IMAGINE MAILING LIST

COLLABORATORS

	TITLE : IMAGINE MAILING LIST		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		July 20, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

IMAGINE MAILING LIST

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                    This GUIDE File was generated by an
                     IMAGINE MAILING LIST PROCESSOR
                       Written By Joop van de Wege
                                © 1994

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|                                                                       |
| This is the Imagine Mailing List (imagine@email.sp.paramax.com) Archive #65 |
| covering messages from Aug 01 1995 to Aug 31 1995.                    |
|                                                                       |
| If you have any questions or problems with this file, E-mail J van de Wege  |
| at Joop.vandeWege@medew.ento.wau.nl                                   |
| To join the IML, send email to: imagine-request@email.eag.unisysgsg.com    |
| with the subject line : subscribe                                    |
|                                                                       |
|     Thanks goes to: Neil Miller for the Imagine Mailing List Processor      |
|                     Nik Vukovljak for the archives                   |
+-----------------------------------------------------------------------+
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Click--> 364   MSG- 163   Subject: Re:Re: lensflare
Click--> 365   MSG-  34   Subject: Re:Re:More Feminine Female
Click--> 366   MSG- 461   Subject: RE:Soccer ball
Click--> 367   MSG- 298   Subject: Re:Textures/States problem
Click--> 368   MSG- 278   Subject: Re:Textures/States problem
Click--> 369   MSG- 242   Subject: Re:Textures/States problem
Click--> 370   MSG- 217   Subject: RE:Veloctiy in v4.0 ???
Click--> 371   MSG- 405   Subject: RE:Veloctiy in v4.0 ???
Click--> 372   MSG- 435   Subject: Recent FAQ
Click--> 373   MSG- 439   Subject: Recent FAQ
Click--> 374   MSG- 450   Subject: Re: Recent FAQ
Click--> 375   MSG- 449   Subject: Re: Recent FAQ
Click--> 376   MSG- 198   Subject: Rendering Resolution
Click--> 377   MSG- 181   Subject: Rendering Resolution
Click--> 378   MSG- 171   Subject: Rendering Resolution
Click--> 379   MSG- 230   Subject: Re: Rendering Resolution
Click--> 380   MSG- 193   Subject: Re: Rendering Resolution
Click--> 381   MSG- 184   Subject: Re: Rendering Resolution
Click--> 382   MSG- 187   Subject: Re: Rendering Resolution
Click--> 383   MSG- 152   Subject: Retina problems
Click--> 384   MSG- 167   Subject: Re: Retina problems
Click--> 385   MSG- 473   Subject: Revolving light
Click--> 386   MSG-  21   Subject: Re: Re[2]: lensflare
Click--> 387   MSG-   5   Subject: Re: Re[2]: lensflare
Click--> 388   MSG- 155   Subject: Re: Re[2]: lensflare
Click--> 389   MSG-  12   Subject: Re: Re[2]: lensflare
Click--> 390   MSG- 320   Subject: Re[2]: Memory Constraints
Click--> 391   MSG- 361   Subject: Re[2]: Merge Points
Click--> 392   MSG- 394   Subject: Re[2]: Merge Points
Click--> 393   MSG-  80   Subject: Re[2]: Single sided mapping
Click--> 394   MSG-  93   Subject: Re[2]: Single sided mapping
Click--> 395   MSG-  45   Subject: Re[2]: texture preview
Click--> 396   MSG-  62   Subject: Re[2]: texture preview
Click--> 397   MSG- 267   Subject: Re[2]: Textures/States problem
Click--> 398   MSG- 307   Subject: Re: Re[2]: Textures/States problem
```

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Click--> 399  MSG-  98  Subject: Robotech robots
Click--> 400  MSG- 112  Subject: Re: Robotech robots
Click--> 401  MSG- 251  Subject: Rotoscoping
Click--> 402  MSG- 257  Subject: Re: Rotoscoping
Click--> 403  MSG-  17  Subject: Run Imagine under W95
Click--> 404  MSG- 414  Subject: Selective "UNPICK"
Click--> 405  MSG- 132  Subject: Ship Textures and Lightwave Lens-Flares In  ←
   Imagine
Click--> 406  MSG-  49  Subject: Shredding with brushmaps
Click--> 407  MSG- 153  Subject: Siggraph Imagine user meet!
Click--> 408  MSG-  19  Subject: Single sided mapping
Click--> 409  MSG-  95  Subject: Re: Single sided mapping
Click--> 410  MSG- 157  Subject: Re: Single sided mapping
Click--> 411  MSG-  89  Subject: Re: Single sided mapping
Click--> 412  MSG- 105  Subject: Re: Single sided mapping
Click--> 413  MSG- 142  Subject: Re: Single sided mapping
Click--> 414  MSG-  37  Subject: Re: Single sided mapping
Click--> 415  MSG- 127  Subject: Re: Single sided mapping
Click--> 416  MSG- 262  Subject: Slice
Click--> 417  MSG- 310  Subject: Re: Slice
Click--> 418  MSG- 314  Subject: Re: Slice
Click--> 419  MSG- 335  Subject: Re: Slice
Click--> 420  MSG- 318  Subject: Re: Slice
Click--> 421  MSG- 274  Subject: Slow Rendering With Fog!
Click--> 422  MSG- 326  Subject: Small & Big Bones
Click--> 423  MSG- 327  Subject: Small & Big Bones
Click--> 424  MSG- 375  Subject: Something about Dust...
Click--> 425  MSG- 202  Subject: Sparkles
Click--> 426  MSG- 338  Subject: Speaking of the Melt utility
Click--> 427  MSG- 131  Subject: Splash
Click--> 428  MSG-  92  Subject: Re: Spline Int.
Click--> 429  MSG-  70  Subject: Re: Spline Int.
Click--> 430  MSG- 404  Subject: Straight phong highlights
Click--> 431  MSG- 406  Subject: Re: Straight phong highlights
Click--> 432  MSG- 136  Subject: T3dInfo beta testers
Click--> 433  MSG-  39  Subject: Re: Tear Drop Quickie
Click--> 434  MSG-  38  Subject: Re: Tear Drop Quickie
Click--> 435  MSG-  16  Subject: Re: Tear Drop Quickie
Click--> 436  MSG-  23  Subject: Texture preview
Click--> 437  MSG- 300  Subject: Texture Preview
Click--> 438  MSG- 289  Subject: Texture Preview
Click--> 439  MSG-  71  Subject: Texture preview
Click--> 440  MSG-  41  Subject: Re: Texture preview
Click--> 441  MSG-  43  Subject: Re: Texture preview
Click--> 442  MSG-  20  Subject: Re: Texture preview
Click--> 443  MSG-  57  Subject: Re: Texture preview
Click--> 444  MSG-  33  Subject: Re: Texture preview
Click--> 445  MSG-  54  Subject: Re: Texture preview
Click--> 446  MSG- 203  Subject: Texture/States problem
Click--> 447  MSG- 487  Subject: The fractured dome
Click--> 448  MSG- 315  Subject: The Great Diamond Challenge - Great Diamonds at  ←
   Last !!!!
Click--> 449  MSG- 368  Subject: The mouse button fault
Click--> 450  MSG- 260  Subject: Tool Survey Results 8^(
Click--> 451  MSG- 322  Subject: Transition frames
Click--> 452  MSG- 341  Subject: Re: Transition frames
Click--> 453  MSG- 347  Subject: Re: Transition frames
```

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Click--> 454  MSG- 273  Subject: Tutorial on 3D LANDSCAPES
Click--> 455  MSG- 277  Subject: Re: Tutorial on 3D LANDSCAPES
Click--> 456  MSG- 266  Subject: Undocumented Textures/Effects
Click--> 457  MSG- 296  Subject: Re: Undocumented Textures/Effects
Click--> 458  MSG- 271  Subject: Re: Undocumented Textures/Effects
Click--> 459  MSG- 186  Subject: Upgrading...
Click--> 460  MSG- 119  Subject: Velocity scaling
Click--> 461  MSG- 162  Subject: Re: Velocity scaling
Click--> 462  MSG- 158  Subject: Re: Velocity scaling
Click--> 463  MSG- 164  Subject: Re: Velocity Scaling
Click--> 464  MSG- 161  Subject: Re: Velocity scaling
Click--> 465  MSG- 145  Subject: Re: Velocity scaling
Click--> 466  MSG- 146  Subject: Re: Velocity scaling
Click--> 467  MSG- 128  Subject: Re: Velocity scaling
Click--> 468  MSG- 206  Subject: Veloctiy in v4.0 ???
Click--> 469  MSG- 123  Subject: Viewpoint
Click--> 470  MSG- 109  Subject: Viewpoint Datalabs
Click--> 471  MSG-  40  Subject: Water Splash (was Re: Tear Drop Quickie)
Click--> 472  MSG-  77  Subject: Web browsing w/o SLIP
Click--> 473  MSG-  83  Subject: Re: Web browsing w/o SLIP
Click--> 474  MSG- 154  Subject: Web Page Moved
Click--> 475  MSG- 410  Subject: Where are you!
Click--> 476  MSG- 339  Subject: Will 4.0 support Picasso
Click--> 477  MSG-  24  Subject: Win95
Click--> 478  MSG- 312  Subject: Win95.
Click--> 479  MSG-  44  Subject: RE: Win95
Click--> 480  MSG- 416  Subject: Windows95
Click--> 481  MSG- 476  Subject: Re: Windows95
Click--> 482  MSG- 256  Subject: Wish list
Click--> 483  MSG- 252  Subject: Wish List
Click--> 484  MSG- 498  Subject: Re: Wish List
Click--> 485  MSG- 493  Subject: Re: Wish List
Click--> 486  MSG- 500  Subject: Re: Wish List
Click--> 487  MSG- 269  Subject: Re: Wish list
Click--> 488  MSG- 263  Subject: Re: Wish List
Click--> 489  MSG- 440  Subject: Re: Wish List
Click--> 490  MSG- 297  Subject: Re: Wish list
Click--> 491  MSG- 325  Subject: Re: Wish List
Click--> 492  MSG- 319  Subject: Re: Wish List
Click--> 493  MSG- 316  Subject: Re: Wish List
Click--> 494  MSG- 448  Subject: Re: Wish List
Click--> 495  MSG- 462  Subject: RE: Wish List
Click--> 496  MSG- 466  Subject: Re: Wish List
Click--> 497  MSG- 480  Subject: Re: Wish List
Click--> 498  MSG- 451  Subject: Re: Wish List
Click--> 499  MSG- 459  Subject: RE: Wish List
Click--> 500  MSG- 460  Subject: RE: Wish List
Click--> 501  MSG-  42  Subject: Wustl archives
```

1.4   MSG-1 Subject: Quick attribute prob

```
Subject: Quick attribute prob
Date:    Tuesday, 01 August 1995 01:15:00
From:    m.rubin9@genie.geis.com
```

I just tried using Quick Attributes (Amiga 3.3) for the first time.
It tells me that it "can't open object file" and then "error opening
attribute file."

The attribute files appear to be there – is this a known bug or is
there some kind of config gymnastics that I need to perform?

Floater

                                Thread   11
                        –=> RETURN TO CONTENTS!<=–

1.5   MSG-2 Subject: Re: Motion Blur Trick

Subject: Re: Motion Blur Trick
Date: Tuesday, 01 August 1995 01:31:06
From: RobSampson@aol.com

In a message dated 95-07-30 13:51:29 EDT, you write:

>Is it possible for us non compu$erve members to get this flc?
>
>If Jay sets up that ftp site he offered to, maybe some kind compu$erve
member
>would upload all these goodies there, so the rest of the Imagineers can
drool
>over them as well..

If we get a common site where all can share I'd be happy to send some of this
stuff. I tried uploading one of the Impulse motion blur pics done with the
4.0 beta to AOL but they seemed not interested in posting it. AOL seems to
have some abitrary standards for what they will or won't display and they
don't even leave mail on why they won't put something up. But for all the
Imagineers out there, GreG tsadillas's prop.flc is something you gotta see.
 If you know a CIS member personally get them to download it for you.

Bob.........

                                Thread   35
                        –=> RETURN TO CONTENTS!<=–

1.6   MSG-3 Subject: Animated map requestor problems

Subject: Animated map requestor problems
Date: Tuesday, 01 August 1995 02:24:57
From: David Nix <WRNIX@uga.cc.uga.edu>

Ok, so I dont always listen when it isnt my problem.

Would some kind soul please refresh my memory on how you get a sequence of
files to work as an animated map in the Attribute requestor? I seem to
recall some wierd workaround. Im using v.3.3 on the Amiga.

Global backdrop animations work fine, the prob is just in the Attribute
requestor.

Thanks,

Dave

                         Thread   32
                   -=> RETURN TO CONTENTS!<=-

1.7   MSG-4 Subject: Aspect ratio

Subject: Aspect ratio
Date: Tuesday, 01 August 1995 02:32:00
From: w.graham6@genie.geis.com

Keep your pixel aspect ratio at 1:1, the other post was correct, film recorders
do need square pixels. But much of the software driving those recorders cannot
deal with imagery in sizes other than that of slides, i.e., 5x3, or any
multiple of 5x3. So you may have to matte your rendered pix into a 1000x600 or
whatever solid colored bitmap to satisfy the service bureau. At least, that's
what I usually do when having my Amiga output to film. Most of those places
around here are Mac based, and I suspect a user problem, but I could be wrong.
Some service bureaus have Photoshop capable people who can matte your picture
for you, but they usually charge for that service. Good luck!...Bill Graham

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

1.8   MSG-5 Subject: Re: Re[2]: lensflare

Subject: Re: Re[2]: lensflare
Date: Tuesday, 01 August 1995 03:41:34
From: jprusins@cybergrafix.com (John Prusinski)

```
          --------------------------------------------------------------------------
>
>     I don't think it's so ironic that we like to create lensflares on our
>     digital images.

I agree; the ironic thing is that since we now have such a long tradition of
accepting photography as a "realistic" depiction of the phenomenal world, we
have come to see the artifacts of photography as visual authentication of
the reality of a subject.  That's why effects like lens flares and
depth-of-field seem to add that touch that make our invented worlds more
believable.
Want to bet that the day will come when artists deliberately add "computer
graphics" artifacts to a picture to increase the sense of realism?

John

  _____
| "The next great step toward a planetary holism is a      |
|    partial merging of the technologically transformed    |
|    human world with the archaic matrix of vegetable      |
|    intelligence that is the Overmind of the planet."     |
|                                              -Terence McKenna        |
|_____|
```

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

1.9   MSG-6 Subject: LOCK TO STATE

```
Subject: LOCK TO STATE
Date:    Tuesday, 01 August 1995 03:50:31
From:    ALorence@aol.com


          --------------------------------------------------------------------------

>> Is there an easy way (or ANY way) to keep a texture or brush from changing
as
>> parts of the object move?

I had tried the LOCK TO STATE option before, but it didn't work.  I didn't
realize that it had to be locked to the FIRST state.  Works fine when I do it
that way.  Thanks to all who replied.

Alan.
```

                         Thread   354
                   -=> RETURN TO CONTENTS!<=-

1.10   MSG-7 Subject: Group can't be colored

Subject: Group can't be colored
Date: Tuesday, 01 August 1995 04:01:46
From: ALorence@aol.com

I've just experienced a very frustrating problem: I created 2 spline objects
using LOAD FONT, then added points to extrude them, saved the points (2
separate objects), went to the detail editor, loaded the objects, added an
axis, and grouped everything with the axis as the parent. I then started
messing with the attributes. Everything was fine: I changed base color,
added/dropped textures, quickrendered many times, then all of a sudden, the
object would no longer hold its color. Textures showed up colored, but
without a texture the objects were white!

If I select an individual letter I can change it's color ok, but the whole
thing -- nothing! I tried reloading the group, quitting and restarting
Imagine, but it's always white. What happened?

I'm using PC v3.3. Thanks.

Alan.

                         Thread   13
                    -=> RETURN TO CONTENTS!<=-

1.11   MSG-8 Subject: More Feminine Female

Subject: More Feminine Female
Date: Tuesday, 01 August 1995 05:15:12
From: Broctune@aol.com

To all those who have Crestline's Humanoid package, and who don't really like
the face of the female, here are a few tips I have come up with to make it
look better.

First the skin, I like to use the quick attribute flesh than turn down the
specularity so it's not so shiny. Next make the lips a nice red, and eyeliner
a dark blue or black.
Next comes the eyebrows. Go into pick point mode and multi select the two
eyebrow subgroups and scale them down a bit, now that they are small, rescale
them out lenghtwise to get that thin eyebrow look. now pick just the left one
and rotate it in about 11.40 degrees and move it in place to where it looks
good. Do this also to the right one.
Now the lips. pick the subgroup lips scale it down, then sscale it up
lenghtwise, not too much though. Now move it forward a little. After this is
done pick the two points in the subgroup at the top of the lips that form the
arch by the bottom of the cleft pallette. move these up to give the lips that
full look like lipstick was applied. Now you may want to tweak the dip

between these to points by using smoth fracture or somthing.
Next the nose. The nose is kind of hard because I can't really explain it
that well. but you want to make it smaller but not on the verticle axis. also
you want to move some points around to get the nostrils to come out a little
more.and make it have a more defined shape.

On the eyebrows I like to use a fuzz texture with a big Z and X axis.
Hope this helps.

P.S. Save your work between the modifications in case you mess up.

                              Thread   2
                        -=> RETURN TO CONTENTS!<=-

1.12   MSG-9 Subject: Re: Quick attribute prob

Subject: Re: Quick attribute prob
Date: Tuesday, 01 August 1995 07:49:48
From: Scott F Tracy <sftracy@winternet.com>

>
>
> I just tried using Quick Attributes (Amiga 3.3) for the first time.
> It tells me that it "can't open object file" and then "error opening
> attribute file."
>
> The attribute files appear to be there - is this a known bug or is
> there some kind of config gymnastics that I need to perform?
>
> Floater
>

My guess is your using an Amiga? If thats the case go into Preferences go
down to the attributes path "ATPT" line, click on the line and change it
from "attribs\quick" to "attribs/quick". Had the same problem when I got
3.3 :-)

                              Thread   52
                        -=> RETURN TO CONTENTS!<=-

1.13   MSG-10 Subject: CD model/textures libraries

Subject: CD model/textures libraries
Date: Tuesday, 01 August 1995 10:13:44
From: wilkinso@cambridge.scr.slb.com (Simon Wilkinson)

Hi.

Does anyone know of any CD-ROM texture or model libraries for Imagine that are
any good?

Thanks.

Si.

                             Thread   90
                       -=> RETURN TO CONTENTS!<=-

1.14   MSG-11 Subject: Re: Quick attribute prob

Subject: Re: Quick attribute prob
Date: Tuesday, 01 August 1995 10:32:17
From: bilboyce@iconz.co.nz (Bill Boyce)

>
>I just tried using Quick Attributes (Amiga 3.3) for the first time.
>It tells me that it "can't open object file" and then "error opening
>attribute file."
>
>The attribute files appear to be there - is this a known bug or is
>there some kind of config gymnastics that I need to perform?
>
>Floater
>
Check the prefs file. Some of the paths had \ (PC) instead of / (Amiga)
It's almost certainly the path that's the problem, anyway.

Bill Boyce

                             Thread   29
                       -=> RETURN TO CONTENTS!<=-

1.15   MSG-12 Subject: Re: Re[2]: lensflare

Subject: Re: Re[2]: lensflare
Date: Tuesday, 01 August 1995 10:40:29
From: bilboyce@iconz.co.nz (Bill Boyce)

>>

```
>>      I don't think it's so ironic that we like to create lensflares on our
>>      digital images.
>
>I agree; the ironic thing is that since we now have such a long tradition of
>accepting photography as a "realistic" depiction of the phenomenal world, we
>have come to see the artifacts of photography as visual authentication of
>the reality of a subject.  That's why effects like lens flares and
>depth-of-field seem to add that touch that make our invented worlds more
>believable.
>Want to bet that the day will come when artists deliberately add "computer
>graphics" artifacts to a picture to increase the sense of realism?
>
>John
```

Ahh, but some artifacts are actually inherent in the human eye, or of natural
causes - halo/ring around bright lights, either caused by ice crystals or
haze, and star effects, caused by eyelashes.
So it's not all artificial, or 'photographic'.

Oh, and depth of field is also inherent in human vision. Hold you finger in
front of your eye and focus on your monitor. Viola. Blurry finger.

Bill Boyce


```
                         Thread        320
                      -=> RETURN TO CONTENTS!<=-
```


1.16   MSG-13 Subject: Re: Group can't be colored

```
Subject: Re: Group can't be colored
Date:    Tuesday, 01 August 1995 10:44:09
From:    bilboyce@iconz.co.nz (Bill Boyce)
```

```
>I've just experienced a very frustrating problem:  I created 2 spline objects
>using LOAD FONT, then added points to extrude them, saved the points (2
>separate objects), went to the detail editor, loaded the objects, added an
>axis, and grouped everything with the axis as the parent. I then started
>messing with the attributes.  Everything was fine: I changed base color,
>added/dropped textures, quickrendered many times, then all of a sudden, the
>object would no longer hold its color.  Textures showed up colored, but
>without a texture the objects were white!
>
>If I select an individual letter I can change it's color ok, but the whole
>thing -- nothing!  I tried reloading the group, quitting and restarting
>Imagine, but it's always white.  What happened?
>
>I'm using PC v3.3.  Thanks.
>
>Alan.
>
I suspect you're just colouring (sorry - coloring) the parent axis. This won't
```

affect the children. When you select a group and do Attributes, you're actually
only changing the parent axis. Use 'Apply' once you've set the parent.

Bill Boyce

                                Thread   147
                        -=> RETURN TO CONTENTS!<=-

1.17   MSG-14 Subject: Re: Question for PC users

Subject: Re: Question for PC users
Date: Tuesday, 01 August 1995 11:55:05
From: Darryl_Lewis@comlink.mpx.com.au (Darryl Lewis)

 AL> Question for PC users: Has anyone noticed a 'problem' with mouse
 AL> movement in

 AL> v3.2 and 3.3? The 'problem' I'm seeing is the cursor pauses and
 AL> skips. This

Problems like this are usually caused by heavy CPU activity. On the PC ,
all I/O is channed through the one processor. If it is busy working on
somthing else, it doesn't update the screen as quickly as it should.
(the amiga uses seperate processors so now jumpy mice :-)

Darryl

-- Via DLG Pro v1.0

                #####\   _   /#####
                #( )# | _( )__ | #( )#
                ##### | /_   / | #####
                #" "# | ___m/I_ //_____ | #" "#
                # O # |____#-x.\ /++m\ /.x-#____| # O #
                #m.m# | /" \ ///###\\ / "\ | #m.m#
                #####/   ######/   \######   \#####

                                Thread   1
                        -=> RETURN TO CONTENTS!<=-

1.18   MSG-15 Subject: Re: ANIMATION PLAYER

Subject: Re: ANIMATION PLAYER
Date: Tuesday, 01 August 1995 12:14:22
From: tome@next.com.au (Tom Ellard)

>could someone tell me please what is the CHEAPEST animation recorder for
>the PC since I'm hoping to get a pentium pretty soon and do some good
>stuff on it. Something that of course campres to the PAR in quality of
>the picture...we're talking about 736 by 482 (I think) in 24bit, 30
>fraMES PER second.

Ooh you like it both ways :-) Cheap & Good.

OK I have a PAR and a MOVIE MACHINE. The PAR is beautiful, the MM is only OK
but it's still tonnes (metric) better than everything else I've looked at.
There's a new MM version 2 that has the specs you require. I saw it at
SMPTE, it was again no PAR, but quite desirable.

It has SVHS / Composite in/out.
It mixes two video channels, with 2d effects.
It records (here) 50 fields a second, 736 by 580, 4:2:2 at 13:1 compression.
Contact FAST Electronic in the USA.

Tom Ellard, Severed Communications Australia tome@next.com.au

                        Thread   60
                 -=> RETURN TO CONTENTS!<=-

1.19   MSG-16 Subject: Re: Tear Drop Quickie

Subject: Re: Tear Drop Quickie
Date: Tuesday, 01 August 1995 12:54:35
From: Richard Heidebrecht <rheidebr@freenet.niagara.com>

On Thu, 27 Jul 1995, Robert Byrne wrote:

> Hello Fernando, on Jul 26 you wrote:
>
> > > > Just found a QUICKY way to make a tear drop (water drop) shape. ...
>
> >   Well, do a drop is relatively easy. Hard to do is the effect of
> > the drop hitting the water (at least in 2.0 version). :(. Could
> > someone help me to create this easily?
>
> There are some old tutorials called The Imagine Compendium by Steve Worley
> and others on the LightROM CD. One of them is a tutorial on the Forms
> Editor and as it happens he describes how to make a water splash.
>
> I'll email it to you. If anyone else wants it and there are no objections
> I can post it here in a couple of days. It's about 4Kb uuencoded.
>
> -- Bob
>

Yes, PLEASE!

   ~Rick Heidebrecht~

                                Thread   23
                          -=> RETURN TO CONTENTS!<=-

1.20   MSG-17 Subject: Run Imagine under W95

Subject: Run Imagine under W95
Date: Tuesday, 01 August 1995 13:55:58
From: spack@mv.us.adobe.com

      Hi All,

      I struggled with getting Imagine to run under Windows 95 using the
      vague instructions someone posted from Compuserve. So here is a
      detailed, step by step tutorial!

      Running PC Imagine under Windows 95
      8/1/95

      This document describes the steps necessary for setting up Imagine 2.x
      or 3.x to run under Microsoft Windows 95. The information contained
      herein worked for me, your results may vary (unlikely), but do so at
      your own risk.

      Under Win 3.1, the user had one choice of a DOS box which could not be
      significantly modified by the user to allow Imagine to run. Windows
      95 is much more flexible in handling the DOS environment, allowing
      several types of DOS boxes and the ability to configure the DOS box's
      attributes as well as environment (drivers, environment variables,
      etc). The latter is the key to running Imagine under Windows 95. At
      this time it is not possible for Imagine to run in a DOS box while
      Windows 95 is also running. This is because Imagine does not conform
      to the DPMI memory standard for DOS applications. Instead, Imagine
      must be run using Windows 95 DOS compatibility mode, which requires
      that Windows 95 be exited. This eliminates the potential Imagine
      specific boot diskette or multi-boot DOS configuration, but does not
      allow multitasking.

      Steps: (Assumes Windows 95 and Imagine are installed)
      1. Navigate to the directory Imagine.exe is located in, using
          Explorer or the MyComputer icon.

      2. Click on the file 'Imagine' using the left mouse button. Then
          click the right mouse button. Move down the menu that appears and
          click on the 'Properties' menu item.

3. You will be presented with a window that contains several 'panes'.
    Click the 'Program' pane.

4. In the 'Cmd line:' field enter - "c:\command.com".

5. In the 'Working:' field enter the path to Imagine. Everything
    else can be left as it is.

6. Click on the 'Advanced' button at the bottom of the pane.

7. The 'Advanced Program Settings' dialog will appear. Here is where
    we will setup the DOS environemnt for Imagine.

8. Click the 'MS-DOS mode' checkbox.

9. Click the 'Specify a new MS-DOS configuration' checkbox. The
    'CONFIG.SYS for MS-DOS mode' and 'AUTOEXEC.BAT for MS-DOS mode'
    listboxes will now be filled with a suggested DOS environment.
    This may require editing, depending upon how your system was
    configured before installing Win95 (default environment). You may
    need to add lines as well depending on your hardware, i.e. a mouse
    or univesa display driver. What I list in the following steps is
    my own requirements and are for all purposes should be considered
    a minimum in order to get Imagine running.

10. In the "CONFIG.SYS" listbox, enter or edit to obtain the following
    (your paths may vary):
        DOS=HIGH,UMB
        DEVICE=C:\WIN95\HIMEM.SYS

11. In the "AUTOEXEC.BAT" listbox, enter or edit to obtain the
    following (again, your paths may vary):
        SET PROMPT=pg
        SET PATH=C:\WIN95\COMMAND;C:\IM33;
        C:\MOUSE\MOUSE.COM
        CD C:\IM33

12. Click 'OK'. Click 'OK' again.

You have completed the necessary steps to creating a suitable DOS
environment for Imagine! To run Imagine, double-click the 'Imagine'
file. Windows 95 will quit and the DOS mode will be entered. Type
"Imagine" and press 'return' to launch the actual application. You
can also add the 'Imagine' icon to the Start menu for convenience.
Consult the Windows 95 online help for assistance with this.

As I stated previously, these steps worked for me. You may have a
different environment and hardware needs that require
additional/different editing of your config.sys or autoexec.bat files.
You should be realize that all may not work as expected the first time
and that some 'tweaking' may need to be done. Good luck!

-Scott
spack@adobe.com

                              Thread   414

1.21 MSG-18 Subject: Re: CD model/textures libraries

Subject: Re: CD model/textures libraries
Date: Tuesday, 01 August 1995 14:12:16
From: Cedric Georges Chang <changc9@rpi.edu>

