

Enterprise

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Chapter 1

Enterprise

1.1 Enterprise.guide 17-06-95

The Star Ship Enterprise[°]

An Imagine Object

modelled by

Trevor Morris

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[°] The Enterprise is © by Paramount Pictures.

1.2 What is all this stuff?

Introduction

First off I want to say that I know there are a lot of other Enterprise models out there, but I think that you will find this one is quite accurate and VERY

detailed AND IT HAS SAUCER SEPERATION CAPABILITIES!!

I started modelling this object on an A500 with 1M RAM (and had to preform all the complex slices on a friends A2000 with 9M RAM) using Imagine 0.9! When the ship was almost finished I bought an A3000/030 with 14M RAM and proceeded to labour away on the multitude of brushmaps.

Well, after sitting on my machine for the last two years, I am finally releasing this object to the masses. This project took about 1½ years (due to a significant amount of procrastination and never-ending brushmap drawing).

I rendered it in a one minute space animation and it looked really cool. I hope you can find a good (non-commercial) use for it as well!

At first I had no intentions of releasing this object, but since I no longer like it and never use it I thought I would package it up for ya. The reason that I'm no longer happy with it is because I want to build it better in LightWave (© NewTek) - you see this thing has lots of brushmaps and requires about 22M of RAM (I'm guessing, but 18M is not enough - see [Usage](#)), but you can render it on 14M if you are lucky (again see [Usage](#)). This is partly due to Imagine's lousy memory handling of brushmaps!! The object is, however, quick to render (since it has no textures...); about 5 to 20min per frame depending on how close you are (on an 030FP).

I also wanted to include a test object for quicker anim previews (which I actually started and then deleted), but I do not have the time. Surely you could make one ;)

The original archive should include the following directories and files:

brushmaps (dir)

enterprise.grp Enterprise.guide

Enterprise.jpg fog

fogmorph lights

lightsmorph

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1.3 brushmaps (dir)

brushmaps (dir)

backneck.brush backneckspine.brush

bridge.brush cargobay.brush

deflector.brush deflector2.brush

hullbottom.brush hulltop.brush

neckseperation.brush neckside.brush
neckspine.brush necktop.brush
saucerbottom.brush saucerbottombig.brush
saucertag.brush saucerthruster.brush
saucertop.brush saucertopbig.brush
shuttlebay.brush thruster.brush
thrusterlight.brush thrustertop.brush
underthruster.brush upperbridge.brush
wing.brush

1.4 System Requirements

System Requirements

Obviously Imagine is an assest (the latest version would be the best). And a SH*T-LOAD of RAM (I'm guessing about 22M)!

Bear in mind that this is the first Imagine object I built (I've built many since, but this was my first) and when I built it I had no idea it would get to the point where even I could not render it anymore!!

See [Usage](#).

1.5 Installation

Installation

I hardly think this archive requires an installation script (if you disagree, [contact me](#)). All you need to do is copy this stuff where you want it. Probably into one of two places: your objects directory in the Imagine drawer or into the Trashcan :(

NOTE: the brushmaps directory does not have to go within the dir/objects/ Enterprise drawer, however, it probably makes good sence (see [Usage](#)).

1.6 How to use this beast

How to use this beast

Well, as you may already have read in other parts of this document, you will need about 22M RAM (14M minimum) to render this thing!! Sorry, but this was my first Imagine object and I did not have any idea what I was doing :)

Anyway most experienced Imagine modellers will have no trouble with this thing except possibly figuring out how the hell the hierarchy is set up. Here is how I set it up:

The whole object (group) is called ENTERPRISE which joins the groups FOGAXIS (Fog Axis), SHIPCENTRALAXIS (Ship Central Axis), and LIGHTAXISOFF (Light Axis Off). The reason I have grouped three groups into another group is because I have designed this thing so that the lights can flash, the saucer can separate, the warp engines can flare up, and in order to save the groups in one file they all have to be attached (other than for those of you who just want to fly this thing around with no special effects, the only purpose behind the ENTERPRISE axis is to group everything for saving).

The fog axis is a group consisting of the left and right warp coil flares and can be morphed into the formorph group provided. For example when the ship warps and just before it stretches, the nassels (warp coils - please don't bother to send me useless mail correcting me on all my Trekkie Terminology as I do not give a sh_t - I built the object because I think it is cool) flare up and turn white. The fog and fogmorph group are the source and destination morph targets to perform this (mail me if you can't figure it out).

The lights and lightsmorph group work on the same principle, except that they just make the lights flash (use about a one second (30 frame) interval. Don't forget to morph from lights to lightsmorph and from lightsmorph back to lights instead of lights to lightsmorph and then from lights to lightsmorph again, as you want the lights to fade in and out as opposed to flash (sorry if this is confusing ;)).

