68040/30Mhz

jbk4@email.psu.edu

24Megs-1GIG

jason@chaos.ezgate.com

OS3.1

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## 1.451 MSG-448 Subject: Re: No sniveling again

Subject: Re: No sniveling again

Date: Saturday, 30 September 1995 12:51:41

From: Damon LaCaille <nomad@aloha.net>

-----  
On Fri, 29 Sep 1995, DThompson wrote:

> I've noticed more whining on this list from people upset that the Amiga is  
> no longer the platform of choice. GET A CLUE! Impulse didn't kill it and  
> you're lucky that there are still programs that are being supported and  
> upgraded. I too was a loyal Amiga supporter, but loyal doesn't mean stupid.  
> Why are there people out there still trying to prove that anything on the  
> Amiga even comes close to the speed of a Pentium. Quit wasting our time.  
> You've already seen the benchmarks, give it a rest. Outside of the existing  
> machines and some upgrades to 060's, the Amiga is dead. There, I said it,  
> dead, dead, dead, dead, dead, dead! Sure it was a great machine, but it has  
> been surpassed, and the Pentium line is just beginning, along with (Gasp!)  
> NT workstations and SGI. Move on. You all sound like someones Grandfather,  
> unable to program a VCR and still insisting that the football players in his  
> day were real men and better players and could kick the asses of today's  
> players.

> text cut <

>  
> Dave Thompson

It seems that this mailing list has definitely turned from Imagine help, to CPU whining/bashing. I for one would not mind if everyone just STOPPED complaining about the price. No matter how much you complain about the price of Imagine 4.0, or the lack of support for the Amiga, it really won't change Impulse's decision. They've quoted the price, they've laid down the law about Amiga support, what else is there?

I have personally gotten a LOT of information off of this mailing list that has already helped me with my 3-d rendering beginning projects. As a beginner I really enjoy reading professionals (or just enthusiasts) advice on Imagine. However, if the mailing list continues to be such a "whiner" area, I may have to unsubscribe for a few weeks until it passes. I really hate logging on and seeing 30 new messages every day, and only about 5 of them being related to help on Imagine.

Damon

Thread 437  
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## 1.452 MSG-449 Subject: Re: Create IT!!! (fwd)

Subject: Re: Create IT!!! (fwd)  
Date: Saturday, 30 September 1995 14:30:38  
From: Steve Gardiner <Steve@mg-plc.demon.co.uk>

-----  
Stephen Gifford wrote :

>  
>By the way if anyone has any comments on my 2 contributions to the brochure  
>I would appreciate hearing them. Unfortunately they cropped my name on the  
>Clock so that no one can see it and the other Pic the Coke Sculpture is too small  
1  
>to see to see my name.  
>  
>Like I said, please don't take this as an attack on Amiga or it's users.  
>Just my perspective on the situation.  
>  
>Stephen G.  
>

Stephen,

I love the Coke Sculpture as I have dloaded the orginal pic from CI\$ a few months ago and me and my mates at work have marvelled at it for all that time. I also downloaded the spark group from CI\$ and used it in a image for a presentation depicting the telephone wires between two telephone handsets. Many Thanks !! I liked the Carriage Clock but feel the glass looks a bit thin,

---



but that may just be the print process losing the detail. The gold and the wood grain look fabulous, though !!

Great work Stephen !

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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## 1.453 MSG-450 Subject: Imagine musings

Subject: Imagine musings  
 Date: Saturday, 30 September 1995 15:25:00  
 From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