```
    ---------------------------------------------------------------------------
```

On Aug 1, 9:13am, Simon Wilkinson wrote:
>
> Does anyone know of any CD-ROM texture or model libraries for Imagine that
> are any good?
>

o Light ROM has about 100MB worth of PD Imagine objects of varying quality.
o 3DROM vol. 1&2 are two CD's compiled by Syndesis which include Imagine
  objects. I don't have these CD's, so I can't comment on the quality of
  the objects.
o Light Works is a CD of science fiction objects. I don't have this CD either
  but Amiga Computing gave it a good review.

There's an abundance of texture CD's out there. I have Texture City 100 which
I bought at a closeout price from Creative Computers. It has 100 high quality
textures, though none of them are set up to be used as repeatable brushmaps.
I have used them mostly as backdrops for title screens.

Cedric
--
```
-----------------------------------------------------------------------------
Cedric Chang              Mechanical Engineer            // Amiga 3000 '040
changc9@rpi.edu    Rensselaer Polytechnic Institute   \X/  CgFx/EGS Piccolo
-----------------------------------------------------------------------------
```

1.22 MSG-19 Subject: Single sided mapping

Subject: Single sided mapping
Date: Tuesday, 01 August 1995 15:43:00
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

```
    ---------------------------------------------------------------------------
```

Say, anyone know if there is a way to map only one side of aplane? If you rotate
 a flat plane, the inverse mapped image ison the back. Do I really need to extru
de the plane first, thenmap?Is everything double sided polygons in Imagine?=2E.j
ust checking if I'm missing the obvious somewhere?   /------------------------

```
----          ___   ___  ___   ___   | Mike van der Sommen                    /
 __  /__/ /__/ /_    \ /  | Santa Barbara, Ca.                  /___/ / \  /
 /  /     / \  | mike.vandersommen@caddy.uu.silcom.com    HAUS BBS (805-683-138
8)  |        "Irony can make revenge a welcome alternative"   _____
_____--- =FE InterNet - GraFX Haus BBS
 - Santa Barbara, Ca - (805) 683-1388
```

                              Thread   95
                        -=> RETURN TO CONTENTS!<=-

1.23   MSG-20 Subject: Re: Texture preview

Subject: Re: Texture preview
Date: Tuesday, 01 August 1995 16:20:57
From: Drew_Perttula@altabates.com

    >PS: I just RTFM and I guess that you do have to have an AGA machine
    >or a Retina. This definitely puts me into the whining and complaining

    That is not very cool. Opalvision puts out such a good API that I wish
    Impulse would make use of. You know, I haven't gone from 3.0 to 3.3
    yet....... Maybe I'll just D/L texturestudio.

                              Thread   57
                        -=> RETURN TO CONTENTS!<=-

1.24   MSG-21 Subject: Re: Re[2]: lensflare

Subject: Re: Re[2]: lensflare
Date: Tuesday, 01 August 1995 17:09:03
From: jprusins@cybergrafix.com (John Prusinski)

>X-UIDL: 807292705.016
>Date: Tue, 1 Aug 1995 21:40:29 +1200
>X-Sender: bilboyce@iconz.co.nz
>To: imagine@email.sp.paramax.com
>From: bilboyce@iconz.co.nz (Bill Boyce)
>Subject: Re: Re[2]: lensflare
>
>>>
>>>   I don't think it's so ironic that we like to create lensflares on our
>>>   digital images.
>>
>>I agree; the ironic thing is that since we now have such a long tradition of
>>accepting photography as a "realistic" depiction of the phenomenal world, we

>>have come to see the artifacts of photography as visual authentication of
>>the reality of a subject. That's why effects like lens flares and
>>depth-of-field seem to add that touch that make our invented worlds more
>>believable.
>>Want to bet that the day will come when artists deliberately add "computer
>>graphics" artifacts to a picture to increase the sense of realism?
>>
>>John
>
>Ahh, but some artifacts are actually inherent in the human eye, or of natural
>causes - halo/ring around bright lights, either caused by ice crystals or
>haze, and star effects, caused by eyelashes.
>So it's not all artificial, or 'photographic'.
>
>Oh, and depth of field is also inherent in human vision. Hold you finger in
>front of your eye and focus on your monitor. Viola. Blurry finger.
>
>Bill Boyce
>

Touche on the DOF point, although it seems to me that that effect is
generally more noticeable in photographs than in "reality". But what about
motion blur, the latest hot "artifact"?
Anyway, my point was really directed at those (notably Crowbar) who have
maintained that they can't understand why anyone would want to deliberately
introduce artifacts into computer renderings that are commonly considered
undesirable in other media. The reason is obviously that there is no such
thing as an inherently "undesirable" artifact; it depends solely on the
effect the artist is trying to achieve. And as a fairly common goal of 3D
computer graphics is to achieve a "photographic" appearance of reality,
photographic artifacts can in some cases be highly desirable. Ditto for
purely optical effects such as those you describe above.

John.

                            Thread   5
                      -=> RETURN TO CONTENTS!<=-

1.25   MSG-22 Subject: Re: Quick attribute prob

Subject: Re: Quick attribute prob
Date: Tuesday, 01 August 1995 20:05:00
From: m.rubin9@genie.geis.com

 >>I just tried using Quick Attributes (Amiga 3.3) for the first time.
 >>It tells me that it "can't open object file" and then "error opening
 >>attribute file."

 >>
 >Check the prefs file. Some of the paths had \ (PC) instead of / (Amiga)

>It's almost certainly the path that's the problem, anyway.

Yup, my version had the backslash. Thanks.

Floater

```
                        Thread           9
                  -=> RETURN TO CONTENTS!<=-
```


1.26   MSG-23 Subject: Texture preview

```
Subject: Texture preview
Date:    Tuesday, 01 August 1995 20:06:00
From:    m.rubin9@genie.geis.com
```


```
    ------------------------------------------------------------------------
```


Am I correct that with a standard ECS Amiga there is no way to see
any kind of texture preview in the new attributes requestor?
Everything remains ghosted for me. I do have both Picasso and Opal
boards, but they are definitely not supported for previewing. I can't
believe Impulse wouldn't default to 32 colors in that little window!

Floater

PS: I just RTFM and I guess that you do have to have an AGA machine
or a Retina. This definitely puts me into the whining and complaining
mood, since I already have 2 widely supported Amiga display boards.

```
                        Thread          300
                  -=> RETURN TO CONTENTS!<=-
```


1.27   MSG-24 Subject: Win95

```
Subject: Win95
Date:    Tuesday, 01 August 1995 21:16:07
From:    augioh4b@ibmmail.com
```


```
    ------------------------------------------------------------------------
```

```
--- Received from GITD.PSG024  4523                02AUG95  10.12
  -> IBMMAIL.INTERNET      IBMMAIL INTERNET               IBM
```


spack@mv.us.adobe.com,

Thanx for your informative proceedure for running Imagine in
Win95however I have always been curious wether rinning Win95
allow you to have virtual memory...any idea?

Also, I have noticed a posting from previous that imagine (V2.0
and probably V3.0+) can be run with the switch: /noxms ... (or is
it /noems ???). Have you tried this in Win95, it may allow you
for multitasking?

Thanx
Vic

                              Thread   312
                       -=> RETURN TO CONTENTS!<=-

1.28   MSG-25 Subject: Re: JPEG Pictures!!!{

Subject: Re: JPEG Pictures!!!{
Date: Tuesday, 01 August 1995 23:08:32
From: yrod@ozemail.com.au

I wouldn't mind small JPGs. What the hell, with 350 messages waiting for
me today, a few _little_ jpgs wouldn't hurt.
I've been on Compuserve a bit lately, and most of my time was spent
downloading the coolest renders by the likes of GreG tsdalis and Steve
Blackmon. Charles and others that also spend money with Compuspend could
only agree that seeing renders by legends, and other skilled
"renderbrants" (sorry Tom 8->) makes you want to go home, if your not
there already and try a few of your own renders. Hands up who has been
inspired by GreG's "Creation" or "Communion" or "Rage"!

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   31
                       -=> RETURN TO CONTENTS!<=-

1.29   MSG-26 Subject: Contests

Subject: Contests
Date: Tuesday, 01 August 1995 23:18:00
From: gareth.qually@tinder.iaccess.za (Gareth Qually)

I have just recieved the competition forms for the
Pixel Art Expo' Roma '95. It is a Italian competition

(obviously). The letter is a bit long to send, but here
is the address:

ASSOCIAZIONE CULTURALE TECNOPOLIS
Via L.V. Bertarelli n.27
00159 ROMA
ITALY

Basically you send in any animation, picture or music piece
you have on disks or video tape.

If anyone wants more info, call me.

Chow...

gareth.qually@tinder.iafrica.com
 * AmyBW v2.11 *
.... And where were YOU on 1 Aug 1995 around 23:47:40?

<div align="center">
Thread   287
-=> RETURN TO CONTENTS!<=-
</div>

1.30   MSG-27 Subject: Re: A message from Mike...

Subject: Re: A message from Mike...
Date: Tuesday, 01 August 1995 23:36:21
From: yrod@ozemail.com.au

Hi Ted and all,
I agree that opening up to third party support only makes programmes
stronger. Working in the Mac/pre-press area, I have seen programmes like
Photoshop & Quark go from strength to strength with open plug-in set-up.
Undoubtably the top programmes of their field, with many, many people
outside their respective organisations helping to keep them there with
great plug-ins.
In between major releases, there are still many new things to add to
these programmes that come from the third party people. Kais Power Tools
was one awesome "plug-in" for Photoshop. It could have been released as a
great programme within it's self. But implementing it as a plug-in for
Photoshop, Power Tools gained an aliance with an already great programme.
Could you imagine if Kais Texture explorer was a plug-in for Imagine?
Wow!!

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!"

<div align="center">
Thread   434
-=> RETURN TO CONTENTS!<=-
</div>

1.31   MSG-28 Subject: Re: JPEG Pictures!!!{

```
Subject: Re: JPEG Pictures!!!{
Date:    Wednesday, 02 August 1995 00:11:11
From:    Mike McCool <mikemcoo@efn.org>
```

```
> >inspired by GreG's "Creation" or "Communion" or "Rage"!
>
> GreG is simply the best there is with this program.  I've seen allot of
> people do allot of good stuff, but his and Blackmon's always seem the most
> impressive.


Obvious question:  where can one find Creation, Communion, Rage?  Are
they down on aminet?

Thanks.
```

                             Thread   56
                       -=> RETURN TO CONTENTS!<=-

1.32   MSG-29 Subject: Re: Quick attribute prob

```
Subject: Re: Quick attribute prob
Date:    Wednesday, 02 August 1995 01:31:24
From:    RobSampson@aol.com
```

```
In a message dated 95-07-31 21:24:17 EDT, you write:

>I just tried using Quick Attributes (Amiga 3.3) for the first time.
>It tells me that it "can't open object file" and then "error opening
>attribute file."
>
>The attribute files appear to be there - is this a known bug or is
>there some kind of config gymnastics that I need to perform?
>
>Floater


The path in the config file has to be correct for the quick attribs to work
correctly.  Check you config file and I'm sure you will find the problem.
Bob........
```

                             Thread   22
                       -=> RETURN TO CONTENTS!<=-

1.33   MSG-30 Subject: Re: JPEG Pictures!!!

```
Subject: Re: JPEG Pictures!!!
Date:    Wednesday, 02 August 1995 01:31:27
From:    RobSampson@aol.com
```

```
In a message dated 95-07-31 23:43:38 EDT, you write:

>I think an ideal solution would be a site for IML.art which could be
>accessed via ftp but I don't know what would be involved in setting
>this up. Pics could be held for a limited time then deleted, similar to
>Aminet/pub/private.
>
>-- Bob
```

Of course it would be up to the person providing the service but I think it
would be great to keep all the art except for things specifically uploaded
for comments and then deletion. In some cases it would be interesting to see
as a persons skills with the program progress over a couple of years. Once
again, this would be solely at the descretion of the person providing the
service.

Bob............

                            Thread   25
                       -=> RETURN TO CONTENTS!<=-

1.34   MSG-31 Subject: Re: JPEG Pictures!!!{

```
Subject: Re: JPEG Pictures!!!{
Date:    Wednesday, 02 August 1995 01:31:31
From:    RobSampson@aol.com
```

```
In a message dated 95-08-01 09:14:57 EDT, you write:

>Hands up who has been
>inspired by GreG's "Creation" or "Communion" or "Rage"!
```

GreG is simply the best there is with this program. I've seen allot of
people do allot of good stuff, but his and Blackmon's always seem the most
impressive.

                            Thread   28
                       -=> RETURN TO CONTENTS!<=-

1.35   MSG-32 Subject: Animation

```
Subject: Animation
Date:     Wednesday, 02 August 1995 01:46:20
From:     RobSampson@aol.com
```

Are there any windoze based programs which will allow taking files in tif or
tga like Imagine generates and making them into flc, fli, avi or whatever
othere formats are out there and allowing the addition of sound at the same
time? Approximate pricing would be appreciated as well.

Bob...........

```
                              Thread         46
                       -=> RETURN TO CONTENTS!<=-
```

1.36   MSG-33 Subject: Re: Texture preview

```
Subject: Re: Texture preview
Date:     Wednesday, 02 August 1995 02:17:18
From:     Cedric Georges Chang <changc9@rpi.edu>
```

On Aug 1, 7:06pm, m.rubin9@genie.geis.com wrote:
> Am I correct that with a standard ECS Amiga there is no way to see
> any kind of texture preview in the new attributes requestor?
> Everything remains ghosted for me. I do have both Picasso and Opal
> boards, but they are definitely not supported for previewing. I can't
> believe Impulse wouldn't default to 32 colors in that little window!

Promote Imagine 3.3 to a 256 color Picasso screen and set the Imagine
prefs options to 256 colors and you should be able to see the texture
preview. This works for me with my Piccolo card and CyberGraphX.
Of course screen refreshs won't occur properly when modeling, but that's
a different story (I wonder if there is any chance for an RTG option in
Imagine v4.0 where it would force Imagine to use legal OS calls for
screen drawing rather than the current hack-the-hardware-for-"best"-
perfomance method? It appears that it would be a pretty big deal to
implement; otherwise, I assume Impulse would have done it already).

For Impulse to support 32 colors in the texture preview mode on an ECS
machine, they would have to force the editors to be displayed in a low
res screen mode. Considering all the talk on IML about hacking
Imagine to higher res screens, I doubt many people would go for this
option. Impulse could have allowed for 16 color previews, but keep in
mind four of those colors are reserved for the interface, giving
only twelve open colors to work with. This probably isn't enough for
the small thumbnail preview.

I don't quite understand how the Opalvision card could help. I have
always thought of the Opalvision as a 24bit framebuffer with good
support for video work, not a general display device; hence, the video
slot it uses rather than a Zorro slot. Wouldn't Imagine running off
an Opalvision be slow? The texture preview is a "realtime" preview
that is intergrated into Imagine's interface, unlike quickrender which
generates a preview and dumps it to another screen that the
Opalvision/Firecracker can then support.

Cedric

--

Cedric Chang   Mechanical Engineer   // Amiga 3000 '040
changc9@rpi.edu   Rensselaer Polytechnic Institute   \X/ CgFx/EGS Piccolo
----

                         Thread   54
                     -=> RETURN TO CONTENTS!<=-

1.37   MSG-34 Subject: Re:Re:More Feminine Female

Subject: Re:Re:More Feminine Female
Date: Wednesday, 02 August 1995 02:42:09
From: Broctune@aol.com

   That sounds cool but will I have to buy a whole new package or will I be
able to upgrade. I haven't really gotten any information from Crestline
because I sent in my registration like a year ago and I still haven;t got any
word from them. Oh well thanx anyway. I just thought it would be a good idea
to lend my 2/100 dollar.

                         Thread   461
                     -=> RETURN TO CONTENTS!<=-

1.38   MSG-35 Subject: Motion Blur...

Subject: Motion Blur...
Date: Wednesday, 02 August 1995 03:35:13
From: Lumbient@aol.com

Hey...I was looking at a shadow today(sounds fun huh!) and realize that
shadows blur to! Will Imagine be able to handle blured shadows? E-MAIL me
directly, I'm no longer on the list. :(

                                        ---Lum

1.39   MSG-36 Subject: Re: CD model/textures libraries

Subject: Re: CD model/textures libraries
Date: Wednesday, 02 August 1995 04:25:29
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello Simon, on Aug 1 you wrote:

> Does anyone know of any CD-ROM texture or model libraries for Imagine that are

> any good?

I have LightROM Vol 1 and for the money, about AU$90, it's good value. Most
of the objects are LWave format and I've had trouble converting some but
the successful ones are quite good. Some have groups of faces with colours
in tact after the conversion, eg. the Tron LightCycle.

There are a limited number of pics I've used as brushmaps, backdrops etc,
but what's there is 24-bit and very useful.

An example of a good Imagine object(s) is a complete room full of
furniture, Hi-Fi system, table etc, all in fine detail.

A human hand created with a VertiSketch digitzer, I've animated this with
States very successfully.

BTW. the CD is full, 630+ Meg.

-- Bob

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

1.40   MSG-37 Subject: Re: Single sided mapping

Subject: Re: Single sided mapping
Date: Wednesday, 02 August 1995 05:00:43
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

```
     ----------------------------------------------------------------------
```

Hello Mike, on Aug 1 you wrote:

```
> Say, anyone know if there is a way to map only one side of a
> plane? If you rotate a flat plane, the inverse mapped image is
> on the back. Do I really need to extrude the plane first, then
> map?
```

Not long ago someone was making the pages of a book turn and had this
problem with mapping. You have to extrude the plane then you can make the
faces on one side a subgroup and restrict your map to it.

```
> Is everything double sided polygons in Imagine?
```

Apparently.

-- Bob

```
                            Thread        127
                      -=> RETURN TO CONTENTS!<=-
```

1.41   MSG-38 Subject: Re: Tear Drop Quickie

```
Subject: Re: Tear Drop Quickie
Date:    Wednesday, 02 August 1995 05:07:07
From:    rbyrne@3dform.edex.edu.au (Robert Byrne)
```

```
     ----------------------------------------------------------------------
```

Hello Mike, on Jul 31 you wrote:

```
> Hey Bob,
>
>     Thanks, you, for that reminder about the Imagine Compendium.
> I've had that one in the drawer for years, and I forgot what a wealth of
> helpful info it contains.
```

It's amazing how a lot of that material is still relevant years later.
If anyone comes across some of Carmen Rizzolo's objects (there are some on
Aminet), he often includes several good tutorials with them.

-- Bob

```
                            Thread         16
                      -=> RETURN TO CONTENTS!<=-
```

1.42   MSG-39 Subject: Re: Tear Drop Quickie

```
Subject: Re: Tear Drop Quickie
Date:    Wednesday, 02 August 1995 05:09:01
```

From: Duncan <dunc@eraser.demon.co.uk>

> On Thu, 27 Jul 1995, Robert Byrne wrote:
>
> > Hello Fernando, on Jul 26 you wrote:
> >
 > > > > Just found a QUICKY way to make a tear drop (water drop) shape. ...
> >
 i tried posting this before but it failed if you add a plane (default) and
go to the pick points (R/A 3) and select all points except the outer 2 or 3
rows and columns (drag box) then go to the conform menu and select conform to
sphere mess about with the values a bit you will eventually get a plane (flat
square thing ;) with a bubble/ball/sphere/round thing in the middle

 this can be very handy –with a bit of experimenting you can make some 'cool
stuff' –impulse talk

 Duncan

                              dunc@eraser.demon.co.uk

                              Thread   38
                          –=> RETURN TO CONTENTS!<=–

1.43   MSG-40 Subject: Water Splash (was Re: Tear Drop Quickie)

Subject: Water Splash (was Re: Tear Drop Quickie)
Date: Wednesday, 02 August 1995 05:42:57
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello All,

Here's that Water Splash tutorial by Steve Worley. It refers to some pics
which I don't have but it gives you an idea of how quickly you can put an
object together in the Forms Editor. I've made a complete monitor
(C= 1960) object almost solely in Forms, it's a very useful tool when you
get the hang of it.

Regards, Bob

--> ATTACHEMENT: Splash.lha <--
size 2889

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

```
                             Thread          77
                        -=> RETURN TO CONTENTS!<=-
```

1.44   MSG-41 Subject: Re: Texture preview

```
Subject: Re: Texture preview
Date:     Wednesday, 02 August 1995 05:54:41
From:     rbyrne@3dform.edex.edu.au (Robert Byrne)
```

```
        -------------------------------------------------------------------------
```

Hello Drew_Perttula, on Aug 01 you wrote:

> That is not very cool. Opalvision puts out such a good API that I wish
> Impulse would make use of. You know, I haven't gone from 3.0 to 3.3
> yet....... Maybe I'll just D/L texturestudio.

I was hoping that the texture preview would have had the option to redirect
to a file the same as a quickrender. Whenever a file is written as
RAM:quickrender my Opal board displays it automatically.

TextureStudio has this option, on an ECS Amiga it displays in HAM or you
can send the render to a file and see it in 24-bit on the Opal.
Excellent program.

-- Bob

```
                             Thread          43
                        -=> RETURN TO CONTENTS!<=-
```

1.45   MSG-42 Subject: Wustl archives

```
Subject: Wustl archives
Date:     Wednesday, 02 August 1995 12:55:06
From:     rgreb@emmetpub.demon.co.uk (Rob Caunt)
```