Now, if you look at the attributes of the enclosed objects you will notice that most of them have brushmaps and for convenience I have defaulted them to an assign called brushmaps:. So all you have to do is put the whole brushmaps directory wherever you like and then assign it (i.e. assign brushmaps: work: 3d/imagine/objects/enterprise/brushmaps). I must also apologize for one or two of the brushmaps which are not antialiased, as I was doing this by hand and never got around to finishing the hulltop.brush and another one or two. However, I have no intention in finishing them so you are welcome to do them and send them to me if you like ;).

You may have noticed that there are two sets of saucer brushmaps: saucertop.brush, saucertopbig.brush, saucerbottom.brush, and saucerbottombig.brush.

The "big" images are for those of you with 22M+ RAM and the "not big" ;)) images are for those of you with at least 14M+ RAM (even with 14M you may have to run imagine from a shell to get enough RAM)!

To make the saucer separate, just group all the pieces which belong to the saucer together (don't forget to ungroup the lights and regroup the them to their appropriate parts of the ship - and if you want them to flash, you'll have to regroup the lightsmorph group into two separate groups). I've never

actually rendered an animation of the saucer separation, but I did render a few nice frames with the saucer coming off.

At this point I give you a word of CAUTION: if for whatever reason you decide to ungroup the ship and save it, note that there is an axis called EXTRANECKMAPS (Extra Neck Maps). Since Imagine is limited to 4 brushmaps per object and I needed 5 on the neck, I have parented an extra axis to the neck and applied the extra map using the Apply To Child option. So, you must FIRST group the NECK object and the EXTRANECKMAPS axis together with the EXTRANECKMAP axis as the parent and then proceed to group the rest of the object together!

Maybe the following tree diagram will help clarify some of the hierarchy:

ENTERPRISE -+--- LIGHTAXISOFF ----- a lot of spherical light objects

|

+--- SHIPCENTRAL AXIS -+--- EXTRANECKMAPS --- NECK

||

| +--- all ship pieces excluding some of the

| lights and the NECK and the FOG objs

|

+--- FOGAXIS -+----- LFOGOBJECT

|

+----- RFOGOBJECT

One last note about the ENTERPRISE axis - the axis is in the exact middle of the ship in all coordinate directions. It is also rotated at 45° on all axis and enlarged to make it easy to find...remember, it serves no purpose except to keep the ship together.

Well, I believe that is all. If you cannot follow any of this or you have any difficulties, [mail me](#).

1.7 Thanks to...

Thanks to...

· Carmen Rizzolo - nice objects and a helova background!

(The space station background is also an Imagine object by Carmen Rizzolo)

· Leo Davidson - for all his help/advice with my [MWB_DOpus5.lha](#)

· Marin "XEN" "Hutti" Huttenloher - for creating MWB!

· Roman Patzner - a hell of a guy and an amazing artist!

(Thanx for the icons!)

· Jan-Tore "SCAREMONGER" Eliassen - for his JTEMWB collections

· Richard "FOXX" Harris - for his FoxxIcons

· Øyvind Falch for the gorgeous grey-scale MWB images (and a cool idea)!

- Martin "GASTON" Rolfsmeyer
- Alisdair Walker
- Mikael Berglund, Eirik Bogsnes, John Cruise, Troy Davis, Gregory Donner, Michael Grubba, Olivier Tonino, Ivan Wheelwright and anyone else who sent me mail
- Mario Cattaneo Makes - for his TinyMWB Icons
- Timo C. Nentwig - for the beautiful EGS MWB icons
- all other icon artists on the globe!!

1.8 Distribution

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1.10 History

History

Release 1:

- First release (everything was new 8)

Please note (my apologies), I do not plan to release further updates of this archive except in the event of minor repairs, as I have ceased work on this model (for Imagine).

1.11 The Author

The Author

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If you find any problems with this archive (or any [one of my other archives](#)), or if you just can not figure something out then email me! I love to get email and I promise you that I will respond. Even a piece of mail to say I downloaded your archive and I (dis)like it.

1.12 Other archives by Trevor Morris

Other archives by Trevor Morris

· MagicWBStuffX.lha - this archive contains about 1.3M of MagicWorkbench icons, nice background images and patterns (I really hope to have MagicWBStuff4.lha done pretty soon ;)

Look for this on Aminet in pix/icon.

· MWB_DOpus5X.lha - this archive contains a nice collection of MagicWorkbench-style icons for Directory Opus 5. Also, the guide file which accompanies this archive is full of invaluable hints and tips about setting up DOpus5!