-----

Someone posted a message with comments attributed to Mike H. about Windows 95 support. I lost the message, but if I remember it right he said that Win Imagine would not be written specifically for Win '95 because the sales numbers weren't high enough. This can't be right. I mean, what, sales are hovering in the 20 million mark after a month. How many functioning Amigas are there? Maybe 3 million? Was he saying someone who would pay \$1600 for Win Imagine optimized for Win '95 wouldn't pay \$90 to upgrade to Win '95? I think someone was pulling our chain here. That doesn't sound like Mike. One another note. I finally did get my "glossy brochure", and I looked all over it. I was disappointed to see no mention of the popup action bar in the Stage editor. Also, no mention of grouped object editing/manipulation in Stage. If I remember right, those features were supposed to be in 3.0. Have they been shelved for 4.0 too? Will they be available in Win Imagine? No flame. Just wondering if they got axed for some reason. I really would like to be able to move around individual parts of a grouped object in stage then be able to key frame the changes. /-----

```

_   _   _   _   | Mike van der Sommen          / _ / _ / _ / _ /
_   \ /   | Santa Barbara, Ca.                / _ / \ / /   / \ |
mike.vandersommen@caddy.uu.silcom.com      HAUS BBS (805-683-1388) |
Blackouts make for nice breaks in the day" \_____
----- =FE InterNet - GraFX Haus BBS - Santa Barbara, Ca
- (805) 683-1388
```

Thread 454  
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Ps. Thanks for all the nice sayings about my pic's in the brochure  
Tom Granberg

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## 1.456 MSG-453 Subject: Re: Glass making . . .

Subject: Re: Glass making . . .  
Date: Saturday, 30 September 1995 16:40:15  
From: Damon LaCaille <nomad@aloha.net>

-----

Hmmm, I'm pretty new to Imagine, but I'd imagine (no pun intended, heh) that using two glass layers might not be the right thing. How about making a single glass layer with a wider thickness, and a higher index of refraction?

```
[=====]
[      Damon L. LaCaille      |  A3000 @ 25MHz 10MB RAM / 540MB HD      ]
[=====]
[ Email - nomad@aloha.net      |  If you're not making 50 mistakes a day ]
[ WWW   - Be watching for my   |  then you're not trying hard enough! ]
[      WWW home page here!    |  *- IMAGINE - Why use anything else? *- ]
[=====]
```

On Sat, 30 Sep 1995 CoryJ44@aol.com wrote:

> Could anyone give me a hand on how to make a "thick glass" jar? I'm having a  
> tough time getting it to look convincing. I have a two-layer thing now, with  
> the inner layer being simply a scaled down version of the outer layer. I  
> assigned both layers the typical glass attributes, and I gave each layer a  
> refraction index of 1.05 . . . it's close, but has anyone else had better  
> luck with a different trick? I'd appreciate any help offered . . .  
>  
>  
> Cory

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## 1.457 MSG-454 Subject: Re: Imagine musings

Subject: Re: Imagine musings  
Date: Saturday, 30 September 1995 19:57:43  
From: RobSampson@aol.com

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In a message dated 95-09-30 12:46:15 EDT, you write:

>Someone posted a message with comments attributed to Mike H. about  
>Windows 95 support. I lost the message, but if I remember it right  
>he said that Win Imagine would not be written specifically for  
>Win '95 because the sales number weren't high enough. This can't  
>be right. I mean, what, sales are hovering in the 20 million mark after  
>a month. How many functioning Amigas are there? Maybe 3 million?  
>Was he saying someone who would pay \$1600 for Win Imagine optimized  
>for Win '95 wouldn't pay \$90 to upgrade to Win '95?

Well I certainly hope it is optimized for win95. I run AcadR13 which we were using under WFWG 3.11 as a win32 app. The speed increase when we started running it under win95 was very very noticable and I understand that when Acad becomes fully Win95 compliant with the c4 patch it will be faster still along with allowing longer file names. It would really not make any sense to write WinImagine to run under windoze 3.1 and loose the speed that 95 can bring it. Not to mention, that if it is not written correctly it could run slower on a P6 when they come out later this year.

Bob.....

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## 1.458 MSG-455 Subject: What will happen?

Subject: What will happen?  
Date: Saturday, 30 September 1995 22:44:56  
From: Carsten Bach <infoflex@inet.uni-c.dk>

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I don't know if it is just me, who haven't understood the mails the last weeks. But will there be new versions of Imagine for the Amiga, or even the DraCo. With or without new interface. And will it be possible to get a instant upgrade after version 4.0, if there comes anything for the Amiga. Or is the Amiga abandoned?

Arne Voigt  
Copenhagen Denmark

Hoping for a 040 optimized Imagine!

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