```
        -------------------------------------------------------------------------
```

I've finally managed to access wuarchive.wustl.edu, but can't seem to find
/systems/amiga/boing/video/imagine. The server tells me the directories
don't exist. Am I missing something here? Is there a mirror closer to home?
(UK). The Imperial College SunSite (src.doc.ic.ac.uk) only contains the
Aminet.

BTW, you guys generate a lot of mail... don't you have jobs to do? ;)

Thanks

Rob

                              -=> RETURN TO CONTENTS!<=-

1.46   MSG-43 Subject: Re: Texture preview

Subject: Re: Texture preview
Date: Wednesday, 02 August 1995 13:04:53
From: Roger Straub <straub@csn.net>

On Tue, 1 Aug 1995, Cedric Georges Chang wrote:

>
> I don't quite understand how the Opalvision card could help. I have
> always thought of the Opalvision as a 24bit framebuffer with good
> support for video work, not a general display device; hence, the video
> slot it uses rather than a Zorro slot. Wouldn't Imagine running off
> an Opalvision be slow? The texture preview is a "realtime" preview
> that is intergrated into Imagine's interface, unlike quickrender which
> generates a preview and dumps it to another screen that the
> Opalvision/Firecracker can then support.
>

Actually, the OV developer's pack (available on Aminet, I think) includes
sample code to render to an Opal screen(OpalBrot uses this). I'm not a
programmer, so I don't know how much time this would take, but Impulse
could have the texture REQUESTER open on a separate Opal screen if the
user wants it, and render the texture in 24bit.

> Cedric
>
> --
> --
> Cedric Chang   Mechanical Engineer   // Amiga 3000 '040
> changc9@rpi.edu   Rensselaer Polytechnic Institute \X/ CgFx/EGS Piccolo
> --
>

See ya,
     Roger

                              Thread   20
                        -=> RETURN TO CONTENTS!<=-

1.47   MSG-44 Subject: RE: Win95

```
Subject: RE: Win95
Date:    Wednesday, 02 August 1995 13:46:40
From:    Joe Cotellese <joec@Ensoniq.COM>
```

```
     ----------------------------------------------------------------------

spack@mv.us.adobe.com,                                                     =
     =20
                                                                          =
     =20
Thanx for your informative proceedure for running Imagine in             =
     =20
Win95however I have always been curious wether rinning Win95             =
     =20
allow you to have virtual memory...any idea?                              =
     =20

Windows 95 does have a virtual memory manager BUT it does NOT work with =
Imagine.  The only thing DOS compatibility mode will do for you is =
reboot your system into DOS.
                                                                          =
     =20
Also, I have noticed a posting from previous that imagine (V2.0          =
     =20
and probably V3.0+) can be run with the switch: /noxms ... (or is        =
     =20
it /noems ???).  Have you tried this in Win95, it may allow you          =
     =20
for multitasking?                                                        =
     =20
                                                                          =
     =20
It isn't an EMS/XMS compatibility problem.  I think the problem is that =
Imagine has it's own DPMI host that is incompatible with Windows.
```

```
                         Thread          416
                   -=> RETURN TO CONTENTS!<=-
```

1.48   MSG-45 Subject: Re[2]: texture preview

```
Subject: Re[2]: texture preview
Date:    Wednesday, 02 August 1995 13:48:50
From:    Drew_Perttula@altabates.com
```

```
     ----------------------------------------------------------------------
```

       All I know of the texture playground is what I recall from that posted
       screenshot, but it seems that previews on Opal could be implemented
       exactly the same as thumbnails in the opal file requester. For those
       who haven't bought their Opal cards yet :) the opal requester is a 16
       color hires screen just like imagine's (might be only 4 colors-- no
       matter) superimposed on an opal screen. The 24-bit graphics "shines
       through" holes of color 0 in the requester. Imagine could just make
       its background something other than 0 and use color 0 for the spot
       where the texture goes. Then it could just open an opal screen behind
       and draw the texture where it will be visible. uhhhh.... simple!

_____ Reply Separator _____

Subject: Re: texture preview
Author: Roger Straub <straub@csn.net> at ALTERNET
Date: 8/2/95 12:41 PM

On Tue, 1 Aug 1995, Cedric Georges Chang wrote:

>
> I don't quite understand how the Opalvision card could help. I have
> always thought of the Opalvision as a 24bit framebuffer with good
> support for video work, not a general display device; hence, the video
> slot it uses rather than a Zorro slot. Wouldn't Imagine running off
> an Opalvision be slow? The texture preview is a "realtime" preview
> that is intergrated into Imagine's interface, unlike quickrender which
> generates a preview and dumps it to another screen that the
> Opalvision/Firecracker can then support.
>

Actually, the OV developer's pack (available on Aminet, I think) includes
sample code to render to an Opal screen(OpalBrot uses this). I'm not a
programmer, so I don't know how much time this would take, but Impulse
could have the texture REQUESTER open on a separate Opal screen if the
user wants it, and render the texture in 24bit.

> Cedric
>
> --
> ---
> Cedric Chang   Mechanical Engineer   // Amiga 3000 '040
> changc9@rpi.edu   Rensselaer Polytechnic Institute \X/ CgFx/EGS Piccolo
> ---
>

See ya,
 Roger

                        Thread   62
                 -=> RETURN TO CONTENTS!<=-

1.49   MSG-46 Subject: Animation

```
Subject: Animation
Date:    Wednesday, 02 August 1995 14:06:00
From:    mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)
```

```
     ------------------------------------------------------------------------
```

```
-> From: RobSampson@aol.com->-> Are there any windoze based programs which will
allow taking files= in-> tga like Imagine generates and making them into flc, fl
i, avi or w=hat-> othere formats are out there and allowing the addition of soun
d at= th-> time?  Approximate pricing would be appreciated as well.Video for Win
dows is one. However you'll need to convert the tga ortifs to .BMP (DIB sequenci
als) first, but the shareware PaintShop Prowill do that. VFW's also supports 24-
bit animations and sound. If Iremember right VFW's is around $100 range.It's a p
retty cool toy.....especially if you have a video captureboard (which I do).   /
---------------------------            ___   ___  ___   ___   | Mike van der So
mmen                / __  /__/ /__/  /_   \ /  | Santa Barbara, Ca.
        /___/ / \  /  /  /     / \   | mike.vandersommen@caddy.uu.silcom.com
    HAUS BBS (805-683-1388)  |         "Irony can make revenge a welcome alte
rnative"  _____--- =FE  ↵
    InterNet - GraFX Haus BBS - Santa Barbara, Ca - (805) 683-1388
```

```
                        Thread        63
                   -=> RETURN TO CONTENTS!<=-
```

1.50   MSG-47 Subject: Greg's Pics

```
Subject: Greg's Pics
Date:    Wednesday, 02 August 1995 14:29:00
From:    mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)
```

```
     ------------------------------------------------------------------------
```

```
-> From: Mike McCool <mikemcoo@efn.org>->-> Obvious question:  where can one fin
d Creation, Communion, Rage?  =Are-> they down on aminet?Don't know the FTP site
, but you can see GreG Tsadilas' and SteveBlackmon's stuff at Shark's Cove Web S
ite.http://www.aloha.com/~sharky/index.htmlBon Appetit (whoever she is)....   /-
---------------------------            ___   ___  ___   ___   | Mike van der Som
men                / __  /__/ /__/  /_   \ /  | Santa Barbara, Ca.
        /___/ / \  /  /  /     / \   | mike.vandersommen@caddy.uu.silcom.com
    HAUS BBS (805-683-1388)  |         "Irony can make revenge a welcome alter
native"  _____--- =FE
InterNet - GraFX Haus BBS - Santa Barbara, Ca - (805) 683-1388
```

```
                        Thread        59
                   -=> RETURN TO CONTENTS!<=-
```

1.51   MSG-48 Subject: Feature request

Subject: Feature request
Date: Wednesday, 02 August 1995 14:51:00
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

Ok, Crowbar...and the rest of the Impulse (motorcycle) Gang. Ifyou're still read
ing the IML I'd like to request a feature(s).How about allowing default director
ies (ala PS Fonts) that you canconfigure in Preferences for Objects and Brushes?
 My IM3 partitionis getting so full I barely have room to render anims. It would
be nice to default to another partition and directory withouthaving to click my
way around the HD catacombs.Also, it would be nice to select single or double si
ded polygonsfor an object, if that's possible to do. It would make for morereali
stic explosions (or shreds) if maps or textures were onlyon one side of the poly
gon.Sank youberrymuch!   /---------------------------   ___   ___ __
_   ___ | Mike van der Sommen   / __ /__/ /__/ /_   \ / |
Santa Barbara, Ca.   /___/ / \ / / /   / \ | mike.vander
sommen@caddy.uu.silcom.com   HAUS BBS (805-683-1388) | "Irony can m
ake revenge a welcome alternative"   \ ←
                                                           --- =FE InterNet - ←
    GraFX Haus BBS - Santa Bar
bara, Ca - (805) 683-1388

                            Thread   190
                       -=> RETURN TO CONTENTS!<=-

1.52   MSG-49 Subject: Shredding with brushmaps

Subject: Shredding with brushmaps
Date: Wednesday, 02 August 1995 15:04:00
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

I remember sometime back there was a discussion about being ableto "shred" FX an
 object and keep a brushmap intact on the pieces.If I remember right, someone sa
id you could....another said youcouldn't.You can! And it's very impressive! I di
d a shred of a NintendoDonkey Kong Country SNES box with brush mapping and it tu
rnedout great!Bravo to Impulse for such a cool feature!! Now how about aShred to
 Particles FX? Whoa... :)   /---------------------------   ___   ___
 ___ ___ | Mike van der Sommen   / __ /__/ /__/ /_   \ /
 | Santa Barbara, Ca.   /___/ / \ / / /   / \ | mike.van
dersommen@caddy.uu.silcom.com   HAUS BBS (805-683-1388) | "Irony ca
n make revenge a welcome alternative"   _____
_____--- =FE InterNet - GraFX Haus BBS - Santa Barbara, Ca - (8
05) 683-1388

                            Thread   153
                       -=> RETURN TO CONTENTS!<=-

1.53   MSG-50 Subject: Re: Animation

```
Subject: Re: Animation
Date:     Wednesday, 02 August 1995 15:10:14
From:     Valleyview@aol.com
```

```
    -----------------------------------------------------------------------
```

A couple of options:

I'm not sure about adding sound to a flc file, but I know it can be done.

You can take an Imagine flc file and convert it to an avi file with Video for
Windows. You then can also add and edit wav files (sound) with VfW. I
believe it's free from their bbs or maybe their web page.

VfD (Video for Dos) is a shareware program (I think you can get it on AOL)
that lets you do video conversions and will make either flcs or avis out of
several differant format pics.

Rick

```
                        Thread          84
                   -=> RETURN TO CONTENTS!<=-
```

1.54   MSG-51 Subject: Imagine pc

```
Subject: Imagine pc
Date:     Wednesday, 02 August 1995 15:23:14
From:     Steven M Powell <afn27231@freenet.ufl.edu>
```

```
    -----------------------------------------------------------------------
```

Could someone please tell me the site that has the imagine guide for
windows i missplaced the note. I just unsubscibed to IML , so if you
could email direct to me. im going on vacation, and would like it for my
laptop. I will resubscibe when i return.
```
                        Thanks
                     Steven Powell
              afn27231@freenet.ufl.edu
```

    Render on

```
                        Thread         494
                   -=> RETURN TO CONTENTS!<=-
```

1.55   MSG-52 Subject: Quick Drapes/Curtains

Subject: Quick Drapes/Curtains
Date: Wednesday, 02 August 1995 16:10:30
From: Paul Thompson <shinobi@gold.interlog.com>

I'm not sure if this has been covered before.

If you want to create some simple yet eye-catching backgrounds try this:

Create a simple plane. Colour the plane as you like. This will be the
colour of your background. Apply the bumpnoiz texture. Make the X width
about 5%-10% of your plane width. Make the Z height anywhere from 50% to
200% of your object height. Render. Adjust the bumpadj factor to your
liking.

Making drawn curtains is just as easy.

Create a plane with many sections. Colour it to your liking or the
colour of the curtains in your home. (Plaid will NOT be acceptable).
Apply the same bumpmap trick as above. BTW, this plane will only be 1/2
of the total curtains, the left side in this example.

Create a state, tacking the texture in place and call it FLAT.

Now, let's say your plane is 50 units wide by 100 units high. Go into
Magnetism Setup. Make the radius of influence 49 units and the influence
at radius 10%. Using drag points, grab the bottom-right point and drag
it to the left and up a little bit. See how the "curtain" starts to
form? Shape it to your liking.

Once you've done that and you're happy with it, create another state.
Label it DRAWN, but be sure to check the SHAPE flag.

When you render the object in the DRAWN state, you see that the bumps
follow the contour of the drape. You can animate this to reveal a logo,
a stage, a window, whatever. Spruce it up a little as you like.

Happy rendering!

Paul

                        Thread   458
                   -=> RETURN TO CONTENTS!<=-

1.56   MSG-53 Subject: PC Imagine on Laptop

Subject: PC Imagine on Laptop
Date: Wednesday, 02 August 1995 16:50:58
From: spack@mv.us.adobe.com

```
           -------------------------------------------------------------------------
```

Hi Ho,

My laptop doesn't have a right ALT key, which makes using Imagine, well rather
unimaginable. Does anyone else share this problem? Is there a solution?
Perhaps a utility exists that will map the left-ALT key to the right? Please
let me know if you have any solutions. Thanks!

-Scott
spack@adobe.com

                              Thread   67
                         -=> RETURN TO CONTENTS!<=-

1.57   MSG-54 Subject: Re: Texture preview

Subject: Re: Texture preview
Date: Wednesday, 02 August 1995 17:24:18
From: jbk4@email.psu.edu (The Prophet)

Imagine should support colour modes between 16 and 256 colours, not
just those two, and not have options limited to only 256 mode. The
texture preview should be available for whatever the palette number
is, even if it is less than attractive.

Jaeson K.

```
  ____        ____           _        _
 ( |  \      ( /  \        ( )       _ / )
  )|   )_   __   /   /_  _  __  /    __  ( X_)
 ( |  /~ \ /\_)  /---~/ ) / )/   )/~\ /\_)   /  _
  )ll/  l/ \__ (/    (/    (_//__//  / \__   (___)
 (_____)        (___/         (___)
```

Jaeson Koszarsky   Amiga 3000+
----------------   -----------
cyberprophet@psu.edu   68040/30Mhz
jbk4@email.psu.edu   24Megs-1GIG
jason@chaos.ezgate.com   OS3.1

                              Thread   203
                         -=> RETURN TO CONTENTS!<=-

1.58   MSG-55 Subject: Re: Animation

Subject: Re: Animation
Date: Wednesday, 02 August 1995 18:13:14
From: Ronald_S._Harold@ccmail.anatcp.rockwell.com

```
     --------------------------------------------------------------------------

FROM too long. Original FROM is '"Ronald S. Harold" <Ronald_S._Harold@ccmail.ana
tcp.rockwell.com>'

--------------------- Original Message Follows  ---------------------


>-> From: RobSampson@aol.com
>->
>-> Are there any windoze based programs which will allow taking files in
>-> tga like Imagine generates and making them into flc, fli, avi or what
>-> othere formats are out there and allowing the addition of sound at th
>-> time?  Approximate pricing would be appreciated as well.

>Video for Windows is one. However you'll need to convert the tga or
>tifs to .BMP (DIB sequencials) first, but the shareware PaintShop Pro
>will do that. VFW's also supports 24-bit animations and sound. If I
>remember right VFW's is around $100 range.

>It's a pretty cool toy.....especially if you have a video capture
>board (which I do).

 IMHO: In order of preference ...

 VFW developer kit ... available as part of the 5foot 10 pack about $25
                      primitive but will get you there allows simple converting
                      of DIB files into avi files.  MS used to sell this for

                      about $100 but they no longer do, you might contact them

                      about current pricing. (might be cheaper than the pack).
                      AVI and Sound support but nothing special..
                      Imports AVI/FLI,FLC but exports only in AVI.

 Photomorph2       ... $70-$100 depending on the options
 (North coast SW)      http://cbix.unh.edu/ncs.htm (may be down)
                       No sound support but allows mixing, blue screen,

                       chromakey, warping, color manipulation and text

                       overlays (and more).  AVI output only, direct TGA in

                       (don't remember if it directly supports Imagines

                        compressed format or not)

 ULEAD Media Studio .. ~$350 http://www.seed.net.tw/~ulead/ms2.htm
                        An amazing program... audio/video mixing
                        Pro quality lots of special fx, direct support for
                        plug in's like Kai. Support for AVI,Quicktime
                        and I think FLI/FLC.  Big time support of sound
                        by marking,syncing and mixing and effects.

 Adobe Premere     .. ~ $600 http://www.adobe.com/Apps/Premiere.html
```

                         ULEAD is close to this but if you want the best ...

 IMHO if you can afford it and want to be serious get ULEAD, if your company is

 buying get Adobe, if you are playing around get Photomorph and VFW (for it's
 sound mixing). Corel V has a video editing program in it also but I don't know

 much about it (I have heard it's pretty primative).

 Prices are what I've seen in California at stores you can beat some through
 mail order and swaps...

         Ronald_S._Harold@ccmail.anatcp.rockwell.com

                         Thread   79
                    -=> RETURN TO CONTENTS!<=-

1.59   MSG-56 Subject: Re: JPEG Pictures!!!{

Subject: Re: JPEG Pictures!!!{
Date: Wednesday, 02 August 1995 18:38:13
From: RobSampson@aol.com

In a message dated 95-08-02 02:13:17 EDT, you write:

>Obvious question: where can one find Creation, Communion, Rage? Are
>they down on aminet?
>
>Thanks.

Greg has a home page for which I do not have the address anymore. I'm sure
someone on the list will post it however. If it does not show up in the next
day or so I will ask him over on CIS again and post it here.

Bob..............

                         Thread   425
                    -=> RETURN TO CONTENTS!<=-

1.60   MSG-57 Subject: Re: Texture preview

Subject: Re: Texture preview
Date: Wednesday, 02 August 1995 19:28:56
From: Charles Blaquiere <blaq@io.org>

> From: The Prophet <jbk4@email.psu.edu>
>
> Imagine should support colour modes between 16 and 256 colours, not
> just those two, and not have options limited to only 256 mode. The
> texture preview should be available for whatever the palette number
> is, even if it is less than attractive.

Agreed. Even with the lower color fidelity of a 16-color display,
Impulse should still allow everyone access to that real-time preview.
They may argue that this would make the preview worthless, but user
feedback tells me the preview isn't just used to see color, but also
texture orientation and size. The orientation bit holds strong
educational value for Imagine newcomers, who often struggle with
texture/object axis orientation; for them, seeing streaks on a flat
plane where they expected bath tiles, in the real-time preview, will
immediately warn them that something is wrong. This type of visual
information would hold up quite well with only 16 colors. So there you
go Mike, my humble argument why a 16-color preview would be useful.

                        Thread   33
                   -=> RETURN TO CONTENTS!<=-

1.61   MSG-58 Subject: Re: Greg's Pics

Subject: Re: Greg's Pics
Date: Wednesday, 02 August 1995 19:36:34
From: Sharky <sharky@websharx.com>

On Wed, 2 Aug 1995, Mike Vandersommen wrote:

>
> -> From: Mike McCool <mikemcoo@efn.org>
> ->
> -> Obvious question: where can one find Creation, Communion, Rage? Are
> -> they down on aminet?
>
> Don't know the FTP site, but you can see GreG Tsadilas' and Steve
> Blackmon's stuff at Shark's Cove Web Site.

```
>
> http://www.aloha.com/~sharky/index.html
>
```

There's a link there that goes to my server that has a more extensive
gallery of GreG's images, or go direct to his home page at

http://www.websharx.com/~greg

For those interested I've set up a temporary home page that has a copy of
the prop.zip file that contains the motion blur FLC that GreG did with a
beta version of Imagine.

http://www.websharx.com/~sharky

I'll try and get some of the demo images that folks have been talking
about and put them there until I can figure out how I'd like to
permanently house them. If you have a homepage and you are interested in
getting linked from websharx, just go to the root page and register using
the form available there and your link should be posted within 24 hours.

Aloha,
      Sharky

```
sharky@websharx.com              __   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!_____)~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

```
                         Thread          78
                     -=> RETURN TO CONTENTS!<=-
```

1.62   MSG-59 Subject: Re: Greg's Pics

```
Subject: Re: Greg's Pics
Date:     Wednesday, 02 August 1995 19:57:08
From:     Mike McCool <mikemcoo@efn.org>
```

```
    ----------------------------------------------------------------------
```

Hey Sharky,

       Thanks, you, for the tip. Unfortunately, I'm still using lynx to
do my websurfing,--and I'm afraid I couldn't figure out how to download
any of the files on Greg's home page. I've never had trouble with
netscape-based homepages before. I can't see all the groovy thumbnail
pix, but I can usually download some version of the file for viewing.
Not this time.

       I know: upgrade to amosaic. But hey, it's never been that big a

deal to me--not compared to ram and other hardware goodies much higher on
the priority list. Today was the first time I really felt locked out.
(Sniff).

```
                          Thread          58
                   -=> RETURN TO CONTENTS!<=-
```

1.63   MSG-60 Subject: Re: Animation

```
Subject: Re: Animation
Date:    Wednesday, 02 August 1995 20:03:41
From:    Jim Shinosky <tracker@en.com>
```

```
    -------------------------------------------------------------------------
```

I was looking for the same thing as you(animations with sound) and I wanted
it relatively cheap, but there wasn't anything cheap except for version 1.0
of Adobe Premiere which a few places advertised for around $100.
However, when I called them they didn't have 1.0, only 4.0. So, after
looking around for other programs, I ended up getting Premiere 4.0 for
about $400 - $450. It does just about everything you could ever want though.
With one exception, the PC version(as opposed to the Mac) doesn't offer a
good animation compression scheme. You end up having to use Cinepak(real
chunky) or Indeo(slower and a little on the lossy side). But I've hade some
real fun with it. One other thing, it comes with version 2.5LE of Photoshop
and even at a lower version than the latest one out(3.0) it's quite
impressive.

Jim Shinosky

On Tue, 1 Aug 1995 RobSampson@aol.com wrote:

> Are there any windoze based programs which will allow taking files in tif or
> tga like Imagine generates and making them into flc, fli, avi or whatever
> othere formats are out there and allowing the addition of sound at the same
> time? Approximate pricing would be appreciated as well.
>
> Bob...........
>

```
                          Thread          86
                   -=> RETURN TO CONTENTS!<=-
```

1.64   MSG-61 Subject: GOODSTUFF

```
Subject: GOODSTUFF
Date:    Wednesday, 02 August 1995 23:20:55
From:    Brian V Salisbury <bvs@viewpoint.com>
```

On 8/1/95, RobSampson@aol.com <RobSampson@aol.com> wrote:

>GreG is simply the best there is with this program. I've seen allot of
>people do allot of good stuff, but his and Blackmon's always seem the most
>impressive.

I agree. These guys are exceptionally talented.
I also think that Bill Graham fits into this category. I believe there is a
directory of his images at the aminet ftp site.

--
Brian Salisbury
bs@viewpoint.com
(801)229-3053

1.65   MSG-62 Subject: Re[2]: texture preview

Subject: Re[2]: texture preview
Date: Thursday, 03 August 1995 01:25:44
From: Charles Blaquiere <blaq@io.org>

I asked Mike about the lack of Firecracker24 support, and he said that
this was not an oversight on their part; the code is simply buggy at
this point, so they released 3.3 with Texture Playground Insta-Preview
disabled if you don't have a 256-color display. Since they're working on
it, perhaps they'll also have Opalvision support, too, when they release
a version of Imagine that allows FC24 displays in the texture preview.
You may want to drop Mike a note, asking about Opalvision support.

1.66   MSG-63 Subject: Animation Contests

Subject: Animation Contests
Date: Thursday, 03 August 1995 01:29:42
From: Charles Blaquiere <blaq@io.org>

> From: Chris Hall <cdhall@cityscape.co.uk>

>
>I am an up and coming animator and I would like to enter an animation
>contest or something. Are their any currently going on or is their a place
>where I can find out about some.

One great source of information is The Tessellation Times, a weekly
electronic newsletter published by the same wonderful people who bring
you 3D Artist magazine. Point your WWW browser to
http://www.3dartist.com, I believe, and explore from there. TESS, as
it's nicknamed, is e-mailed, so anyone can have access to it. They
always have a section on ongoing competitions.

                          Thread   15
                     -=> RETURN TO CONTENTS!<=-

1.67   MSG-64 Subject: Re: CD model/textures libraries

Subject: Re: CD model/textures libraries
Date: Thursday, 03 August 1995 01:35:21
From: Charles Blaquiere <blaq@io.org>

> From: Cedric Georges Chang <changc9@rpi.edu>
>
> On Aug 1, 9:13am, Simon Wilkinson wrote:
> >
> > Does anyone know of any CD-ROM texture or model libraries for Imagine
> that > are any good?
> >
>
> o 3DROM vol. 1&2 are two CD's compiled by Syndesis which include Imagine
>   objects. I don't have these CD's, so I can't comment on the quality of
>   the objects.

This month, Syndesis is having a closeout special on their CD-ROMs: get
3D-ROM vol. I and II, plus their Avalon archive snapshot, for $150 US.
You must mention you saw the offer in 3D Artist magazine.

The Avalon CD-ROM is being discontinued at the request of Viewpoint, who
have acquired the archive. I don't know if 3D-ROM will be available in
the future, although I see no reason why they shouldn't -- but since
they are included in the special offer, why not go for all three? I'm
giving myself a couple days' cooling-off period before I order them.

Buy the way, the 3D-ROMs come with printed guides showing greyscale
thumbnail renders of every object on the disc.

                          Thread   18
                     -=> RETURN TO CONTENTS!<=-

1.68   MSG-65 Subject: Re: Imagine 2.0: What a Discovery!

```
Subject: Re: Imagine 2.0: What a Discovery!
Date:     Thursday, 03 August 1995 01:43:20
From:     Charles Blaquiere <blaq@io.org>
```


```
    --------------------------------------------------------------------------

> From: Ron Saggers <ronsa@cix.compulink.co.uk>
>
> Is there an upgrade path from a /second user/ imagine 3.0?
> I bought the version 3.0 a few months back complete with disks and
> manual, but no reg card :}
```

You'll have to ask Mike Halvorson directly. Since you're in the UK, I
assume you'd rather send him free e-mail rather than phone him up. His
address is 76004.1767@compuserve.com.

<div align="center">
Thread   214
-=> RETURN TO CONTENTS!<=-
</div>

1.69   MSG-66 Subject: Layers

```
Subject: Layers
Date:     Thursday, 03 August 1995 01:48:43
From:     Charles Blaquiere <blaq@io.org>
```


```
    --------------------------------------------------------------------------

> From: Mike McCool <mikemcoo@efn.org>
>
> I'm such a know-all, I ignored the recent string about layers.  Is there
> a way to hide layers in the Project Editor?
```

No.

In Project, you automatically render everything defined in the Staging
file. This is to prevent "oopsie", left-the-lens-cap-on-the-camera type
errors.

You can always keep a backup of your Staging file, then delete all
unwanted layers by clicking on their name, in the Action editor's
leftmost column, with the Delete function activated.

P.S. Don't duplicate your Staging file as Staging.bak, since Imagine
temporarily uses that filename when Saving Changes. Staging.all would be
a good name, though.

1.70   MSG-67 Subject: PC Imagine on Laptop

Subject: PC Imagine on Laptop
Date: Thursday, 03 August 1995 01:58:31
From: Charles Blaquiere <blaq@io.org>

> From: spack@mv.us.adobe.com
>
> My laptop doesn't have a right ALT key, which makes using Imagine, well
> rather unimaginable. Does anyone else share this problem? Is there a
> solution? Perhaps a utility exists that will map the left-ALT key to the
> right? Please let me know if you have any solutions. Thanks!

Scott,

the other Scott, the one at Impulse, just wrote on CompuServe that in
3.3, the right Shift key works as an Alt, because of computers like
yours which do not have a right Alt key. Give it a try.

Of course, by doing so, he got some people upset, since the right Shift
key didn't work as a Shift key anymore. %^S

1.71   MSG-68 Subject: Phong errors, rotoscoping

Subject: Phong errors, rotoscoping
Date: Thursday, 03 August 1995 02:04:59
From: Charles Blaquiere <blaq@io.org>

> From: Tom Ross <rosst@unvax.union.edu>
>
> Can anyone explain the error message "setup phongs:weight error"? It
> occurs when I put my object (which has a brushmap sequence) more than
> once on the same timeline in the Action Editor, to have the sequence
> repeat again. I can get around this by putting the object in only once
> for the same amount of frames, but I'd rather not since this makes the
> sequence slow and jerky. The message suggests I could revise the object
> somehow to fix this?. . .

<GASP!>

I also got this error in June, and could find no way to get rid of it!
You're the first person I've seen who has also suffered the indignities
of that cryptic error message.

The only additional info I can share is this: I had to go back to
Imagine 3.0 to get rid of the problem; my object had no brushmap
applied, but did have two Actor bars (non-consecutive, though); and
finally, the PC version of Imagine 3.3 had no problem with my project.

I have a possible workaround for your problem: using Cut/Paste in the
Action editor, duplicate the entire contents of the offending object into
a new object area at the bottom of the list; delete the second Actor bar
from the original object, and the first Actor bar from the second object.
Since all other settings (position, slignment...) are the same, the
second object will behave exactly as it did when it was just an extra
Actor bar in the first object; but since they're now two separate
objects, Imagine shouldn't give you that Setup Phongs error anymore.

                        Thread   125
                   -=> RETURN TO CONTENTS!<=-

1.72   MSG-69 Subject: Question for PC users

Subject: Question for PC users
Date: Thursday, 03 August 1995 02:07:55
From: Charles Blaquiere <blaq@io.org>

> From: ALorence@aol.com
>
> Question for PC users: Has anyone noticed a 'problem' with mouse
> movement in v3.2 and 3.3? The 'problem' I'm seeing is the cursor
> pauses and skips.
>
> I am using a Logitech MouseMan Sensa with driver v6.43.

I have been told that Logitech mice do, ummm... "interesting" <g>
low-level things that cause Imagine to throw the occasional hissy fit. I
have also read that a user solved the problem by downloading a newer
version of the driver; a PC-literate friend of mine also suggested that
switching to a plain-vanilla driver, e.g. without some of the more
exotic mouse functions, could also help.

I don't have any more specific information than that, sorry. As of now,
my PC is still vapourware.

                        Thread   14
                   -=> RETURN TO CONTENTS!<=-

1.73   MSG-70 Subject: Re: Spline Int.

```
Subject: Re: Spline Int.
Date:    Thursday, 03 August 1995 02:13:29
From:    Charles Blaquiere <blaq@io.org>
```


```
        --------------------------------------------------------------------
```

```
> From: Robert Byrne <rbyrne@3dform.edex.edu.au>
>
> Basically, if you have set an object to move to two absolute positions
> (B,C) over 10 frames, spline interpolation will create a smooth arc that
> tweens between these positions.
```

```
In addition, I believe that spline interpolation also has an effect
along the time axis, making an object ease out of its "start" position
and ease-in to its "end" position, compared with the sudden, jerky
starts and stops associated with earlier computer animation.
```

```
                           Thread        404
                      -=> RETURN TO CONTENTS!<=-
```


1.74   MSG-71 Subject: Texture preview

```
Subject: Texture preview
Date:    Thursday, 03 August 1995 02:17:38
From:    Charles Blaquiere <blaq@io.org>
```


```
        --------------------------------------------------------------------
```

```
> From: m.rubin9@genie.geis.com
>
> Am I correct that with a standard ECS Amiga there is no way to see
> any kind of texture preview in the new attributes requestor?
> Everything remains ghosted for me. I do have both Picasso and Opal
> boards, but they are definitely not supported for previewing.
```

```
A few minutes ago, I wrote in a different thread that Firecracker24
support was supposed to be in the texture preview, but was left inactive
due to unresolved bugs. Impulse are now working on the problem. I have
no idea whether Opalvision will be supported like the FC24; it might be
logical to think so, since both boards are currently available for
renders and quickrenders. However, the texture preview render is a
different piece of code, so the fact that Opalvision is currently
supported does not automatically mean that it will work, in a future
version, in the texture preview. You should e-mail Mike Halvorson
directly to get the lowdown on Opal support. (And tell the IML, of course)
```

```
                           Thread         41
                      -=> RETURN TO CONTENTS!<=-
```

1.75   MSG-72 Subject: Re: PC Imagine on Laptop

```
Subject: Re: PC Imagine on Laptop
Date:     Thursday, 03 August 1995 11:39:37
From:     spack@mv.us.adobe.com
```


```
    --------------------------------------------------------------------------
```

```
>> My laptop doesn't have a right ALT key, which makes using Imagine, well
>> rather unimaginable.  Does anyone else share this problem?  Is there a
>> solution?  Perhaps a utility exists that will map the left-ALT key to the
>> right?  Please let me know if you have any solutions.  Thanks!
```

```
>Scott,
```

```
>the other Scott, the one at Impulse, just wrote on CompuServe that in
>3.3, the right Shift key works as an Alt, because of computers like
>yours which do not have a right Alt key. Give it a try.
```


```
YES! It works!  This is the best thing since VGA.  Thanks Charles, once again
you come through with good information.  All is well, the sun is shining, the
birds are singing...
```


```
-Scott
spack@adobe.com
```


```
                         Thread        387
                   -=> RETURN TO CONTENTS!<=-
```


1.76   MSG-73 Subject: Pc help

```
Subject: Pc help
Date:     Thursday, 03 August 1995 12:42:35
From:     Steven M Powell <afn27231@freenet.ufl.edu>
```


```
    --------------------------------------------------------------------------
```

```
The info on the windows help for Imagine does not work, this was the path--
uptown.turnpike.net/h/herbert
```

```
 The server does not have the /h/herbert. I did a search on that server
for imagine and no info was found. could someone check this or give me an
alternate place to find this file.
      thanks
 Steven Powell
afn27231@freenet.ufl.edu
```


```
                         Thread        328
```

1.77   MSG-74 Subject: Pc imagine help

```
Subject: Pc imagine help
Date:    Thursday, 03 August 1995 13:03:26
From:    Steven M Powell <afn27231@freenet.ufl.edu>
```

```
       ----------------------------------------------------------------------
```

Well I found the file I had been looking for. It is the windows guide for
imagine. The path I had did not work , Here is how to find it.
connect to the site--   uptown.turnpike.net
 then go to the CIVIC CENTER, then ART, then DIGITAL something I allready
forgot. You can get it from there. The file is called Beyond.zip and is
about 560k in size. Well hope it helps someone.
                                  The PHOENIX

                         Thread   53

1.78   MSG-75 Subject: Re: PC Imagine on Laptop

```
Subject: Re: PC Imagine on Laptop
Date:    Thursday, 03 August 1995 13:10:52
From:    RobSampson@aol.com
```

```
       ----------------------------------------------------------------------
```

In a message dated 95-08-02 20:48:42 EDT, you write:

>My laptop doesn't have a right ALT key, which makes using Imagine, well
>rather
>unimaginable. Does anyone else share this problem? Is there a solution?
>Perhaps a utility exists that will map the left-ALT key to the right?
 Please
>
>let me know if you have any solutions. Thanks!

I believe I remember reading on Compuserve that the shift key (one of them)
would function as an alt key but don't have any of the specifics. In anycase
it is worth a try.
Bob.............

                         Thread   72

1.79   MSG-76 Subject: PROBLEM with viewing image

Subject: PROBLEM with viewing image
Date: Thursday, 03 August 1995 14:29:00
From: lbryars@cix.compulink.co.uk (Lee Bryars)

Hi

I hope someone can help me. I've been using Imagine v.3 for a while now,
but only recently, when I create a quickrender or a raytrace and view it
I find that I am *zoomed* in somehow, it seems that the screen is viewing
320x240 pixels on the screen; so if I create a large image resolution I
am viewing a v.small portion of it in Imagine but can view it all fine in
PSP.

Can anyone help????

Cheers. Lee.

lbryars@cix.compulink.co.uk
lee-bee@dircon.co.uk
10260,2407@compuserve

                              Thread   126
                          -=> RETURN TO CONTENTS!<=-

1.80   MSG-77 Subject: Web browsing w/o SLIP

Subject: Web browsing w/o SLIP
Date: Thursday, 03 August 1995 14:33:00
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

-> From: Mike McCool <mikemcoo@efn.org>->-> Hey Sharky,->->   Thanks, you,
 for the tip. Unfortunately, I'm still using =lyn-> do my websurfing,--and I'm
afraid I couldn't figure out how to dow=nlo-> any of the files on Greg's home pa
ge. I've never had trouble with-> netscape-based homepages before. I can't see
 all the groovy thumb=nai-> pix, but I can usually download some version of the
file for viewi=ng.-> Not this time.I think it's because some Web pages require y
ou to VIEW the picture(using Netscape) then save it once displayed. That's how G
reg'spage works. Others just let you download it directly.If you don't have a SL
IP account, and you have Windows, you mightwant to check out ICOMM101.ZIP. It le
ts you graphically Web browseusing a plain old shell account. I've used it and i
t works great!Here's the description:Full feature graphical WWW browser - SLIP/P
PP not required.If you have a PC with Windows, a modem and an Internet shell acc

ount,= thyou are ready to surf the Internet using I-Comm. No fancy setup need=ed. ↩
   I-Comm has a "Mosaic look & feel" interface and can display pa
ges whi=lebackground downloading images. I-Comm also has a built-in full featu=
remodem communication program which allows user to switch between a mod=emcommun
ication program and browser by one button click.(..if you can't find it on the W
eb, I have it at GraFX Haus)   /------------------------------   ___   _
__ ___ ___ | Mike van der Sommen   / __ /__/ /__/ /_   \
 / | Santa Barbara, Ca.   /___/ / \ / / /   / \ | mike.
vandersommen@caddy.uu.silcom.com   HAUS BBS (805-683-1388) | "Irony
 can make revenge a welcome alternative"   _____
_____--- =FE InterNet - GraFX Haus BBS - Santa Barbara, Ca -
 (805) 683-1388

                         Thread   83
                    -=> RETURN TO CONTENTS!<=-

1.81   MSG-78 Subject: Re: Greg's Pics

Subject: Re: Greg's Pics
Date: Thursday, 03 August 1995 14:43:20
From: Sharky <sharky@websharx.com>

On Wed, 2 Aug 1995, Mike McCool wrote:

> Hey Sharky,
>
>   Thanks, you, for the tip. Unfortunately, I'm still using lynx to
> do my websurfing,--and I'm afraid I couldn't figure out how to download
> any of the files on Greg's home page. I've never had trouble with
> netscape-based homepages before. I can't see all the groovy thumbnail
> pix, but I can usually download some version of the file for viewing.
> Not this time.
>
>   I know: upgrade to amosaic. But hey, it's never been that big a
> deal to me--not compared to ram and other hardware goodies much higher on
> the priority list. Today was the first time I really felt locked out.
> (Sniff).
>

Hiya!

Not to worry....you can skip all the good stuff and get directly to the
files by:

http://www.websharx.com/~greg/images

There is no index.html file in this directory so the server will spit out
a directory listing of the filenames only. Not quite as glitzy as
netscrape, but you'll get direct download access to the files themselves.

Hope that helps! (shhhh don't tell anyone the secret eh?) :-)

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!_____)~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

                          Thread   7
                     -=> RETURN TO CONTENTS!<=-

1.82   MSG-79 Subject: Re: Animation

Subject: Re: Animation
Date: Thursday, 03 August 1995 15:45:19
From: tracker <@darhodes.demon.co.uk:tracker@en.com>

I was looking for the same thing as you(animations with sound) and I wanted
it relatively cheap, but there wasn't anything cheap except for version 1.0
of Adobe Premiere which a few places advertised for around $100.
However, when I called them they didn't have 1.0, only 4.0. So, after
looking around for other programs, I ended up getting Premiere 4.0 for
about $400 - $450. It does just about everything you could ever want though.
With one exception, the PC version(as opposed to the Mac) doesn't offer a
good animation compression scheme. You end up having to use Cinepak(real
chunky) or Indeo(slower and a little on the lossy side). But I've hade some
real fun with it. One other thing, it comes with version 2.5LE of Photoshop
and even at a lower version than the latest one out(3.0) it's quite
impressive.

Jim Shinosky

On Tue, 1 Aug 1995 RobSampson@aol.com wrote:

> Are there any windoze based programs which will allow taking files in tif or
> tga like Imagine generates and making them into flc, fli, avi or whatever
> othere formats are out there and allowing the addition of sound at the same
> time? Approximate pricing would be appreciated as well.
>
> Bob...........
>

                          Thread   482
                     -=> RETURN TO CONTENTS!<=-

1.83   MSG-80 Subject: Re[2]: Single sided mapping

Subject: Re[2]: Single sided mapping
Date: Thursday, 03 August 1995 17:05:09
From: Drew_Perttula@altabates.com

----

    it's not so bad... The effects of single sided polygons are not
    visible anyway. They're just for speed. Your exploding pieces (if I
    remember the original question correctly) would -disappear- half the
    time if they were single sided! You'd want another polygon on the back
    anyway like Robert was saying.

_____ Reply Separator _____

Subject: Re: Single sided mapping
Author: rbyrne@3dform.edex.edu.au (Robert Byrne) at ALTERNET
Date: 8/2/95 2:00 PM

Hello Mike, on Aug 1 you wrote:

> Say, anyone know if there is a way to map only one side of a
> plane? If you rotate a flat plane, the inverse mapped image is
> on the back. Do I really need to extrude the plane first, then
> map?

Not long ago someone was making the pages of a book turn and had this
problem with mapping. You have to extrude the plane then you can make the
faces on one side a subgroup and restrict your map to it.

> Is everything double sided polygons in Imagine?

Apparently.

-- Bob

                        Thread   93
                  -=> RETURN TO CONTENTS!<=-

1.84   MSG-81 Subject: Re: Animation

Subject: Re: Animation
Date: Thursday, 03 August 1995 17:06:02
From: jprusins@cybergrafix.com (John Prusinski)

```
>
>>-> From: RobSampson@aol.com
>>->
>>-> Are there any windoze based programs which will allow taking files in
>>-> tga like Imagine generates and making them into flc, fli, avi or what
>>-> othere formats are out there and allowing the addition of sound at th
>>-> time?  Approximate pricing would be appreciated as well.
>
>
```

My personal preference, although a bit on the pricey side at approx. $750,
is Autodesk's Animator Studio. This will (among other things) load 24-bit
sequential files and save them out in the .avi format of your choice; by
default it uses RLE encoding, which is fairly lossless and looks great.
It's also an excellent 2D animation program, including a very good 24-bit
paint program with which you can among other things draw across frames with
various paint tools or animated sprites (shades of Deluxe Paint) and apply
various image processing techniques over time, which makes it great for
adding special effects to your 3D animations. It also includes SoundLab,
for editing music and sound effects and syncing them to your animation, and
Scriptor, for combining several animations, stills, sounds, etc. into a
single presentation.

John.


```
                            Thread          50
                       -=> RETURN TO CONTENTS!<=-
```


1.85   MSG-82 Subject: Re: How To make a SUN?

```
Subject: Re: How To make a SUN?
Date:     Thursday, 03 August 1995 18:03:12
From:     Dylan Neill <dylann@pcug.org.au>
```

OK for all you people who wanted that sun thing, I must have deleted it
ages ago so I don't have it anymore, but I know I got it from the IML
archives, it is in one of these numbers 48-52. I can't get them myself so
maybe someone else will get them and tell everyone which one it is.

```
---
                            |\ /|
                             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/ |
 |_____|
```

1.86   MSG-83 Subject: Re: Web browsing w/o SLIP

Subject: Re: Web browsing w/o SLIP
Date: Thursday, 03 August 1995 18:51:13
From: Old_Man <sea_dog@yrkpa.kias.com>

You might also like to try SlipKnot , it has the same characteristics and=
=20
has been working well for me for six months.

On Thu, 3 Aug 1995, Mike Vandersommen wrote:

>=20
> -> From: Mike McCool <mikemcoo@efn.org>
> ->
> -> Hey Sharky,
> ->
> ->   Thanks, you, for the tip. Unfortunately, I'm still using lyn
> -> do my websurfing,--and I'm afraid I couldn't figure out how to downlo
> -> any of the files on Greg's home page. I've never had trouble with
> -> netscape-based homepages before. I can't see all the groovy thumbnai
> -> pix, but I can usually download some version of the file for viewing.
> -> Not this time.
>=20
> I think it's because some Web pages require you to VIEW the picture
> (using Netscape) then save it once displayed. That's how Greg's
> page works. Others just let you download it directly.
>=20
> If you don't have a SLIP account, and you have Windows, you might
> want to check out ICOMM101.ZIP. It lets you graphically Web browse
> using a plain old shell account. I've used it and it works great!
>=20
> Here's the description:
>=20
> Full feature graphical WWW browser - SLIP/PPP not required.
> If you have a PC with Windows, a modem and an Internet shell account, th
> you are ready to surf the Internet using I-Comm. No fancy setup needed.
> I-Comm has a "Mosaic look & feel" interface and can display pages while
> background downloading images. I-Comm also has a built-in full feature
> modem communication program which allows user to switch between a modem
> communication program and browser by one button click.
>=20
> (..if you can't find it on the Web, I have it at GraFX Haus)
>=20
>   /----------------------------   ___   ___ ___   ___
> | Mike van der Sommen   / __ /__/ /__/ /_   \ /
> | Santa Barbara, Ca.   /___/ / \ / / /   / \
> | mike.vandersommen@caddy.uu.silcom.com   HAUS BBS (805-683-1388)
> | "Irony can make revenge a welcome alternative"

```
>     _____
> ---
>  =FE InterNet - GraFX Haus BBS - Santa Barbara, Ca - (805) 683-1388
>=20
```

1.87   MSG-84 Subject: Re: Animation

```
Subject: Re: Animation
Date:    Thursday, 03 August 1995 19:30:28
From:    RobSampson@aol.com
```

In a message dated 95-08-03 12:54:23 EDT, you write:

>My personal preference, although a bit on the pricey side at approx. $750,
>is Autodesk's Animator Studio. This will (among other things) load 24-bit

Hehe thanks for the info but I don't do any of this stuff as anything more
than a hobby. I think that price tag is a bit out of reach (perhaps because
the old lady is chopping my arms off shorter everytime I try to make this my
most expensive hobby yet:). I appreciate the info though.

Bob..........

1.88   MSG-85 Subject: Re: Phong errors, rotoscoping

```
Subject: Re: Phong errors, rotoscoping
Date:    Thursday, 03 August 1995 21:00:35
From:    bilboyce@iconz.co.nz (Bill Boyce)
```

```
>> From: Tom Ross <rosst@unvax.union.edu>
>>
>> Can anyone explain the error message "setup phongs:weight error"? It
>> occurs when I put my object (which has a brushmap sequence) more than
>> once on the same timeline in the Action Editor, to have the sequence
>> repeat again. I can get around this by putting the object in only once
>> for the same amount of frames, but I'd rather not since this makes the
>> sequence slow and jerky.  The message suggests I could revise the object
>> somehow to fix this?. . .
```

```
>
><GASP!>
>
>I also got this error in June, and could find no way to get rid of it!
>You're the first person I've seen who has also suffered the indignities
>of that cryptic error message.
>
>The only additional info I can share is this: I had to go back to
>Imagine 3.0 to get rid of the problem; my object had no brushmap
>applied, but did have two Actor bars (non-consecutive, though); and
>finally, the PC version of Imagine 3.3 had no problem with my project.
-SNIP-
>
```

Brushmap sequences are definately a little buggy. I had a 136 frame sequence
which seemed to run through randomly after it had gone through the first time
ie after frame 136. Solution was to build the sequence up to the length of the
animation ie my imagine project was 250 frames, so I made the brushmap sequence
up to 250 frames.

Bill

                              Thread   304
                        -=> RETURN TO CONTENTS!<=-

1.89   MSG-86 Subject: Re: Animation

```
Subject: Re: Animation
Date:     Thursday, 03 August 1995 21:11:00
From:     tmarlar@america.com (tmarlar)
```

```
>In a message dated 95-08-03 12:54:23 EDT, you write:
>
>>My personal preference, although a bit on the pricey side at approx. $750,
>>is Autodesk's Animator Studio.  This will (among other things) load 24-bit
>
>Hehe thanks for the info but I don't do any of this stuff as anything more
>than a hobby.  I think that price tag is a bit out of reach (perhaps because
>the old lady is chopping my arms off shorter everytime I try to make this my
>most expensive hobby yet:).  I appreciate the info though.
>
>Bob.........
```

 3df/x from Asymetrix is relatively cheap, around $79.00 from mail order. It
will
import 3ds and dxf files directly and let you apply many textures and
special effects.
It comes with a good selection of 3d models to get you started. It also uses
truetype
fonts to make 3d objects so you can make some pretty impressive text. I wont
go into

all the features but it does animation (avi output), warping, shadow
generation, and
outputs in several resolutions and color depths, 1/4/8/16/24 bit. Output can
be wire-
frame,solid model,realistic,realistic with shadows,ray traced and ray traced
w/shadows,
single frame(snapshots) or animated. It uses drag and drop and,once you get
the hang of
it, is fun to use.

                              Thread   81
                        -=> RETURN TO CONTENTS!<=-

1.90   MSG-87 Subject: Re: An old challenge - How are diamonds done ?

Subject: Re: An old challenge - How are diamonds done ?
Date: Thursday, 03 August 1995 21:17:50
From: "JOSEPH F. HART" <VISHART@ubvms.cc.buffalo.edu>

     My thanks to Mr. Charles Blaquiere for taking the time for his
efforts on behalf of the ongoing "Great Diamond Challenge"....

> From: IN%"blaq@io.org" "Charles Blaquiere"
> I tried to fiddle around and get something decent. I don't know if I was
> on the right track, but I created a pseudo-diamond, with high reflect and
> filter values, and specular at 255,255,255 for the highlights. That
> didn't work too well

     This is very similar to a model I tried early on. It seems that
if reflectivity, filter, and color are all at high values, then
reflectivity has the highest priority. Filter has next crack at
what is left over, and color after that. If all of them are up
high, you get nothing but reflective attributes.

> I decided to use Fakely to force the reflect value
> to zero for faces which the camera sees fairly straight on, and increase
> the reflect value for faces seen at a grazing angle, right up to
> 255,255,255 for "edge-on" faces.

     I have not heard of Fakely. I would like to know more about this.
I noticed that you have an index of refraction set to "1.00".
I have been trying use the standard 2.42 value, as well as
values closer to that of glass, along with high transparencies.
It seems that the lower the value, the more transparent the image,
but the less realistic the refraction.

> From: IN%"gdenby@bach.helios.nd.edu"
> I really would like to see some of your gem models. Or at least some
> of your renders. This is a facinating topic. Think of the jeweled
> suits that could be imaged!

I have included my latest attempt at a diamond object. It's
not what I would like, but the best I have been able to do so far.
Perhaps we could trade a few more attempts....:-) Any more
takers out there ?

```
begin 644 brilldiamond.obj
M1D]230'`"9I41$1$3T)*(````"8Y$15-#```)?DY!344````'21$E!34].1````>
M````````````4TA!44'`````0``@``4]]320````'P``````````````!!6$E3N
M````)``!````````````````0``````````````````$'``%-`-)6D!)6`T``B
M``'`,`'`**PPP"'PPP"'P*7@@%?@@<&^%$^H=J>ck
M'$4$M ET omit
```
(encoded uuencode data follows)

M1D]230'`"9I41$1$3T)**(````"8Y$15-#-#```)?DY!344````'21$E!34].N
M````)``!````````````0````````````````````$'``%-`-)6D!)6`T``B
M''`,(`,,PP PC,P)X@4F^F6^EE^gH
(...remainder of uuencoded object data...)
```

M_____3
M_____3
M_____3
M_____3
M_____3
M_____U),4U0'``#R%'%'0$!'0$!'0$!'0$!'0$!'0$!'0$!'0$!'`
M0$!'0$!'0$!'0$!'0$!'0$!'0$!'0$!'0$!'0$!'0$!'0$!'0$!'0$!'`
M0$!'0$!'0$!'0$!'0$!'0$!'0$!'0$!'0$!'0$!'0$!'0$!'0$!'0$!'`
M0$!'0$!'0$!'0$!'0$!'0$!'0$!'0$!'0$!'0$!'0$!'0$!'0$!'0$!'`
M0$!'0$!'0$!'0$!'0$!'0$!'0$!'0$!'0$!'0$!'0$!'0$!'0$!'0$!'`
M0$!'0$!'0$!'0$!'0$!'0$!'0$!'0$!'0$!43%-4`````@$!O____@@0____&
M_____3
```

```
M_____3
M_____3
M_____3
M_____3
D_____4%)0,0''''C__P''C@'''%1/0DH''''':
``
end
size 2466
```

```
_____
                    |          Internet: VISHART@ubvms.cc.buffalo.edu
Joseph Hart         |     /// Plink   : OSS542
Niagara Falls, NY | \\///  Ham call: WA2SND
                    |   \XX/   FreeNet : af804@freenet.buffalo.edu
                    |      *** AMIGA - Computers for REAL MEN ***
======================================================================
```

1.91   MSG-88 Subject: CD...

```
Subject: CD...
Date:    Thursday, 03 August 1995 21:19:44
From:    augioh4b@ibmmail.com
```

```
  --------------------------------------------------------------------------
```

```
--- Received from GITD.PSG024  4523                 04AUG95  10.16
  -> IBMMAIL.INTERNET      IBMMAIL INTERNET            IBM
```
Hi Robert Byrne,

You wrote:
>I have LightROM Vol 1 and for the money, about AU$90, it's good
v>of the objects are LWave format and I've had trouble converting
s>the successful ones are quite good. Some have groups of faces
wit>

I noticed that u have a converter from Lightwave to Imagine
objects. I was wondering where u got this converter and what is
it called? Was this from a FTP site?

Thanks a Heap.
Vic

1.92   MSG-89 Subject: Re: Single sided mapping

```
Subject: Re: Single sided mapping
Date:    Thursday, 03 August 1995 23:16:32
From:    NEWKIRK@delphi.com
```

```
If you explode an extruded, two-sided plane, won't the front and back
explode separately?  How can you keep the 'front' and 'back' of a particular
face together?
Joel
```

                                    Thread   105
                          -=> RETURN TO CONTENTS!<=-

1.93   MSG-90 Subject: CD model/textures libraries

```
Subject: CD model/textures libraries
Date:    Friday, 04 August 1995 01:40:00
From:    Brian V Salisbury <bvs@viewpoint.com>
```

```
> Does anyone know of any CD-ROM texture or model libraries for Imagine
> that are any good?

Viewpoint Datalabs will be introducing their new Avalon archive snapshot
cdrom at Siggraph '95. The cost will be $19.95. After Siggraph, the cdrom
can be purchased through Viewpoint at the same price.


For details, check out our web site: www.viewpoint.com
Or call 1-800-dataset.

--
Brian Salisbury
bs@viewpoint.com
(801)229-3053
```

                                    Thread   64
                          -=> RETURN TO CONTENTS!<=-

1.94   MSG-91 Subject: Re: How To make a SUN?

```
Subject: Re: How To make a SUN?
Date:    Friday, 04 August 1995 04:09:24
From:    rbyrne@3dform.edex.edu.au (Robert Byrne)
```

Hello Dylan, on Aug 3 you wrote:

> OK for all you people who wanted that sun thing, I must have deleted it
> ages ago so I don't have it anymore, but I know I got it from the IML
> archives, it is in one of these numbers 48-52. I can't get them myself so
> maybe someone else will get them and tell everyone which one it is.

The archive number is 51 but it is also described in
Aminet/pix/trace/im_sunII.jpg and im_sunII.readme. The jpeg is a profile
view of the objects that make up the sun, 1 sphere and 3 disks which use
Imagine and Essence textures.
It was created by Cyrus J Kalbrener <kalb0003@gold.tc.umn.edu>

-- Bob

                          Thread   352
                    -=> RETURN TO CONTENTS!<=-

1.95   MSG-92 Subject: Re: Spline Int.

Subject: Re: Spline Int.
Date: Friday, 04 August 1995 04:51:02
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello Charles, on Aug 3 you wrote:

> > From: Robert Byrne <rbyrne@3dform.edex.edu.au>
> >
> > Basically, if you have set an object to move to two absolute positions
> > (B,C) over 10 frames, spline interpolation will create a smooth arc that
> > tweens between these positions.
>
> In addition, I believe that spline interpolation also has an effect
> along the time axis, making an object ease out of its "start" position
> and ease-in to its "end" position, compared with the sudden, jerky
> starts and stops associated with earlier computer animation.

Yes, spline interpolation can be set independantly for an objects position,
size and alignment. There is a separate setting called Velocity Scaling to
enable ac/deceleration over a number of frames. These settings can give a
tremendous amount of control over an objects movements. Vel Scaling is
important for walking motion from a stationary position to a full stride,
for example.

-- Bob

                          Thread   70
                    -=> RETURN TO CONTENTS!<=-

1.96   MSG-93 Subject: Re[2]: Single sided mapping

```
Subject: Re[2]: Single sided mapping
Date:     Friday, 04 August 1995 12:07:34
From:     Drew_Perttula@altabates.com
```

```
    If there was a way to make faces stick while they explode-- we'd be
    there already! Here's what I think of this puzzle: (I haven't tried
    this-- it may be impossible) Make your fronts and backs two different
    objects. Explode each object with a separate FX but make the random
    seeds the same (there -is- a seed in FX/Explode, right?) Then when a
    triangle rotates on the fronts object, the corresponding backs object
    should rotate the same way. However, this has a mathematical problem.


       1            2            3            4

     b f     b f                             b f
     | |    <-\ \               ^     <-/ /
     | |       \ \        |========|    / /
     | |        \ \        v              / /
     | |         \ \ ->                  / /->
     b f          b f             b f


    When you watch these frames from the right, the front and back never
    cross! I'm not sure whether that makes this technique  inaccurate or
    useless, though........


                            Thread        45
                       -=> RETURN TO CONTENTS!<=-
```

1.97   MSG-94 Subject: Re: An old challenge - How are diamonds done ?

```
Subject: Re: An old challenge - How are diamonds done ?
Date:     Friday, 04 August 1995 12:48:09
From:     Charles Blaquiere <blaq@io.org>
```

```
> From: JOSEPH F. HART <VISHART@ubvms.cc.buffalo.edu>
>
> > I decided to use Fakely to force the reflect value
> > to zero for faces which the camera sees fairly straight on, and increase
> > the reflect value for faces seen at a grazing angle, right up to
> > 255,255,255 for "edge-on" faces.
>
>      I have not heard of Fakely.  I would like to know more about this.
```

Fakely varies an object parameter based on the angle between the surface
normal _and the camera_. For example, if you are looking down at a body
of water, the area under you is quite transparent, but as you look
further away, transparency drops and the water's surface becomes more
and more reflective. Fakely can help create this effect. You choose
whether the texture will affect filter, reflect, or color; the RGB
values for Front and Side faces; and a threshold parameter to control
where the values start to change from Front to Side.

Front and Side are intuitive ways of thinking about the angle between
the surface normal and the camera: if the angle is zero, the surface
normal is pointing straight at the camera, meaning the face is, well,
facing the camera straight on.

With Fakely, you can specify 240,240,255 as the Front Filter, and
100,100,100 as the Side Filter; then add another Fakely texture, varying
Reflect from 50,50,50 at the Front, to 100,100,110 at the Side. The
result, applied to a primitive sphere, would get you on the way to a
realistic glass bubble.

> I noticed that you have an index of refraction set to "1.00".

Whoops, that's what happens when you try to create an object on the fly,
based on a message you've just read on the IML.

                            Thread   294
                        -=> RETURN TO CONTENTS!<=-

1.98   MSG-95 Subject: Re: Single sided mapping

Subject: Re: Single sided mapping
Date: Friday, 04 August 1995 13:08:05
From: Charles Blaquiere <blaq@io.org>

> From: NEWKIRK@delphi.com
>
> If you explode an extruded, two-sided plane, won't the front and back
> explode separately? How can you keep the 'front' and 'back' of a
> particular face together?

They will explode separately, but there are steps you can take to make
the difference between faces invisible.

1) You can extrude the plane by a minuscule amount, say 0.01 units. This
might make face selection (to define the Front subgroup) tricky, so...

1b) ...you can build the object in the Spline editor. Create a simple
rectangle outline, and Add Points. Again, specify 0.01 for the extrude
length, create front and back faces, and no bevel. The big advantage is
that Imagine will automatically create named face subgroups for you. (I
find the Spline ed Extrude function so fully-implemented!)

Either way, you can then restrict the brushmap to the Front face subgroup.

2) Since Explode uses the object axis as the explosion center, you do
NOT want the axis to lie between the front and back faces, or else the
back faces will explode away from the camera, while the front faces fly
towards the camera. So, move the axis behind/in front of ALL faces.
(e.g. translate 0.02 in +Y)

3) The closer the axis is to the faces, the more effect you'll get from
that tiny 0.01-unit difference. If your script allows it, move the axis
several units away from the object.

4) Unfortunately, if you use randomness, the back faces will rotate
differently from their front partner. You may have to forego rotation
and go for the ultra-geometric look. Sorry. B^(

Anybody have other thoughts? Is there a way to somehow group/join each
back face with its front partner?

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

1.99   MSG-96 Subject: LW vs Imagine rendering times

Subject: LW vs Imagine rendering times
Date: Friday, 04 August 1995 17:36:43
From: robert@cs-bbs.manawatu.gen.nz (Robert Whitaker)

Hi there I once read an article in a magazine about LW vs Imagine vs Read
3D V2. In it they said that of the three Imagine have the slowest
rendering times (for evivilent scenes.) Is this true????

Robert Whitaker
robert@cs-bbs.manawatu.gen.nz

                            Thread   189
                      -=> RETURN TO CONTENTS!<=-

1.100   MSG-97 Subject: IMLarc64.lha on Aminet

Subject: IMLarc64.lha on Aminet
Date: Friday, 04 August 1995 20:47:00
From: Joop.vandeWege@MEDEW.ENTO.WAU.NL (joop van de wege)

Hi All,

I place IMLarc64.lha on Aminet today, for those of you which can't wait ftp
to: ftp.luth.se/pub/aminet/new and get IML*
They should show up in a day or two on the RECENT listing.

Greetings Joop

```
                             Thread        253
                      -=> RETURN TO CONTENTS!<=-
```

1.101   MSG-98 Subject: Robotech robots

Subject: Robotech robots
Date: Friday, 04 August 1995 22:56:25
From: Darryl_Lewis@comlink.mpx.com.au (Darryl Lewis)

I've seen a number of renders lately that use robots from
Robotech/battletech. Does anyone know where I might be able to get these
objects?

Darryl

-- Via DLG Pro v1.0

```
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```
                             Thread        112
                      -=> RETURN TO CONTENTS!<=-
```

1.102   MSG-99 Subject: Re: CD...

Subject: Re: CD...
Date: Saturday, 05 August 1995 04:29:38
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello Vic, on Aug 03 you wrote:

> I noticed that u have a converter from Lightwave to Imagine

> objects. I was wondering where u got this converter and what is
> it called? Was this from a FTP site?

InterChange_Plus is the Amiga conversion program and another one is
Pixel3d Pro which can also do some fancy extrusions. They are both
commercial.

-- Bob

                              Thread   431
                       -=> RETURN TO CONTENTS!<=-

1.103   MSG-100 Subject: Re: Imagine 3.3 screen sizes?

Subject: Re: Imagine 3.3 screen sizes?
Date: Saturday, 05 August 1995 04:49:47
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello Roger, on Aug 4 you wrote:

> I just tried to set the Imagine Screen width setting in Preferences, and
> it brings up a requester saying that I have to restart Imagine for the
> screen changes to take place. Ok, I understand that part, but when I
> quit out and start up again, it starts up with the original screen size
> (640x400. Is there something that I'm missing?

Did you Save the Preferences before quitting?

-- Bob

                              Thread   103
                       -=> RETURN TO CONTENTS!<=-

1.104   MSG-101 Subject: Re: Autodesk 3D Studio - Wow!!!

Subject: Re: Autodesk 3D Studio - Wow!!!
Date: Saturday, 05 August 1995 10:11:54
From: jbk4@email.psu.edu (The Prophet)

It was used to do the cyberspace for 'Johnny Neumonic'.
There was an article about it in a recent CineFex.

Jaeson K.
 ____   ____   _   _
(| \   (/ \   ( )   _ /)
)|)_   __   / /_   _ __ /   __ (X_)

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(_____)         (___/        (___)
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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
```

```
                        Thread        108
                  -=> RETURN TO CONTENTS!<=-
```


1.105   MSG-102 Subject: Autodesk 3D Studio

```
Subject: Autodesk 3D Studio
Date:     Saturday, 05 August 1995 13:07:03
From:     Brian V Salisbury <bvs@viewpoint.com>
```

```
    --------------------------------------------------------------------------
```

3d Studio release 5 is supposed to be mind-blowing, from everything that
I have heard about it. One of 3ds's authors is Dan Silva.
Dpaint for the Amiga was also written by a Dan Silva. Same guy?
I read in an article that 3ds was originally meant for the Mac or the Amiga,
until the vga cards came out for the pc.

I just got a Truespace 2 demo cd, and it is very, very cool. The new software
3d drivers let you rotate fully textured objects in real time. It is close
to Sgi Indy speeds. (on a Pentium 90 with a fast video card)

Lightwave, Real3d, Caligari Truespace, and Animation Master have come from the
Amiga to other platforms and get a lot of attention. 3dstudio has tons of 3rd
party support and market share. Softimage is supposedly coming to windows nt.

I think that Imagine has more overall power under the hood than most pc and mac
3d programs, and gives you the most bang for the buck, but I believe Impulse
needs to come up with a more elegant interface, and get on the ball with
support for new operating systems and the new breed of 3d accelerators on the
horizon to stay in the game.

```
--
Brian Salisbury
bs@viewpoint.com
```

```
                        Thread        107
                  -=> RETURN TO CONTENTS!<=-
```


1.106   MSG-103 Subject: Re: Imagine 3.3 screen sizes?

Subject: Re: Imagine 3.3 screen sizes?
Date: Saturday, 05 August 1995 13:15:41
From: Roger Straub <straub@csn.net>

On Sat, 5 Aug 1995, Robert Byrne wrote:

>
> Did you Save the Preferences before quitting?
>

Yes, indeedy I did.

> -- Bob
>

See ya,
      Roger

                              Thread   455
                        -=> RETURN TO CONTENTS!<=-

1.107   MSG-104 Subject: Re: Autodesk 3D Studio - Wow!!!

Subject: Re: Autodesk 3D Studio - Wow!!!
Date: Saturday, 05 August 1995 13:40:09
From: RobSampson@aol.com

In a message dated 95-08-05 05:53:50 EDT, you write:

>Why do magazines give that programme such a big rap. Up against Imagine,
>the only differences that I can see are these:
>* 3DS costs much/alot/heaps more; and
>* People with artistic talent spend alot less to produce top quality
> artwork with Imagine.

I agree Imagine is a better program from the standpoint of bang for the buck,
but there are allot of packages out there that don't require rocket science
to utilize the interface. Power is not enough. It has to be placed in a non
child proof container. I think Imagine will really take off if the windoze
version is done well and they do a little advertising. It will be virtually
impossible to ignore then. Right now we don't even have a standard dos
interface.
"This opinion is the sole responsiblity of others, the author is in no way
associated with it.":)
Bob.............

```
                         Thread        101
                    -=> RETURN TO CONTENTS!<=-
```

1.108   MSG-105 Subject: Re: Single sided mapping

```
Subject: Re: Single sided mapping
Date:    Saturday, 05 August 1995 15:48:45
From:    "George W. deBeaumont" <76524.1561@compuserve.com>
```

```
>From: NEWKIRK@delphi.com
>If you explode an extruded, two-sided plane, won't the front and back
>explode separately? How can you keep the 'front' and 'back' of a
>particular face together?

>From: blaq@io.org
>Anybody have other thoughts? Is there a way to somehow group/join each
>back face with its front partner?
```

The basic strategy is to define back with front facial subgroups of an extruded
plane and use the Shredder fx with the "subgroups as its parts" option enabled.

Example:

1) Create a plane.
2) Extrude it to a very small value.
3) Apply a brush map. Restrict it to front faces only by using the brush
transformation
     requestor and scaling the brush Y value by something like 0.5.
4) In the front view of the Detail Editor, Pick Faces mode, Multi-pick front and

back
     face combinations and make them subgroups (Menu/Make/Make Subgroups). Define

all   front/back face combos in this manner.
5) Create DEFAULT and MAIN states. Make sure you've set the brush map lock state

     requestor and save.
6) Apply the Shredder fx in the Action Editor. Choose the restrict to subgroup
option.

Your anim will display an exploding plane with a brush mapped pic on one side of

the
pieces.

```
George deBeaumont
debeaugw@songs.sce.com
76524,1561@compuserve.com
```

                              Thread   142
                         -=> RETURN TO CONTENTS!<=-

1.109   MSG-106 Subject: Re: I need a Job!!

Subject: Re: I need a Job!!
Date: Saturday, 05 August 1995 19:10:50
From: yrod@ozemail.com.au

On Sat, 29 Jul 1995, Mike Vandersommen wrote:

> I know a guy here at GTE who hired in 25 years ago and is about as
> competent as a chimpanzee on acid.
>=20
> I'd rather be LUCKY than GOOD anyday. :)

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                =AB=BB   =AB=BB
                =AB=BB Nothing in the world can   =AB=BB
                =AB=BB take the place of persistence.   =AB=BB
                =AB=BB   =AB=BB
                =AB=BB Talent will not: =AB=BB
                =AB=BB Nothing is more common than   =AB=BB
                =AB=BB unsuccessful people with talent. =AB=BB
                =AB=BB   =AB=BB
                =AB=BB Genius will not: =AB=BB
                =AB=BB Unrewarded genius is   =AB=BB
                =AB=BB almost a proverb.   =AB=BB
                =AB=BB   =AB=BB
                =AB=BB Education alone will not: =AB=BB
                =AB=BB The world is full   =AB=BB
                =AB=BB of educated derelicts.   =AB=BB
                =AB=BB   =AB=BB
                =AB=BB Persistence and determination   =AB=BB
                =AB=BB alone are omnipotent.   =AB=BB
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I'd like to add Mike's Luck theory to this little piece of philosophy 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   148
                         -=> RETURN TO CONTENTS!<=-

1.110   MSG-107 Subject: Autodesk 3D Studio - Wow!!!

```
Subject: Autodesk 3D Studio - Wow!!!
Date:     Saturday, 05 August 1995 19:40:23
From:     yrod@ozemail.com.au
```


```
    --------------------------------------------------------------------------
```

OK, OK, stop sharpening your knives and igniting your flame throwers.
My subject line is read - "Sarcastically"

What do people use 3D Studio for? I had a look at a demo CD of images
produced with 3DS, and I fell asleep. Lots of packaging type images,
archetectural type stuff, but basically very boring and very plastic!
I thought demos were ment to excite a prospective customers interest?

Why do magazines give that programme such a big rap. Up against Imagine,
the only differences that I can see are these:
* 3DS costs much/alot/heaps more; and
* People with artistic talent spend alot less to produce top quality
  artwork with Imagine.

Does everybody agree?

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         139
                          -=> RETURN TO CONTENTS!<=-
```


1.111   MSG-108 Subject: Re: Autodesk 3D Studio - Wow!!!

```
Subject: Re: Autodesk 3D Studio - Wow!!!
Date:     Saturday, 05 August 1995 21:43:38
From:     Adam Watkin <adam@wonderland.apana.org.au>
```


```
    --------------------------------------------------------------------------
```

> What do people use 3D Studio for? I had a look at a demo CD of images
> produced with 3DS, and I fell asleep. Lots of packaging type images,
> archetectural type stuff, but basically very boring and very plastic!
> I thought demos were ment to excite a prospective customers interest?
      Well 3Dstudio is a pretty bloody nice program, it can produce
some very excellent images, the trouble is that the demo CDs I have seen,
(an official one from Animator Pro comes to mind) all show the program to
look pretty crappy.

> Why do magazines give that programme such a big rap. Up against Imagine,
> the only differences that I can see are these:

> * 3DS costs much/alot/heaps more; and
      $4000 for the full, comercial version. $875 for the student
version I think. Bit of a rip off.

> * People with artistic talent spend alot less to produce top quality
>   artwork with Imagine.
      The thing with 3DStudio is that for a while it was the only thing
around, while most of us were using Sculpt3D on Amiga 500s people were
cruising away on the PC with 3Dstudio. It had a pretty good market share,
MTV did a fair few of those ads with the bouncing logos in the past on
them I believe. It has evolved from a pretty simplistic program
into a bit of an ogre, and I believe that the Autodesk guys cannot
program to save their lives but it is still viable for use, especially
with Rel 5 coming soon, add to that an NT version that you will be able
to run on your nice DEC Alphas :).

> Does everybody agree?
      Well no, I don't want to create a huge advocacy debate but from
my neck of the woods both have their merits. We all know what we hate and
love about imagine so instead I'll list the pros/cons of 3Dstudio in my
opinion.

CONS:

      Huge silly executable of 3+ megs
      Weird virtual memory system based on the Phar Lap dos extender
      Is as much a pain to run under windows3.1/NT/95 as it is with imagine
      Lacks any real raytrace function
      Pretty obscure menu system, need work
      Limited tools
      Hard to configure to videocards, is much better at it in Rel 4 though
      Difficult to really make realistic looking things, most things
            have a "made using 3DStudio look"
      Slower than imagine on a whole when doing a complicated realistic
            scene, simple things I believe it wins
      Object creating can be difficult for realistic objects, but
            certainly can be done

PROS:
      Can be networked to make a rendering farm
      Huge 3rd party things available - glow effect is incredible
      Fast redraw of wireframes and great preview functions
      Incredibly easy path editing and animation
      Texture/map functions that leave imagine for dead, with 3D preview
      Really nice animation functions
      Virtual Memory! :)
      BMP/TGA/TIF/GIF/JPG support all included and at the click of a
            button for import and save
      More user definable rendering settings so you can optimize it better
      Much easier to get started rendering straight away
      Shadows in scanline :)

Well, over all it is a nice package but I do believe Imagine wins in the
long haul, A bit more tweaking and imagine will be terrific, version 4
should be good. Impulse better get their act together though, WinImagine
better not be far away, Real3D, Lightwave, 3DStudio soon and about 10
other raytracing packages have made it onto Windows and are great, so

like it or not they really need to be there with the rest.

Adam.

```
                        Thread        194
                  -=> RETURN TO CONTENTS!<=-
```

1.112   MSG-109 Subject: Viewpoint Datalabs

```
Subject: Viewpoint Datalabs
Date:    Sunday, 06 August 1995 02:29:44
From:    Broctune@aol.com
```

```
        ----------------------------------------------------------------------
```

Has anyone out there ever published their models through viewpoint datalabs,
if so was it worth it, how easy or hard was it.

```
                        Thread         40
                  -=> RETURN TO CONTENTS!<=-
```

1.113   MSG-110 Subject: Imagine 3.3 Screen Res.

```
Subject: Imagine 3.3 Screen Res.
Date:    Sunday, 06 August 1995 05:11:00
From:    robert.buonincontro@canrem.com (Robert Buonincontro)
```

```
        ----------------------------------------------------------------------
```

Can someone please give me instructions on patching Imagine 3.3 to use a
higher resolution!

robert.buonincontro@canrem.com

 * Q-Blue 2.0 [NR] *

```
                        Thread        121
                  -=> RETURN TO CONTENTS!<=-
```

1.114   MSG-111 Subject: Global Fog animation problem

```
Subject: Global Fog animation problem
Date:    Sunday, 06 August 1995 05:27:44
From:    RJay9@aol.com
```

```
        ----------------------------------------------------------------------
```

I keep having the same problem with an animation with global fog -- the first
frame of the animation does not include the global fog. All the the other
frames are ok. It seem to happen if I start to generate from frame 1, in
which case the fog does not show on frame one, or some later set of frames,
in which case the fog is mising from the first frame of the range. Anyone
have any ideas. Oh I'm using 3.3 on a PC.

Thanks
Jay...

                         Thread   113
                    -=> RETURN TO CONTENTS!<=-

1.115   MSG-112 Subject: Re: Robotech robots

Subject: Re: Robotech robots
Date: Sunday, 06 August 1995 10:49:30
From: Mike McCool <mikemcoo@efn.org>

Don't know if this is what you had in mind,--but I recently d'loaded a
batch of objects under the name of Mech Kit. Got them down at aminet.
Interchangeable 3d model pieces to form different Mechs: that's how the
author described them. (aminet/gfx/3dobj)

Email him at anime@primenet.com, for specifics. Terrence Walker and Jaho
Shikaze are the authors. Kind of a big file, which is why I didn't offer
to uuencode you a copy.

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1.116   MSG-113 Subject: Re: Global Fog animation problem

Subject: Re: Global Fog animation problem
Date: Sunday, 06 August 1995 12:30:09
From: gregory denby <gdenby@bach.helios.nd.edu>

Jay writes:
>I keep having the same problem with an animation with global fog -- the
>first frame of the animationdoes not include global fog. All the other
>frames are ok.

Yes, there seems to have been a change in the way global fog is handled.
At least if memory serves (thumping sound on side of head), a global
horizon and zenith color didn't need to be defined. As it stands, there

must be a color for the fog to obscure, and the strength of the fog is
proportionate to the strength of the color. For instance, a horizon
color of 32,32,32 will give you a very faint band of fog in the center,
while a full 255,255,255 will show a strong, bright band of fog color.

My guess is that you accepted the initial frame's global actor bar, but
certainly added the rest. Perhaps the horizon and zenith values were not
set in the first? By the way, I've also noticed that if you do define
the horizon etc. in the first frame, the added frames will carry these values
over, but not the fog settings.

Hope this helps, let us know what you find. Global fog is one of my
favorites, so I want to know its quircks.

Greg Denby
gdenby@darwin.cc.nd.edu

```
                            Thread        124
                      -=> RETURN TO CONTENTS!<=-
```

1.117   MSG-114 Subject: Re:Re: lensflare

Subject: Re:Re: lensflare
Date: Sunday, 06 August 1995 12:43:14
From: gregory denby <gdenby@bach.helios.nd.edu>

Rod asks:
>How do I obtain a nice sparkle offthe edge of a wine glass or chrome
>object?

I suppose you are talking about a glint durring the course of an
anim? I don't think there is any easy way to do this. Maybe try
running a small test anim, just to see which frames have the sharpest
specular highlights, and then add a flared light at those points/
frames. ??

Greg Denby

```
                            Thread        163
                      -=> RETURN TO CONTENTS!<=-
```

1.118   MSG-115 Subject: Re: Global Fog animation (doh!)

Subject: Re: Global Fog animation (doh!)
Date: Sunday, 06 August 1995 13:19:57
From: gregory denby <gdenby@bach.helios.nd.edu>

MFF, mhfff, (sound of foot being extracted from mouth.)

Please disregard my last post about global fog not working with no
horizon and zenith colors in effect. I went back and looked at my
test renders, and something just didn't seem right. I still had
the project files, so I looked into the global actor bar and found
that in the frame where all colors were turned off, I had inadverantly
made the fog top and bottom at the same place.

After correcting this, the fog worked fine.

In the immortal words of Homer Simpson, Doh!

Greg Denby

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                      -=> RETURN TO CONTENTS!<=-

1.119   MSG-116 Subject: Re: Amiga->PC/LAN

Subject: Re: Amiga->PC/LAN
Date: Sunday, 06 August 1995 14:51:13
From: Kent Marshall Worley <mumu@america.net>

On Sat, 29 Jul 1995, Rune Jacobsen wrote:

> I use Imagine 3.0 (My 3.0->3.1->3-2->3.3 is in the mail :D) on my A4000/040
> 18MB RAM at home, and at work we (actually, I) have just set up a LAN (Novell)

> with 17 P90's and 5 P120's. "This is cool", I think to myself. Wouldn't it be
> nice if I could model a scene on my Amiga at home (I won't bother you with
> saying how superiour the OS is, you all know that) and then take it to work an
d
> let the Pentiums go to work...I mean, I would make Terminator 3 in no time! :)

>
> Rune Jacobsen
> shitlips@bbs.oslohd.no & rune@oslohd.no
>
We have an amiga 3000 and a 486 pc connected via ethernet and are moving
files at about 200kb per second. If you need to get the PC rendered files
back to your Amiga this is the way to go. If you are just moving objects
and staging files from the Amiga to PC a 14.400 baud modem will work fine.
 mumu@america.net

                            Thread   133
                      -=> RETURN TO CONTENTS!<=-

1.120   MSG-117 Subject: Re: Lensflare

Subject: Re: Lensflare
Date: Sunday, 06 August 1995 16:28:25
From: yrod@ozemail.com.au

Lensflares IMHO still have a place in a render/animation. It seems
unavoidable in some situations of real life filming, like when a camera
is tracking a plane or a car going around a race track with the sun in
the background. But sadly their overuse by some people in
renders/animations has turned them into cliches.
The same thing happened in graphic design/typeography when Macs became
available to the general public and amatuers. At first, a lot of stuff
being churned out contained many different fonts, just because they
could, and everything had drop-shadows on them.

Back to lensflares - well sparkles actually. How do I obtain a nice
sparkle off the edge of a wine glass or chrome object? Help appreciated.
Thanks.

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   122
                   -=> RETURN TO CONTENTS!<=-

1.121   MSG-118 Subject: Re: Layers

Subject: Re: Layers
Date: Sunday, 06 August 1995 16:29:31
From: yrod@ozemail.com.au

On Mon, 31 Jul 1995, Mike McCool wrote:

> I'm such a know-all, I ignored the recent string about layers. Is there
> a way to hide layers in the Project Editor?
>
> Thanks.
>

I don't think so.

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   117
                       -=> RETURN TO CONTENTS!<=-

1.122   MSG-119 Subject: Velocity scaling

Subject: Velocity scaling
Date: Sunday, 06 August 1995 22:25:00
From: gareth.qually@tinder.iaccess.za (Gareth Qually)

Has anyone mastered the velocity scaling in the action editor. I can't find the
logic to its operation.
I try 0 then 1, to get acceleration. Then I try 0 and 2, also acceleration but
aster. But 0 and 3
creates a vastly different motion path.

It seems if the numbers a attractors that exagerate the spline interpolation.
Please if anyone could explain.

Thanks. Chow...

gareth.qually@tinder.iafrica.com

 * AmyBW v2.11 *
.... Device NIL: is full. (R)etry (C)ancel (G)uru ?

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                       -=> RETURN TO CONTENTS!<=-

1.123   MSG-120 Subject: Re: Lensflare

Subject: Re: Lensflare
Date: Monday, 07 August 1995 01:32:28
From: Torgeir Holm <torgeirh@powertech.no>

On 06-Aug-95 15:28:25, yrod wrote:

>Lensflares IMHO still have a place in a render/animation. It seems
>unavoidable in some situations of real life filming, like when a camera
>is tracking a plane or a car going around a race track with the sun in
>the background. But sadly their overuse by some people in
>renders/animations has turned them into cliches.

In my opinion you need to apply the flares very subtly, unless the flare IS
supposed to be the main attraction...

>The same thing happened in graphic design/typeography when Macs became
>available to the general public and amatuers. At first, a lot of stuff
>being churned out contained many different fonts, just because they
>could, and everything had drop-shadows on them.

As a fellow graphic designer, I say good comparison :) But sadly this wasn't
just 'at first.' It's worse than ever these days, with fast pc's, Corel Draw
and TrueType (yuck) fonts spreading like the plague..

>Back to lensflares - well sparkles actually. How do I obtain a nice
>sparkle off the edge of a wine glass or chrome object? Help appreciated.
>Thanks.

Twinkle texture or bitmap on a plane, tracked to the camera. At least that
would be my first try..

Torge!r

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1.124   MSG-121 Subject: Re: Imagine 3.3 Screen Res.

Subject: Re: Imagine 3.3 Screen Res.
Date: Monday, 07 August 1995 01:32:30
From: Torgeir Holm <torgeirh@powertech.no>

On 06-Aug-95 00:11:00, Robert Buonincontro wrote:

>Can someone please give me instructions on patching Imagine 3.3 to use a
>higher resolution!

On an amiga, use NewMode or ModePro to promote imagine (works perfectly with
ModePro here)

PC: Dunno... anyone?

Torge!r

                          Thread   141
                   -=> RETURN TO CONTENTS!<=-

1.125   MSG-122 Subject: Re: Lensflare

```
Subject: Re: Lensflare
Date:    Monday, 07 August 1995 03:14:10
From:    rbyrne@3dform.edex.edu.au (Robert Byrne)
```

```
       --------------------------------------------------------------------------
```

```
Hello yrod, on Aug 6 you wrote:

> Back to lensflares - well sparkles actually. How do I obtain a nice
> sparkle off the edge of a wine glass or chrome object? Help appreciated.
> Thanks.

Try the Twinkle texture applied to a primitive disk and position it on the
edge of the glass. I've only used it to create flaring stars on a black
background so I don't know how it will react when placed in front of a
reflective object, should work though.

-- Bob

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

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

1.126   MSG-123 Subject: Viewpoint

```
Subject: Viewpoint
Date:    Monday, 07 August 1995 06:11:00
From:    w.graham6@genie.geis.com
```

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       --------------------------------------------------------------------------
```

```
If you do anything with Viewpoint, you are required to sign an NDA (non-
disclosure agreement) that prohibits you from discussing particulars. But you
can contact them and they'll send you information on object brokering, etc.
These aren't the 'droids you're looking for.......
```

```
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```

1.127   MSG-124 Subject: Re: Global Fog animation problem

```
Subject: Re: Global Fog animation problem
Date:    Monday, 07 August 1995 07:38:16
From:    williamp@triode.apana.org.au
```

>
> I keep having the same problem with an animation with global fog -- the first
> frame of the animation does not include the global fog. All the the other
> frames are ok. It seem to happen if I start to generate from frame 1, in
> which case the fog does not show on frame one, or some later set of frames,
> in which case the fog is mising from the first frame of the range. Anyone
> have any ideas. Oh I'm using 3.3 on a PC.

It also happens in the amiga version of 3.3.What seems to be happening is
that Imagine "forgets" that global fog is turned on whenever you start
rendering.It doesn't have to be frame one,just the first frame you start
rendering in that session.Fixes for it are to either just render the
first frame of an animation,then re-render it before doing the whole
animation or before starting to render a whole bunch of frames go to the
action editor and save changes,then go back to the Project editor and
start rendering.

It bugged me too till I worked out what was happening.

William John Porter
williamp@triode.apana.org.au

                             Thread   380
                      -=> RETURN TO CONTENTS!<=-

1.128   MSG-125 Subject: Re: Phong errors, rotoscoping

Subject: Re: Phong errors, rotoscoping
Date: Monday, 07 August 1995 09:13:28
From: Rick Dolishny <dolish@io.org>

Hey, I was reading about 'cut and paste' and I had to share this
secret(?) with you all. We all know cut and past can work on just one
line, but until yesterday I did not know you could select everything
about an object: actor, position, alignment, etc. Start by selecting the
top corner then select the bottom right to finish the copy. Then paste away!
                        ~~~~~~~~~~~~
Hope it helps someone!

Rick Dolishny   dolish@io.org
Ardee Productions - Toronto, Ontario   ... a little slow perhaps!?! ;)

                             Thread   85
                      -=> RETURN TO CONTENTS!<=-

1.129   MSG-126 Subject: Re: PROBLEM with viewing image

```
Subject: Re: PROBLEM with viewing image
Date:     Monday, 07 August 1995 09:17:26
From:     Rick Dolishny <dolish@io.org>
```


```
                 --------------------------------------------------------------------------
```

> I hope someone can help me. I've been using Imagine v.3 for a while now,
> but only recently, when I create a quickrender or a raytrace and view it
> I find that I am *zoomed* in somehow, it seems that the screen is viewing
> 320x240 pixels on the screen; so if I create a large image resolution I
> am viewing a v.small portion of it in Imagine but can view it all fine in
> PSP.

All I can suggest is that you don't have the camera view option on when
you select Quickrender. Your old prefs were wiped out when you received
your 3.3 upgrade-maybe that's it.

```
Rick Dolishny          dolish@io.org
Ardee Productions - Toronto, Ontario
```


```
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```


1.130   MSG-127 Subject: Re: Single sided mapping

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Subject: Re: Single sided mapping
Date:     Monday, 07 August 1995 09:28:24
From:     Rick Dolishny <dolish@io.org>
```


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                 --------------------------------------------------------------------------
```

> Not long ago someone was making the pages of a book turn and had this
> problem with mapping. You have to extrude the plane then you can make the
> faces on one side a subgroup and restrict your map to it.

We have just finished a pilot for the show the Outdoor Journal where we
do just that: pages turn all through the 58 second 3D animation. Of
course, the entire sequence was conceptualized and rendered in Imagine!
We did the same thing: create a plane, select all faces, create a
subgroup "face", extrude the plane just a little, select all faces,
deselect subgroup "face", then create a new subgroup "back.face".

This works way better than the Lightwave appoach of using one sided
polygons because this let me put images on both sides of the page! Of
course, LW users could use the same method as I outlined above for two
sided pages.

If anyone is interested, I'll be uploading images from the montage after
it's totally finished (music and sound are being added now). You can get

it at the Command Line BBS/Toronto (great animation and video BBS) soon at
(416) 533-8321 but I'll have <someone> show me how to upload to Aminet...

....I'm lucky to have the one and only CHARLES BLAQUIERE in my home town!

Rick Dolishny   dolish@io.org
Ardee Productions - Toronto, Ontario

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1.131   MSG-128 Subject: Re: Velocity scaling

Subject: Re: Velocity scaling
Date: Monday, 07 August 1995 09:47:31
From: Rick Dolishny <dolish@io.org>

> Has anyone mastered the velocity scaling in the action editor. I can't find th
e
> logic to its operation.
> I try 0 then 1, to get acceleration. Then I try 0 and 2, also acceleration but

> aster. But 0 and 3
> creates a vastly different motion path.
>
> It seems if the numbers a attractors that exagerate the spline interpolation.

> Please if anyone could explain.

Actually, I think a quick tutorial is in place too! I've had just a
bugger of a time geting things to start out REALLY slow then shoot off,
as an example. What on earth do the numbers do? Logically, I'd think a
scaling value of 1 would not affect the "units per frame" where 2 would
double the units per frame... but double of what?

Any suggestions anyone?

Rick Dolishny   dolish@io.org
Ardee Productions - Toronto, Ontario

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1.132   MSG-129 Subject: Fog

Subject: Fog
Date: Monday, 07 August 1995 10:34:58
From: augioh4b@ibmmail.com

--- Received from GITD.PSG024 4523   07AUG95 23.31
   -> IBMMAIL.INTERNET   IBMMAIL INTERNET   IBM
Hi there,

I'm still new with imagine...(still have V2.0) :(
and was wondering how to get fog working in the globals
menu...is it buggy or my pc just crashes when I change
the values (xcept length..dunno why?).

Thank you

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1.133   MSG-130 Subject: Q-Motions

Subject: Q-Motions
Date: Monday, 07 August 1995 12:16:51
From: sauvp@citi.doc.ca (Patrick Sauvageau)

Hi;

    I have just heard of a new product for the pc called Q-Motion; it's
supposed to allow 640X480 recording and playback at 30fps direct to the hard
disk, a la PAR, for only 500$US. It seem a fantastic bargain.

Do anybody have any experience or informations on this device ?

Thank for the help.

Patrick Sauvageau
(sauvp@citi.doc.ca)

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1.134   MSG-131 Subject: Splash

Subject: Splash
Date: Monday, 07 August 1995 12:26:07
From: Mike McCool <mikemcoo@efn.org>

Last week, some kind soul uu'd me a copy of Steve Worley's splash
tutorial. Unfortunately, my copy got corrupted somewhere, and, though it
will uu-decode properly, the resultant lha file won't unarc.

Excuse my blanket-bomb post, but I didn't retain his/her address. Could
you possibly repost?

Thanks insufferably.

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1.135   MSG-132 Subject: Ship Textures and Lightwave Lens-Flares In Imagine

Subject: Ship Textures and Lightwave Lens-Flares In Imagine
Date: Monday, 07 August 1995 14:38:45
From: Andrew@Herbert.netkonect.co.uk (Andrew Herbert)

Here's a great tip for created good space ship texures, use a light "Dinoskin" t
exture (with
only a slight variation of your main colour applied to the object) with the bump
iness set to
0%... this will give a nice colour variation on the object instead of just a pla
in colour.
You may have to increase the dinoskin size for various object sizes to start to
look good.

Now just apply the Dethstar texture... you need to have a big size for Dethstar
to make it
look good so increase the default size and take down the "dirt" and increse the
"rust".
Apply large amounts of specularity and hardness and there you go, a nice spacesh
ip texture. I
I have uploaded two pics to demonstrate (ftp to tomahawk.welch.jhu.edu
pub/lw/framestores/ship.jpg and ship2.jpg).

Ship.jpg uses the nebula texture with Imagine lens-flares to create a nice engin
e glow. A good
way to create Lightwave lens-flares in Imagine (as used in Ship2.JPG) is to get
a Lightwave user
(boo, hiss) to render a full screen lens-flare on a black background with lens- ↩
   reflections off.

Now convert the image from whatever format into TGA/TIF/IFF using whatever resol

ution you want
(the bigger the better). Use this as a brushmap TWICE on a 1x1 plane... once as
 an opacity map
and secondly as a filter map (set to reverse image) so the darker parts with be
see-through. Now
make it bright and render it.... It should look like a fully fledged Lightwave l
ens-flare in
Imagine.

To place it in a scene make sure it's aligned to the object "camera" and large e
nough to look
good. The lens-reflections (the coloured spots of light) can be applied to grea
t effect by using
a package such as PhotoStyler using a large low opacity round brush and whatever
 colour you want
to compliment the picture (reds greens and blues are best). I've managed to suc
cessfully trick
my Lightwave owning friend using this technique by rendering Babylon5 type scene
s which
exhaustingly use lens-flares for each scene.

Just a quickie to ask whether anyone has had any luck with "Beyond Imagination" ←
   for Windows ? I
haven't had any responses back yet, but it would be nice to know whether people
have used it and
I would appreciate feedback to improve it.

Well that's all for now

Andrew Herbert

BTW... Will Imagine 4 take Lightwave's example and adopt a Windows interface ?

>> Email: Andrew@Herbert.Netkonect.Co.UK <<
>> Beyond Imagination for Windows at...http://uptown.turnpike.Net/H/Herbert/ <<

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1.136   MSG-133 Subject: Re: Amiga->PC/LAN

Subject: Re: Amiga->PC/LAN
Date: Monday, 07 August 1995 17:31:56
From: Dylan Neill <dylann@pcug.org.au>

On Sun, 6 Aug 1995, Kent Marshall Worley wrote:

>
> On Sat, 29 Jul 1995, Rune Jacobsen wrote:
>

> > I use Imagine 3.0 (My 3.0->3.1->3-2->3.3 is in the mail :D) on my A4000/040
> > 18MB RAM at home, and at work we (actually, I) have just set up a LAN (Novel
l)
> > with 17 P90's and 5 P120's. "This is cool", I think to myself. Wouldn't it b
e
> > nice if I could model a scene on my Amiga at home (I won't bother you with
> > saying how superiour the OS is, you all know that) and then take it to work
and
> > let the Pentiums go to work...I mean, I would make Terminator 3 in no time!
:)
> >
> > Rune Jacobsen
> > shitlips@bbs.oslohd.no & rune@oslohd.no
> >
> We have an amiga 3000 and a 486 pc connected via ethernet and are moving

Which network cards are you using? (on PC and Amiga)

```
                              |\ /|
                               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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                    -=> RETURN TO CONTENTS!<=-

1.137   MSG-134 Subject: Re: Imagine 3.3 Screen Res.

Subject: Re: Imagine 3.3 Screen Res.
Date: Monday, 07 August 1995 17:44:56
From: Dylan Neill <dylann@pcug.org.au>

On Mon, 7 Aug 1995, Torgeir Holm wrote:

> On 06-Aug-95 00:11:00, Robert Buonincontro wrote:
>
> >Can someone please give me instructions on patching Imagine 3.3 to use a
> >higher resolution!
>
> On an amiga, use NewMode or ModePro to promote imagine (works perfectly with
> ModePro here)
>
> PC: Dunno... anyone?

Pc version has a preferences entry which lets you set it to 800x600,
1024x768 and 1280x1024 (Which is impossible to read on a 15in monitor! :)
Where did you get those NewMode and ModePro programs?

```
---
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                                    o O
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  |                      ’’’    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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```

1.138   MSG-135 Subject: Re: Q-Motions

Subject: Re: Q-Motions
Date: Monday, 07 August 1995 19:48:38
From: Cedric Georges Chang <changc9@rpi.edu>

>   I have just heard of a new product for the pc called Q-Motion; it’s
> supposed to allow 640X480 recording and playback at 30fps direct to the hard
> disk, a la PAR, for only 500$US. It seem a fantastic bargain.
>
> Do anybody have any experience or informations on this device ?

Here are two postings I saved that were posted on rec.desktop video:

-------------------------------Post #1-------------------------------------
From: pnush@quadrant.com (Pete Nush)
Newsgroups: rec.video.desktop
Subject: Re: non-linear editing
Date: 29 Jun 1995 20:35:58 GMT
Organization: Quadrant International, Inc.

In article <3ss8un$btf@blackbeard.linux.cnu.edu>
xr0214@cc.cnu.edu (student) writes:

> I’m trying to get a relitively inexpensive non-linear editing system. I
> already have a PC and a cd-rom. But what I’m really looking for is a
> video capture board, video editing software, and a board to export the
> video back to the VCR. I’ve looked at a package being sold by B&H
> called Movie Machine Pro with Motion-Jpeg Option it is pretty much what
> I’m looking for but it is $850 which is kind of steep. The product is
> made by Fast. If anyone has any suggesstions or comments please write
> me. Thanks.
>
>   Steven Moore
>   e-mail:smoore@pcs.cnu.edu

My company just announced the launch of our Q-Motion series of boards.
The standard model provides Motion-JPEG video capture at resolutions up

to 640 x 480 at 30 frames per second (60 fields per second). The
capture is extremely high-quality because it is true 640x480, not
320x240 scaled up for playback.

In addition, the board has a built-in encoder so you can record your
results back out to tape without the need for an additional board.

Our unique bit-rate control allows you to maximize the MJPEG quality
for each individual frame given the bandwidth of your hard disk
subsystem. In normal talk, you specify how fast your hard disk can
read and write data and the MJPEG board will capture data at that
constant rate, automatically increasing or decreasing frame quality to
avid dropped frames. All in all an excellent technology breakthrough
that took months to get working.

The board has three inputs (2 composite and 1 S-Video) and two outputs
(1 composite an 1 S-Video).

The enhanced version includes Adobe Premiere 4.0LE (for video editing)
and CeQuadrat PixelShrink (for conversion to MPEG movie files).

Q-Motion 100   List Price: $469
Q-Motion 100 Deluxe List Price: $649

For product literature, more information, or the location of your
nearest reseller, call us at:

1-800-700-0362 inside the U.S.
1-610-964-7600 outside the U.S.
1-610-964-8195 fax

Pete Nush, Marketing Manager   Voice: (610) 964-7837
Quadrant International, Inc.   Fax: (610) 964-8195
170 South Warner Road, Suite 102   EMail: pnush@quadrant.com
Wayne, PA 19087-2191 USA

------------------------------Post #2-------------------------------------
From: Videoguy@viking.cris.com (DTV)
Newsgroups: rec.video.desktop
Subject: Re: Quadrant QMotion
Date: 1 Aug 1995 22:13:45 -0400
Organization: Concentric Internet Services

Today 8/1/95 I received my first shipoment of q-motion 100 boards. I have
taken one home for evaluation. So far I am very impressed. Unfortunately,
I am running into the restraints on my hard drive. The q-motion has a
very clever compression sceme. You can optimize on comression ratio,
compressed field size, kbytes per second or bits/pixel. With all this
control, optiimizing your capture can take a bit of time. So far I can
get excellent 320x240 captures. At 640x480 i get a great image quality,
but I am dropping about 10% of frames. I will call Quadrant tech support
tommorrow, to help me optimize my compression sceme.

Due to a screw up in the packaging, the units were shipped in a make do
black&white sleeve. The quadrant people decidsed it was more important to

ship the product, then delay it for packaging. I agree with this decision
100%. We are selling the Q-100 board for $499. A comnplete bundle with
Adobe Premiere 4.0 le will be available in 2-3 weeks for $699. I still
have a couple of units in stock. If you want to be a pioneer, call me to
order a Q-100 while I still got em. My next shipment will be when the
bundles are available.

Ragards & happy videomaking,
Gary Bettan
dtv tech support
The Electronic Mailbox
800 323-2325

----------------------------My Opinions-----------------------------------

As you can see from the date of the last posting, the Q-Motion came
out fairly recently. Unfortunatley, my school has lost its usenet
connection a few days ago (I'm not sure exactly why; my school has
been hit by a couple of thunderstorms lately and the computer system
just hasn't been the same since then), so I haven't been able to see
if there are any other reactions to the board. One thing to keep in
mind is quality. The updated PAR (the DPS Perception, which is a PCI
card and uses SCSI drives rather IDE) gives "broadcast" quality. It
can do 3:1 compression, which from what I gather is practically
loseless compression. I can't comment on QMotion's quality, but I
know the Perception is reputed to have excellent, broadcast quality
output. I'm more interested in animations as a hobby, so I would be
more tempted to get a QMotion, Miro DC1 board, etc... and save myself
over $1000, even if it isn't rated at broadcast quality. On my Amiga
I use DCTV to record my anims to video; it's about as low end as you
can get, but I'm satisfied with its output. But then again, with the
DPS Perception, you know your getting one of the best systems around.

Cedric
--

Cedric Chang   Mechanical Engineer   // Amiga 3000 '040
changc9@rpi.edu   Rensselaer Polytechnic Institute \X/ CgFx/EGS Piccolo
----

                         Thread   290
                    -=> RETURN TO CONTENTS!<=-

1.139   MSG-136 Subject: T3dInfo beta testers

Subject: T3dInfo beta testers
Date: Monday, 07 August 1995 21:00:50
From: G.Scibilia@Agora.stm.it

 GS> Yaba daba doo fellows,

```
GS>     I'm searching for Amiga/PC Imagineers to beta test a util I wrote, it
GS> writes via stdout info about TDDD objects, it manages NAME, SHP2, SHAP,
GS> POSI, AXIS, SIZE, BBOX, PNTS, EDGE, FACE, COLR, REFL, TRAN, SPC1, CLST,
GS> RLST, TLST, TXT3, BRS4, FOGL, PRP1, INT1, PART, PTFN, FGR2, PTH2, FOR2,
GS> BBSG, SBSG Imagine v2.9+  sub chunks  and  SHAP, TPAR, SURF, MTTR, SPEC,
GS> PRP0, INTS, STRY, OBSV, OTRK, OSTR, FADE, SKYC, AMBI, GLB0, EXTR, MTRX,
GS> LOAD  Turbo Silver v3.0 chunks.

    I can uuencode PC executable, email me if You can help me; for Amiga fellows

I'm still waiting for the executable from Patrick Savaugeau, many thanx Patrick!



"G.Scibilia@agora.stm.it"
"Imagine Mailing List, IML FAQer"

--- Wizard signing off....
 /\_
|   | "G.Scibilia@Agora.stm.it"
| O | "cn01@novell.dima.unige.it"
|   | "2:332/211.24@FidoNet.org"
| O | "Imagine Mailing List,IML FAQer"                           ae(-_^)ue
|___|                              _    __   ___  _____Wizard signing off


                           Thread          39
                         -=> RETURN TO CONTENTS!<=-
```

1.140   MSG-137 Subject: Re: Animation

```
Subject: Re: Animation
Date:    Monday, 07 August 1995 21:04:48
From:    jprusins@cybergrafix.com (John Prusinski)


  -------------------------------------------------------------------------

>To: dvwilson@tibalt.supernet.ab.ca (Dave Wilson)
>From: jprusins@cybergrafix.com (John Prusinski)
>Subject: Re: Animation
>
>>>My personal preference, although a bit on the pricey side at approx. $750,
>>>is Autodesk's Animator Studio.  This will (among other things) load 24-bit
>
>>
>>
>>              How well does it animate 640x480 full screen 24bit
>>animations and
>>what are you useing for a system?
>
>
>I'm using a Pentium 90 w/ 24megs of RAM, and 640x480 24-bit animation is
definitely choppy, unless not much of the frame is moving (i.e. a still
background with a smaller foreground object moving around).  I have an ATI
```

graphics card (WinTurbo Mach 64), which I dislike and plan to replace as
soon as I have a spare $500 or so... it's slow and gives me GDI errors in
Windows from time to time (although as an aside to another thread, it does
seem to run Imagine just fine).
>I don't think I've ever actually seen a desktop computer run 640x480 24-bit
RGB animation in which the whole frame is changing (i.e. camera moves)
smoothly. Is such a thing possible? When I need full-frame I output to the
PAR (on the Amiga) and do it in video. I only use .avi files for tests and
when they are destined to multimedia productions where they will be played
in a smaller window.
>
>John.
>

                                    Thread   55
                             -=> RETURN TO CONTENTS!<=-

1.141   MSG-138 Subject: Re: Imagine 3.3 Screen Res.

Subject: Re: Imagine 3.3 Screen Res.
Date: Tuesday, 08 August 1995 00:34:39
From: Ian M Smith <iansmith@ncinter.net>

On Tue, 8 Aug 1995, Duncan wrote:
>   Errrm i got NewMode off Aminet and it works very well in DBLPAL -No Flicker
> with extra space for more buttons along the bottom and is ok UNTIL you/i
> Qrender then it crashes unless i start imagine and jump back to WB and set
> NewMode to DONOTPROMOTE then its ok -i read the docs and every thing but i can
t
> get it to work properly

The problem with NewMode is subtle and bit me too. There is an
easy solution however!

Open up the NewMode requester, select the Imagine screen, hit Edit, and
then Options. Make sure "Screen Name" is checkmarked! Save.

The problem is that by default, NewMode only looks at the program
opening the screen. So when Imagine tries to open a quickrender
screen, NewMode promotes it! Some modes have fits when promoted.
Turning on Screen Name makes NewMode check the name of tehe program
AND the name of the screen, and leaves quickrenders alone.

--
IanSmith@ncinter.net <--- New EMail, new web page address in a day or so!

                                    Thread   166
                             -=> RETURN TO CONTENTS!<=-

1.142   MSG-139 Subject: Re: Autodesk 3D Studio - Wow!!!

```
Subject: Re: Autodesk 3D Studio - Wow!!!
Date:    Tuesday, 08 August 1995 01:32:41
From:    Charles Blaquiere <blaq@io.org>


       ----------------------------------------------------------------------------

> From: The Prophet <jbk4@email.psu.edu>
>
> It was used to do the cyberspace for 'Johnny Neumonic'.
> There was an article about it in a recent CineFex.

Yes, Johnny Neumonic. The guy who got terabytes of compressed air pumped
into his head. <goofy, lopsided grin>

By the way, various companies produced various FX sequences using
various software packages. So don't go see that movie if you
expect a 3DStudio demo. (according to reviewers, don't go. Period)
```

<div align="center">
Thread   104
-=> RETURN TO CONTENTS!<=-
</div>

1.143   MSG-140 Subject: Re: Global Fog animation (doh!)

```
Subject: Re: Global Fog animation (doh!)
Date:    Tuesday, 08 August 1995 01:34:40
From:    Charles Blaquiere <blaq@io.org>


       ----------------------------------------------------------------------------

> From: gregory denby <gdenby@bach.helios.nd.edu>
>
> MFF, mhfff, (sound of foot being extracted from mouth.)

Hey, I didn't know Imagine supported sound effects!
```

<div align="center">
Thread   115
-=> RETURN TO CONTENTS!<=-
</div>

1.144   MSG-141 Subject: Re: Imagine 3.3 Screen Res.

```
Subject: Re: Imagine 3.3 Screen Res.
Date:    Tuesday, 08 August 1995 01:44:37
From:    Duncan <dunc@eraser.demon.co.uk>


       ----------------------------------------------------------------------------
```

Hi Dylan,

> > PC: Dunno... anyone?
>
> Pc version has a preferences entry which lets you set it to 800x600,
> 1024x768 and 1280x1024 (Which is impossible to read on a 15in monitor! :)
> Where did you get those NewMode and ModePro programs?
>
   Errrm i got NewMode off Aminet and it works very well in DBLPAL -No Flicker
with extra space for more buttons along the bottom and is ok UNTIL you/i
Qrender then it crashes unless i start imagine and jump back to WB and set
NewMode to DONOTPROMOTE then its ok -i read the docs and every thing but i cant
get it to work properly

 im gonna get ModePro and try that

   Duncan

                          dunc@eraser.demon.co.uk

                          Thread   143
                     -=> RETURN TO CONTENTS!<=-

1.145   MSG-142 Subject: Re: Single sided mapping

Subject: Re: Single sided mapping
Date: Tuesday, 08 August 1995 01:56:13
From: Charles Blaquiere <blaq@io.org>

> From: Rick Dolishny <dolish@io.org>
>
> If anyone is interested, I'll be uploading images from the montage after
> it's totally finished (music and sound are being added now). You can get
> it at the Command Line BBS/Toronto (great animation and video BBS)
> soon at (416) 533-8321 but I'll have <someone> show me how to upload
> to Aminet...
>
> ...I'm lucky to have the one and only CHARLES BLAQUIERE in my home town!

<laughing> Yep! And we all know who's going to show you how to upload to
Aminet, don't we? <laughing some more>

I guess this is a good time to tell you all a bit about my buddy Rick
here. He runs TAZA, the Toronto Animators Zoetrope Association. It's a
fun user group for mostly-Amiga animators. He's also a real-live
animator, who makes his living using Imagine and a PAR/IV24-equipped
Amiga 3000. This year, after 2 years of animating underwater scenes for a
syndicated show called "Fish'n Canada", which was his biggest client, he

was hired outright as a staff member. He's progressed from flat, white,
geometric facsimiles of fish, using all of 3 faces (I kid you not),
swimming in a foggy, gridded underwater environment, to his current
level: realistic fishies of all kinds, with tacked textures and bones and
stuff. It's great to see the progress this guy has made. It's also great
that there were people actually paying for his little swimming origami
fish, 2 years ago! I don't mean it as a putdown; it's just an example
that there's a market for _all levels_ of animation. The topic surfaces
<oops, another fish analogy %^S > regularly on the IML: how to get work?
Well, my work so far has been decidedly low-end, but I've sold everything
from nicely-lit, field-rendered, 24-bit, single-framed flying logos, down
to dopey 16-color DPaint animations being played off my 3000. There's a
client for every quality level, and conversely, there's a quality level
for every client's budget.

Anyway, what started out as a small bio ended as today's soapbox speech.
Ladies and gentlemen of the IML, meet Rick.

                              Thread   37
                      -=> RETURN TO CONTENTS!<=-

1.146   MSG-143 Subject: Re: Imagine 3.3 Screen Res.

Subject: Re: Imagine 3.3 Screen Res.
Date: Tuesday, 08 August 1995 02:02:55
From: Torgeir Holm <torgeirh@powertech.no>

On 07-Aug-95 16:44:56, Dylan Neill wrote:

>> On an amiga, use NewMode or ModePro to promote imagine (works perfectly
>> with ModePro here)
>>
>> PC: Dunno... anyone?

>Pc version has a preferences entry which lets you set it to 800x600,
>1024x768 and 1280x1024 (Which is impossible to read on a 15in monitor! :)
>Where did you get those NewMode and ModePro programs?

They should both be on aminet. Don't know the directory. ModePro is
written by one of the many Mikes on the IML (the Rivers one...), and he mailed
it to me uuencoded.

If you don't find them, let me know and I'll mail you the archive.

Torge!r

                              Thread   138
                      -=> RETURN TO CONTENTS!<=-

1.147   MSG-144 Subject: GreG

```
Subject: GreG
Date:     Tuesday, 08 August 1995 02:03:01
From:     Torgeir Holm <torgeirh@powertech.no>
```

  ----

type http://www.websharx.com/~greg

enter gallery

click any form button

KLONNK <sound of jaw hitting floor>

GreG, awesome work! (can't wait for those image descriptions to come online)

Torge!r

```
                              Thread          47
                        -=> RETURN TO CONTENTS!<=-
```


1.148   MSG-145 Subject: Re: Velocity scaling

```
Subject: Re: Velocity scaling
Date:     Tuesday, 08 August 1995 02:31:01
From:     Charles Blaquiere <blaq@io.org>
```

Visualize a 2-D graph, with time running at the bottom from left
(start) to right (end), and the vertical axis representing the degree to
which (alignment/size/position/morphing) varies, from bottom (beginning
value or object) to top (end value or object). When you're morphing a
value or object, what you're doing is laying down a spline curve that
joins the bottom-left point with the top-right point:

```
45,0,120 |         __-B
         |      _--
Align    |   /
         | /
         |/
0,0,0    A----------
         1         10
             Frame
```

In this diagram, we're morphing, ohhh, position from a triplet of XYZ
values ("A" on the graph) to another ("B" on the graph), between frames 1
and 10. At frame 1, the object's alignment is 0,0,0; at frame 10,
it's 45,0,120. Obviously, when you lay down an Action bar, you want to
go from 0,0,0 to 45,0,120 as time marches along; that is, you want to
join the points marked "A" and "B" on the graph.

How you join those points is where Velocity Scaling comes into play.

In the Bad Old Days, the only way to join those points was with a
straight line. Alignment would vary at the same rate in every frame,
giving rise to the following problems:

        - jerky start/stop motion, as the rotational speed
          suddenly went from zero to (whatever) when the
          beginning of the bar was encountered; the same
          was true at the end of the movement.

        - Rotational speed, or the rate at which alignment
          changed from frame to frame, was constant. Real-
          world objects always need to _accelerate_ from a
          speed of zero to (whatever), and inertia means
          they can't decelerate to zero instantly, either.

Result: totally unnatural movement.

These days, the curve that joins A and B is a spline curve, which you
can control through two parameters, the Velocity Scaling fields. Each
one represents the _slope_ of the spline as it touches A or B. Remember
from your geometry days: a slope of zero is horizontal; 1 is a 45-degree
angle; 90 degrees is positive infinity. Similarly, -1 is a -45-degree
slope, and minus infinity will give you a vertical slope, pointing
downwards.

Imagine works as if the graph, above, had the same width and height. So,
you can simulate the Bad Old Days by setting both Velocity Scaling (VS)
values to 1: the spline will start and end at a 45-degree angle, and
since each end of the spline will be pointing straight towards the other
end, there's no need to deviate. The result: a straight line.

With any other VS values, the spline at one point will have a slope
defined by that VS value; the spline will gently curve to meet the
other endpoint at whatever VS slope is defined there.

For example, since a slope of zero is horizontal, setting VS#0 to zero
will mean the Action editor bar will start morphing slowly, and the
transformation will pick up as time progresses. The same would be true
of VS#1, where a value of zero would mean progressive deceleration.

VS values of zero at both ends often look the most natural, if you're
trying to model anything organic, or even artificial objects, such as a
milk carton, which you wish to imbue with human qualities.

(By the way, VS#1 values represent the slope of the spline at point B,
rotated 180 degrees. Turn your monitor upside-down to see what I mean.)

Negative values would mean the spline will briefly dip below the

"initial value" line (VS#0) before arcing upwards towards B, or
conversely (VS#1), create an overshoot that corrects itself quickly and
settles at the final value, at point B.

Now if a slope of 1 means an abrupt start or end to the movement,
greater and greater values will mean even stronger initial rates of
change, giving a cartoony effect; think of the Road Runner instantly
disappearing after sticking out its tongue at Wile E. Coyote.

I'm thinking of submitting a "Velocity Scaling Lab" project to 3D
Artist, which would use some devious tricks to show you exactly, in a
single frame, what the spline interpolation curve would look like for a
given pair of VS values. Until then, this written description should be
enough for all but the most visually-challenged user. (I hope)

                              Thread   146
                        -=> RETURN TO CONTENTS!<=-

1.149   MSG-146 Subject: Re: Velocity scaling

Subject: Re: Velocity scaling
Date: Tuesday, 08 August 1995 03:16:04
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello Rick, on Aug 7 you wrote:

> > Has anyone mastered the velocity scaling in the action editor. I can't find
the
> > logic to its operation.
> > I try 0 then 1, to get acceleration. Then I try 0 and 2, also acceleration b
ut
> > aster. But 0 and 3
> > creates a vastly different motion path.
> >
> > It seems if the numbers a attractors that exagerate the spline interpolation
.
> > Please if anyone could explain.
>
> Actually, I think a quick tutorial is in place too! I've had just a
> bugger of a time geting things to start out REALLY slow then shoot off,
> as an example. What on earth do the numbers do? Logically, I'd think a
> scaling value of 1 would not affect the "units per frame" where 2 would
> double the units per frame... but double of what?
>
> Any suggestions anyone?

Don't confuse the speed of an object, ie. the distance it travels over a
number of frames, with it's acceleration (Vel. Scaling). Remember that
Spline Interpolation and Velocity can be set for four timelines, Actor,

Position, Align and Size and each can act independantly or influence each
other. If you set Velocity in the Actor timeline and morph from a sphere to
a cube the rate of the morph will effect all the points in the object
during its transition. If the object is also moving and you set Velocity in
the Position timeline the object's axis is ac/decelerated from one key
frame to the next.

Take your example of an object starting out slow and shooting off quickly.
Make a Position timeline over 20 frames, moving the object 150 units in X
from its' original position with Velocity set to 0,1. Make another timeline
from frame 21 to 40 and move the object another 500 units in X with
Velocity set to 0,2. The distance travelled in the last 20 frames is
greater than the first 20 and the object will "shoot off" and accelerate as
well. I don't think the Velocity values themselves can be defined in terms
of units travelled but rather the higher the value the greater the effect.
Try setting velocity to 6,0 for the last 20 frames with Spline
Interpolation turned on and you will exaggerate the spline curve so much
the object will reverse direction in the last few frames as it decelerates.
Strangely enough if you toggle Spline Interpolation OFF the curve is even
more pronounced.

Play around with the values and use the frame slider in the anim preview to
step through the frames and notice how far the object travels each frame as
it accelerates or decelerates.

I think the important thing here is that these movements are spline curves,
not linear. Trial and Error as usual. :-)

-- Bob

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

                          Thread   128
                      -=> RETURN TO CONTENTS!<=-

1.150   MSG-147 Subject: Heightfields ?

Subject: Heightfields ?
Date: Tuesday, 08 August 1995 04:01:08
From: randman@interaccess.com (Randall Moore)

Since this is my first post here on the IML I better preface my query by saying
I haven't read the FAQ so,....

 I have been trying to generate a nice POV-like heightfield with no luck. I
have taken
a fractint generated DXF from a plasma image - too chunky and too many points,
plus takes a loooooooooong time to render.
Does anyone have any suggestions ??
I am using 3.0 on the PC.

Thanks

– Randy

<pre>
                    Thread   149
              -=> RETURN TO CONTENTS!<=-
</pre>

1.151   MSG-148 Subject: I'm back...

<pre>
Subject: I'm back...
Date: Tuesday, 08 August 1995 05:20:34
From: lumbient@superlink.net
</pre>

Yes you thought I was gone, anyway along the lines of many previous note
about GreG's homepage I found that webshark is a great resource for Imagine
stuff. Steve Blackman is also there.
<pre>
                         !LuM!
</pre>

<pre>
                    Thread   170
              -=> RETURN TO CONTENTS!<=-
</pre>

1.152   MSG-149 Subject: Re: Heightfields ?

<pre>
Subject: Re: Heightfields ?
Date: Tuesday, 08 August 1995 10:17:35
From: Drew_Perttula@altabates.com
</pre>

    'tis true, DXF files from Fractint are hard to work with-- I've tried.
    But I had a totally successful landscape by drawing a B&W plasma in
    fractint, saving the image (lo-res probably), making a detailed plane
    in IM30, and Applique'ing the plasma. The phong shading helped also.

    To get a water level, simply intersect a 1x1 plane of water with the
    land. You could probably also do that common POV thing where it looks
    like they took everything higher than a certain Z and flattened it.
    You could even flatten several levels for plateaus/roads. Etc, etc.

<pre>
                    Thread   356
              -=> RETURN TO CONTENTS!<=-
</pre>

1.153   MSG-150 Subject: Demo pic of upcoming Imagine soft shadows

```
Subject: Demo pic of upcoming Imagine soft shadows
Date:    Tuesday, 08 August 1995 16:03:37
From:    Charles Blaquiere <blaq@io.org>
```

After 2 weeks, I finally got through to Aminet, where I uploaded
"AlienArt.jpg", an image that had been uploaded onto CompuServe by, I
believe, Mike H. It shows two upcoming Imagine features: the abstract
sculpture was modelled using metaballs, and it's casting soft shadows,
courtesy of a new type of light object. (Warning: only works in trace mode)

By the way, I spoke to Mike this week, and learned that Metaballs will
both be a Detail editor modelling tool, _and_ an animated Action editor
F/X, which means you'll be able to animate globuly things merging into
each other! Coupled with some suitable organic Essence textures, this
could lead to a new level of yuckiness.

P.S. You know, I can think of worse ways to spend five bucks than to
call Mike and talk to him. He sure has a way of getting even grizzled
old Imagine veterans (does 3.5 years count?) excited at the program and
its near future. I can only encourage y'all to give Mike a call some time.

```
                         Thread        337
                      -=> RETURN TO CONTENTS!<=-
```

1.154   MSG-151 Subject: Lightwave demo on the web ...

```
Subject: Lightwave demo on the web ...
Date:    Tuesday, 08 August 1995 16:36:32
From:    sherman@netcad.ENET.dec.com
```

FROM too long. Original FROM is 'Steve NACAD::Sherman LKG2-A/R5 pole AA2 DTN 226
-6992 08-Aug-1995 1533 -0400 <sherman@netcad.ENET.dec.com>'

-------------------- Original Message Follows --------------------

Just for comparison purposes, I checked this out. I still like Imagine,
but I think it's good to look at what's out there. This is sort of a
virtual demo of Lightwave:

        http://cse.unl.edu/%7Emohrt/lightwave/

It lets you see what the screens look like as well as download some pics.

Steve

```
                              Thread          303
                    -=> RETURN TO CONTENTS!<=-
```

1.155   MSG-152 Subject: Retina problems

```
Subject: Retina problems
Date:     Tuesday, 08 August 1995 17:28:01
From:     Charles Blaquiere <blaq@io.org>
```

```
    ------------------------------------------------------------------------
```

```
Here is a message I found on CompuServe. I told the author I'd report
his problem to the IML, in case someone here had a solution.
```

```
    ----------------------------------------------------------
```

```
#: 47798 S8/Rendering
    28-Jul-95  21:47:37
Sb: Imagine & Retina?
Fm: Frank Dlugoleski 73577,2467
```

```
                              Thread          167
                    -=> RETURN TO CONTENTS!<=-
```

1.156   MSG-153 Subject: Siggraph Imagine user meet!

```
Subject: Siggraph Imagine user meet!
Date:     Tuesday, 08 August 1995 17:43:55
From:     Charles Blaquiere <blaq@io.org>
```

```
    ------------------------------------------------------------------------
```

```
#: 9512 S3/Impulse
    07-Aug-95  01:07:54
Sb: SIGGRAPH Imagine Meeting
Fm: Tim Wilson [Crestline] 76432,1122
```

```
                              Thread           19
                    -=> RETURN TO CONTENTS!<=-
```

1.157   MSG-154 Subject: Web Page Moved

```
Subject: Web Page Moved
Date:     Tuesday, 08 August 1995 20:16:46
From:     Ian M Smith <iansmith@ncinter.net>
```

```
    ------------------------------------------------------------------------
```

Well, I finally have my Imagine Web paged moved to my new account...
give it a try if you get the chance and let me know if there are any
problems. It should be much faster... :)

--   - Imagine-ImageMaster-HP-Amiga! -
IanSmith@ncinter.net   http://www.ncinter.net/~iansmith/

                              Thread   410
                   -=> RETURN TO CONTENTS!<=-

1.158   MSG-155 Subject: Re: Re[2]: lensflare

Subject: Re: Re[2]: lensflare
Date: Tuesday, 08 August 1995 21:41:42
From: yrod@ozemail.com.au

Is lensflare also a good way to distract the eye from sometimes unreal
looking renders? 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   12
                   -=> RETURN TO CONTENTS!<=-

1.159   MSG-156 Subject: Re: Fog

Subject: Re: Fog
Date: Tuesday, 08 August 1995 21:57:42
From: Rick Dolishny <dolish@io.org>

You were asking about Global Fog. Remember to set the upper and lower
dimensions of the fog: for a while I was setting the Fog Length and
assuming that if I did not set restrictions on the size that the Fog
would affect everything: WRONG!

Good luck!

Rick Dolishny   dolish@io.org
Ardee Productions - Toronto, Ontario

1.160   MSG-157 Subject: Re: Single sided mapping

Subject: Re: Single sided mapping
Date: Tuesday, 08 August 1995 22:18:51
From: Rick Dolishny <dolish@io.org>

On Tue, 8 Aug 1995, Charles Blaquiere wrote:

> > From: Rick Dolishny <dolish@io.org>
> >
> > If anyone is interested, I'll be uploading images from the montage after
> > it's totally finished (music and sound are being added now). You can get
> > it at the Command Line BBS/Toronto (great animation and video BBS)
> > soon at (416) 533-8321 but I'll have <someone> show me how to upload
> > to Aminet...
> >
> > ...I'm lucky to have the one and only CHARLES BLAQUIERE in my home town!
>
> <laughing> Yep! And we all know who's going to show you how to upload to
> Aminet, don't we? <laughing some more>
>
> I guess this is a good time to tell you all a bit about my buddy Rick
> here. He runs TAZA, the Toronto Animators Zoetrope Association. It's a
> fun user group for mostly-Amiga animators. He's also a real-live
> animator, who makes his living using Imagine and a PAR/IV24-equipped
> Amiga 3000. This year, after 2 years of animating underwater scenes for a

<blush!>

Thanks Charles! I read the Lightwave magazines and go to the 3D
get-togethers across Ontario, and until now it's been a bit lonely:
producing 10-60 seconds of 3D animation every week that I think looks
pretty good - at least as good as the Lightwave stuff. But nobody
outside Canada has heard of my show or my work. When do I get to be on a
cover of a magazine? *

* Actually, I have... Many of you are familiar with Amiga Animation
  magazine: it's a collection of PD graphics, animation, Mods and
  programs. There on the cover was my dog: fully articulated and
  animated on the enclosed disk! Included was a short tutorial on
  Bones and states. Check it out: it was issue 8.4. It's a great
  way to see what I do... I suspect the file is floating around
  Aminet too: I originally called the archive "Dog.gone.lha".

So the point of all this is that it's great to be on the IML finally, to
meet all of you Imagine animators of all skill levels. I hope that if
you are in the Toronto area that you can make it to TAZA: we meet in the
back room of a great restaurant with a capacity of over 60 people. I'd

like to meet you there!

It's great to be here. Now Charles, how about that ftp demo...

Rick Dolishny   dolish@io.org
Ardee Productions – Toronto, Ontario

                          Thread   89
                    –=> RETURN TO CONTENTS!<=–

1.161   MSG-158 Subject: Re: Velocity scaling

Subject: Re: Velocity scaling
Date: Tuesday, 08 August 1995 22:22:56
From: Rick Dolishny <dolish@io.org>

Charles, that Velocity scaling demo was remarkable! What I don't
understand is why it doesn't seem to make a difference whatever the
values are... unless I click on Discontinuous Knot. Am I wrong? What is
this button?

Rick Dolishny   dolish@io.org
Ardee Productions – Toronto, Ontario

                          Thread   164
                    –=> RETURN TO CONTENTS!<=–

1.162   MSG-159 Subject: Re: An old challenge - How are diamonds done ?

Subject: Re: An old challenge – How are diamonds done ?
Date: Tuesday, 08 August 1995 23:07:14
From: yrod@ozemail.com.au

Could you use Millan Polle's glass.itx to get the diamond right.
The method Charles is describing with the fakely.itx sounds similar to
what Millan's texture does. Correct me if I am wrong. I might try it on
the diamond obj that was supplied on the list. Let you know what happens.
Might be a bit late though. Have a few days off in the mountains betwen jobs.

When I get back from the mountains I will be publishing the results of
the Tool survey. If anyone else out there wants to be included in the
survey please post ASAP. At the moment more Amiga users have responded

than PC users. Tom G(renderbrant) seems to be using the most platforms
for 3D rendering.

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   3
                        -=> RETURN TO CONTENTS!<=-

1.163   MSG-160 Subject: Re: Imagine 3.3 Screen Res.

Subject: Re: Imagine 3.3 Screen Res.
Date: Tuesday, 08 August 1995 23:23:39
From: Torgeir Holm <torgeirh@powertech.no>

On 08-Aug-95 00:44:37, Duncan wrote:
>>
> Errrm i got NewMode off Aminet and it works very well in DBLPAL -No Flicker
>with extra space for more buttons along the bottom and is ok UNTIL you/i
>Qrender then it crashes unless i start imagine and jump back to WB and set
>NewMode to DONOTPROMOTE then its ok -i read the docs and every thing but i
>cant get it to work properly

> im gonna get ModePro and try that

No such problems using ModePro, it even promotes the PlayBig animation screen
correctly.

Torge!r

                              Thread   100
                        -=> RETURN TO CONTENTS!<=-

1.164   MSG-161 Subject: Re: Velocity scaling

Subject: Re: Velocity scaling
Date: Tuesday, 08 August 1995 23:31:13
From: Charles Blaquiere <blaq@io.org>

> From: Charles Blaquiere <blaq@io.org>
>
> 45,0,120 | ___-B

```
>           |   _--
> Align     |  /
>           | /
>           |/
> 0,0,0     A----------
>           1         10
>               Frame
>
> In this diagram, we're morphing, ohhh, position from a triplet of XYZ
> values ("A" on the graph) to another ("B" on the graph), between frames 1
```

D'oh! As you can imagine, I started writing the tutorial using
"Position" as the variable XYZ triplet, then went back and changed it
all to "Align"... everywhere except in one line. Obviously, I meant that
we're morphing _Align_, not Position. The graph is correct.

                        Thread   145
                    -=> RETURN TO CONTENTS!<=-

1.165   MSG-162 Subject: Re: Velocity scaling

Subject: Re: Velocity scaling
Date: Tuesday, 08 August 1995 23:44:03
From: Charles Blaquiere <blaq@io.org>

> From: Rick Dolishny <dolish@io.org>
>
> Charles, that Velocity scaling demo was remarkable! What I don't
> understand is why it doesn't seem to make a difference whatever the
> values are... unless I click on Discontinuous Knot. Am I wrong? What is
> this button?

Discontinuous Knot is used when you create several adjoining morph bars,
e.g.

        A[########B[###C

Normally, you'll want the spline curve, from A to B to C, to look
harmonious, without any abrupt changes caused by different values to the
left of B (Velocity Scaling #1 of first morph bar) and to the right
of B (Velocity Scaling #0 of second morph bar). I don't know how Imagine
does it; perhaps it plays with the values so that the first VC#1 and the
second VC#0 won't really be what you entered, but an average of the two.
Whatever method Imagine uses, the idea would be to force the slope of
the spline to be the same as it arrives at B, and as it leaves B.

However, if you want the spline curve to have different slopes, you
click on the Discontinuous Knot button. This allows you to enter
different values in the first VC#1 and the second VC#0, giving the
effect of a break in the curve. (You get the same effect, in 2-D space,
in the Spline editor when you change a knot from Continuous to

Discontinuous) You're basically telling Imagine, "when computing the
first spline interpolation, pretend that the second bar doesn't exist".

Well, when you're just creating a _single_ morph bar, the second bar
doesn't exist, and for some reason I found that activating
Discontinuous Knot really got the point across to Imagine. Without it, I
sometimes got strange behaviour.

                              Thread   158
                        -=> RETURN TO CONTENTS!<=-

1.166   MSG-163 Subject: Re:Re: lensflare

Subject: Re:Re: lensflare
Date: Tuesday, 08 August 1995 23:46:38
From: yrod@ozemail.com.au

On Sun, 6 Aug 1995, gregory denby wrote:

>
> Rod asks:
> >How do I obtain a nice sparkle offthe edge of a wine glass or chrome
> >object?
>
> I suppose you are talking about a glint durring the course of an
> anim? I don't think there is any easy way to do this. Maybe try
> running a small test anim, just to see which frames have the sharpest
> specular highlights, and then add a flared light at those points/
> frames. ??
>
> Greg Denby
>

This might be a nice feature that Impulse might be able to impement.
A global effect that reacts to a texture (or attributes button) on an obj.
Like the way that the global lens flare reacts to lights that don't have
the "No lens flare" switch on. Place a texture that works on specularity
(or mabey just a button in the attributes requestor like the bright button).
Anyway, the global effect would look for objects with that is tagged with
the specularity texture/button, and where the specularity reaches
255,255,255 in a tight spot (like on an edge) it would produce a
sparkle/lensflare like effect. Possible settings for the effect could be:

Intensity before sparkle, ie: 250,250,250
Width of bright spot (set in Imagine units), ie. if an edge of your wine
  glass was 5 Imagine units, this setting would be say: 5.
So with these two settings you could say, "Put a sparkle/flare on any
area where the specularity intensity is over 250,250,250 on an area less
than 5 imagine units wide"
Perhaps other lensflare type settings could be borrowed.

Anyway, just an idea. Don't flare me 8-) if this doesn't make sense, is
totally useless, or could never be done.

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   34
                    -=> RETURN TO CONTENTS!<=-

1.167   MSG-164 Subject: Re: Velocity Scaling

Subject: Re: Velocity Scaling
Date: Tuesday, 08 August 1995 23:58:21
From: NEWKIRK@delphi.com

    ----

to Rick Dolishny-
Think back to college math... a discontinuity is a point at which (on a graph
of velocity) the velocity changes abrubtly, no smooth curve. If you select
Discontinuous Knot (knot being the control points of the spline) then you are
telling the program to take your input value and disregard the slope approaching

that point. In reverse, if you don't have a discontinuous knot, the slope in th
e
frame preceding the spline is probably used instead, to ensure that no
discontinuity exists at the starting point.
Did that make any sense? I'm half asleep...
Joelzzzzzzzzzzzzzz

                          Thread   161
                    -=> RETURN TO CONTENTS!<=-

1.168   MSG-165 Subject: RE: Beyond Imagination

Subject: RE: Beyond Imagination
Date: Wednesday, 09 August 1995 00:12:10
From: Andrew@Herbert.Netkonect.Co.UK (Andrew Herbert)

>   ----- The following addresses had delivery problems -----
><Andrew@Herbert.Netkonect.Co.UK> (unrecoverable error)
>
>   ----- Transcript of session follows -----
><Andrew@Herbert.Netkonect.Co.UK>... Deferred: Connection timed out with

herbert.netkonect.co.uk
>Message could not be delivered for 1 week, 2 days
>Message will be deleted from queue
>
Oh dear...as you can see I had a bit of trouble recieving the message, but it go
t to me in the
end !

>>Beyond Imagination is a On-Line help system for Imagine and includes hints,
>tips, and tutorials
>>on just about everything.

>Just downloaded your software, and I must say I'm very impressed with the
>time and effort you
>obviously put into it. Although I've kept my own archives and FAQs from the
>IML, it's great to
>have them easily accessible all in one place. Thanks!
>
>Since you asked for comments, I must say that the one thing that would make
>it even more
>useful than it already is would be some kind of search function. Being able
>to find every
>reference to, say, "glass" at the click of a button would be great!

Thanks for your reply.

"Beyond Imagination" was a idea after using "Dare 2 Imagine" on the Amiga (and I
 have to admit
quite a lot of the information was "aquired" from the very same archive !)

I feel Imagine for the PC has never taken off in the same way it did for the Ami
ga (certainly
not in the UK) I hope that this will soon change, although I'd be the first to a
dmit Imagine
needs to make some changes in order to achieve this.

Thanks to everyone who has said they liked it and found it useful, until I start
 working
full-time with (hopefully) a computer graphics firm (interview this week - bite
fingernails time
!) I will constantly improve it.

Thanks for your constructive critism and I'm working on a search program at the
moment, it
won't be much different from the Netscape searcher or Yahoo, I'm just making the
 code more
effecient so it'll run a bit faster. I realise the on-line time costs money so I' ←
   ll try and
make it as small as possible, and give it it's own .exe so you won't have to dow
nload the full
program again and re-install it.

That's all for now and I'll msg everyone when it's downloadable through the web
page.

Bye !

                                  Thread   191
                        -=> RETURN TO CONTENTS!<=-

1.169   MSG-166 Subject: Re: Imagine 3.3 Screen Res.

Subject: Re: Imagine 3.3 Screen Res.
Date: Wednesday, 09 August 1995 10:52:45
From: Mtucibat@cris.com

By 8-8, lots of folks have talked about Screen Size:

T> > im gonna get ModePro and try that
T>
T> No such problems using ModePro, it even promotes the PlayBig animation
T> screen correctly.
===============

        I'd prefer not to have another commodity running, but still
        haven't found the locations to edit. If anyone has or could
        find them, I'd appreciate their posting.

        -mikeT

* Offline Orbit 0.70a * ...Sleep is a poor substitute for Raytracing...

                                  Thread   134
                        -=> RETURN TO CONTENTS!<=-

1.170   MSG-167 Subject: Re: Retina problems

Subject: Re: Retina problems
Date: Wednesday, 09 August 1995 11:02:24
From: Vance Schowalter <viking@freenet.edmonton.ab.ca>

I have a Retina Z2 and Imagine 3.0. I found a utility on AmiNet (archive
name "DCTV4RetinaV25.lha") which allows Retina users to retarget
Imagine's rendering output (using the DCTV switch) to the Retina. I've
tried it, and it works perfectly. You only have to register it to get a
version that doesn't stamp a logo on your output screen.

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

1.171   MSG-168 Subject: Fonts

Subject: Fonts
Date: Wednesday, 09 August 1995 11:36:41
From: Mike McCool <mikemcoo@efn.org>

Seems like I might have gone through this once, so excuse the
rudundancy,--but is there something buggy in 3.0's add font object, in
Detail?

I'm not usually into the flying logo thing, but hey, cliche's
strike even the most conceited of us. I couldn't get Detail to load any
kind of font, not even postscript's. Ended up having to go into
spline, which isn't too slow at all. And the manual of course was
incredibly helpful.

I'm glad I haven't deleted 2.9. Oh, and I'm on an A3000.

(And also, please excuse those multiple posts yesterday about the
watersplash tutorial. I got three of my own letters. My server's
playing pingpong).

1.172   MSG-169 Subject: Re: Craig Collins

Subject: Re: Craig Collins
Date: Wednesday, 09 August 1995 15:09:00
From: Paul Townend <Paul.Townend@raytech.co.uk>

 -=> Quoting Andrew@herbert.netkonect.co.uk to All <=-

An> From: Andrew Herbert <Andrew@herbert.netkonect.co.uk>

An> Has anyone heard of Craig Collins or any of his animations ?

An> Dolphin Dreams
An> Speed Limit
An> Last Stand On Hoth
An> Mean CD Machone
An> Soldier X
An> Tygris III
An> Aliens III

An> He also did a magazine cover for Amiga Shopper

An> I have one of his videos in PAL format (The Imagine Video Collection
An> 1) from 17 bit software and was wondering if he released any more
An> animations or if anyone has a contact address ?

Hello Andrew :-) I live a couple of miles from Craig and work part-time
at the same place so I reckon I'm quite up on Craigs material since I
supplied the music for his video (check out the credits).

I haven't got hold of him to ask if it's OK to give You a tel number,
but I could relay any messages..he is a bit busy though.

He also did PC format and Amiga format's covers and may do some more
in the near future (amiga format was the pixelpro2 giveaway).

He now runs a pentium90 with 40 meg ram and all the trimmings! :-)

If You think that video was good..You wanna see his demo reel...blows
that away. Full 24 bit anims on svhs...stunners!
Time to show off a bit now..:-)..I managed to get the soldier x object
from Craig some time ago, and have sworn never to release it. Nice piece
of work, but I really wanted the alien, however Craig spent 3 months
off and on building that so I doubt if anything short of violence will
prise that from his clutches:-))

As far as more anims goes...no. Craig is now professional and has no
time for PD. He recognises PD launched his career, but there comes a time
when You cant restrict Yourself to small/free anims! People out there
are prepared to pay good money for this kind of work, so why not join
in?

Craig's now working on a few ideas, I can't really say what, but I'll
let You know as and when – he uses comms but doesn't really like to
do any more than read the mail.

Just thought I'd drop You a reply 'cos even though we're mates, I still
admire his work as a pro (it seem you do too).

Don't know if you wanna e-mail me back, but it would be better 'cos
walls have ears and Craig often gets badly informed when I write about
him....I then spend 2 or 3 hours explaining what was REALLY said to him:-)

```
 OK, nuff waffling, it's time 4 bed!
 Traa!

.... There goes me knotted pine!  (Wrong Trousers)
|
| 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         454
                     -=> RETURN TO CONTENTS!<=-
```

1.173   MSG-170 Subject: Imagine 2.0

```
Subject: Imagine 2.0
Date:     Wednesday, 09 August 1995 17:59:55
From:     Joe Piche <jpiche@freenet.calgary.ab.ca>


       --------------------------------------------------------------------
```

I was wundering if there was an upgrade to imagine 2.0? Bug fix, and the
like. I can't afford 3.0, so I'm kinda stuck with 2 <The price was
right>. I'm also looking for a tutorial on how to use the Cycle editor.
The book that came with imagine when I bought it, covers all the basics,
but not the cycle ed.

BTW, I'm using the PC version.

Thanx, Joe

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

1.174   MSG-171 Subject: Rendering Resolution

```
Subject: Rendering Resolution
Date:     Wednesday, 09 August 1995 20:35:00
From:     horst@artemedia.DE (Horst Heberle)


       --------------------------------------------------------------------
```

On Aug 10, 2:04am, William Allwell wrote:
> Subject: Rendering Resolution
> What is a good resolution to render in? I usually stick to 640*512,
> rendering in 24 bit, then viewing the rendered image through Art
> Department in AGA. I have noticed a few images in magazines rendered at
> resolutions up to 1500*1000, which are of veryy high qaulity. What
> resolutions do other people use???
>

> Bill Allwell
>
>-- End of excerpt from William Allwell

I think, it depends on what you want.
If you want an animation in Video resolution you don't need a resolution of
your image larger than 720x576 (this is for a PAL image).
If you want to produce a slide, you need a resolution higher than Video,
because a slide needs a very high resolution to display your rendered image in
the best quality (my experiences in this: 2048x1365 for a good quality), but
remember - an image in this resolution in 24 bit is up to 8,5 mb size.

You need more info in this question? Don't hesitate to ask me. I will try to
help you. I often produce animations and slides in different resolutions with
much success.
Horst

--
   _/_/_/ _/   _/_/_/_/ _/   Dipl. Ing. Horst Heberle
  _/   _/_/   _/   _/_/   Lindenstrasse 9 54292 Trier
 _/   _/ _/   _/_/_/_/ _/ _/   eMail heberle@trier.fh-rpl.de

 _/   _/   _/   _/ _/_/_/_/   Phone (0)651 47493
_/_/_/ _/_/_/_/_/ _/_/_/_/ _/   _/   Fax (0)651 43176

                        Thread   230
                   -=> RETURN TO CONTENTS!<=-

1.175   MSG-172 Subject: Re: Imagine upgrade

Subject: Re: Imagine upgrade
Date: Wednesday, 09 August 1995 21:17:19
From: bilboyce@iconz.co.nz (Bill Boyce)

>>I am currently using version2 of Imagine, and I'm thinking of upgrading to
>>version3 or later. Are there many advantages to the later versions and
>>what are to user guides like???
>>
>>   Bill Allwell
>>
The user guide is much improved, as is the program.

-Particles
-Lens Flares
-Bones / Skeletonal control, and Inverse kinematics
-Hugely improved brush and texture map requester and settings options
-Postscript text objects & spline editor
And many other things. That should wet your appetite, anyway.

Get it! If you can afford it, it is streets ahead of version 2.

1.176   MSG-173 Subject: Amiga IFF

Subject: Amiga IFF
Date: Wednesday, 09 August 1995 21:37:11
From: Susan Dianne Boon <sdboon@acs.ucalgary.ca>

Hi!

Sorry to be slightly off topic but,are there any PD programs that
would convert my Imagine IFF to other formats like GIFF and TIFF?
Or even HTML????
Keep rendering!

--

Dr. Susan D. Boon
Department of Psychology
University of Calgary
2500 University Dr. NW
Calgary, AB T2N 1N4
CANADA

1.177   MSG-174 Subject: Craig Collins

Subject: Craig Collins
Date: Wednesday, 09 August 1995 21:38:55
From: Andrew@Herbert.Netkonect.Co.UK (Andrew Herbert)

Has anyone heard of Craig Collins or any of his animations ?

Dolphin Dreams
Speed Limit
Last Stand On Hoth
Mean CD Machone
Soldier X

Tygris III
Aliens III

He also did a magazine cover for Amiga Shopper

I have one of his videos in PAL format (The Imagine Video Collection 1) from 17
bit software and
was wondering if he released any more animations or if anyone has a contact addr
ess ?

BTW The Beyond Imagination search engine is out now from http://uptown.turnpike.
net/H/Herbert/

>> Email: Andrew@Herbert.Netkonect.Co.UK <<
>> Beyond Imagination for Windows available at http://uptown.turnpike.net/H/Herb
ert/ <<

                          Thread   169
                    -=> RETURN TO CONTENTS!<=-

1.178   MSG-175 Subject: Re: Creating landscapes

Subject: Re: Creating landscapes
Date: Wednesday, 09 August 1995 22:08:50
From: mikael@pip.dknet.dk

I found a way on how to make easy landscapes, using Fractint (I use Fractint 19.
2).
Start Fractint, make Plasma, save image. From main menu select "3D transform fro
m file"
and select your saved image. An option screen appears. The option "coarseness" c
ontrols the
detail level (number of points, edges and faces). Go down to "Ray Trace out" and
 enter "7"
for DXF output. Press enter until the computer begins to draw. Start imagine, se
lect "load DXF"
 and Imagine will convert the DXF, this may take some time. You know have an eas
y way of
making landscapes objects.

Yours Mikael Johannesen.

                          Thread   177
                    -=> RETURN TO CONTENTS!<=-

1.179   MSG-176 Subject: Re: Creating landscapes

```
Subject: Re: Creating landscapes
Date:     Wednesday, 09 August 1995 23:25:49
From:     Fredster <fredster@sapphire.netrix.net>
```

```
        ---------------------------------------------------------------------
```

-- [From: Fredster * EMC.Ver #2.5.02] --

> I found a way on how to make easy landscapes, using Fractint (I use
Fractint
> 19.2). Start Fractint, make Plasma, save image. From main menu select "3D
> transform from file" and select your saved image. An option screen
appears.

Neat idea!

There's a program called VistaPro, that does great landscapes that can be
saved as dxf and imported into Imagine as well, that gives you greater
control over the whole thing. It's pretty cheap, and very effective...

Fred Aderhold
fredster@netrix.net

Brownies - not just for breakfast anymore!

```
                            Thread          175
                        -=> RETURN TO CONTENTS!<=-
```

1.180   MSG-177 Subject: Re: Creating landscapes

```
Subject: Re: Creating landscapes
Date:     Wednesday, 09 August 1995 23:32:53
From:     Roger Straub <straub@csn.net>
```

```
        ---------------------------------------------------------------------
```

On Wed, 9 Aug 1995 mikael@pip.dknet.dk wrote:

> I found a way on how to make easy landscapes, using Fractint (I use Fractint 1
9.2).

What is Fractint? What platforms? Shareware? How much? AAAAAAGHHHHH!!!!

>
> Yours Mikael Johannesen.
>

```
>
>

See ya,
      Roger
```

```
                        Thread        229
                  -=> RETURN TO CONTENTS!<=-
```

1.181   MSG-178 Subject: Re: Help-Im2.0

```
Subject: Re: Help-Im2.0
Date:    Thursday, 10 August 1995 00:06:11
From:    Roger Straub <straub@csn.net>
```

```
    -------------------------------------------------------------------------
```

```
On Wed, 9 Aug 1995 NEWKIRK@delphi.com wrote:

> HELP!  I'm running IM 2.0, trying to 'Trace' a scene, and  I keep getting
> 'Error - World OcTree Too Large'  What does it mean, what can I do?
> This one's new to me.

I think I've heard of this one. Try scaling your entire stage setup down
below 1024(?). This should alleviate the problem, I think.

> Joel
>

See ya,
      Roger
```

```
                        Thread        481
                  -=> RETURN TO CONTENTS!<=-
```

1.182   MSG-179 Subject: Help-Im2.0

```
Subject: Help-Im2.0
Date:    Thursday, 10 August 1995 00:07:23
From:    NEWKIRK@delphi.com
```

```
    -------------------------------------------------------------------------
```

```
HELP!  I'm running IM 2.0, trying to 'Trace' a scene, and  I keep getting
'Error - World OcTree Too Large'  What does it mean, what can I do?
This one's new to me.
Also have a non-Imagine question for Amiga Imagineers: I'm running on ECS
chips, and have noticed a strange effect - my Amiga's display bleeds into
```

channel six on my TV set, ten feet away, no connections (except power, but
each is on it's own surge protector with filters) The problem exists with
the monitor turned off too, so I guess I've been getting irradiated for years
sitting in front of my A2000 (it sits on the floor, on it's end, right in fron
of my chair. Hmmm.... glad I've already had a son...)
Joel

                          Thread   178
                    -=> RETURN TO CONTENTS!<=-

1.183   MSG-180 Subject: Re: Amiga IFF

Subject: Re: Amiga IFF
Date: Thursday, 10 August 1995 02:05:39
From: Vance Schowalter <viking@freenet.edmonton.ab.ca>

Yes, you can get several choices of image processor(format converters)
from your nearest AmiNet site. I've tried out GfxCon, and it works well
and is easy to use. It will convert to and from most popular Amiga/PC
file graphic formats.

Normally, however, I use the commercial program Imagemaster R/t. It's
bang for the buck can't be beat by competitors.

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

                          Thread   223
                    -=> RETURN TO CONTENTS!<=-

1.184   MSG-181 Subject: Rendering Resolution

Subject: Rendering Resolution
Date: Thursday, 10 August 1995 03:04:36
From: William Allwell <bill@netspace.net.au>

What is a good resolution to render in? I usually stick to 640*512,
rendering in 24 bit, then viewing the rendered image through Art
Department in AGA. I have noticed a few images in magazines rendered at

resolutions up to 1500*1000, which are of veryy high qaulity. What
resolutions do other people use???

                          Bill Allwell

                          Thread   171
                    -=> RETURN TO CONTENTS!<=-

1.185   MSG-182 Subject: Imagine upgrade

Subject: Imagine upgrade
Date: Thursday, 10 August 1995 03:11:43
From: William Allwell <bill@netspace.net.au>

I am currently using version2 of Imagine, and I'm thinking of upgrading to
version3 or later. Are there many advantages to the later versions and
what are to user guides like???

                    Bill Allwell

                          Thread   172
                    -=> RETURN TO CONTENTS!<=-

1.186   MSG-183 Subject: Re: Pentax

Subject: Re: Pentax
Date: Thursday, 10 August 1995 03:45:20
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello Greg, on Aug 9 you wrote:

> I d-loaded your Pentax .iob from Aminet, and I want to congratulate
> you on your modelling. For a change, a nice object that's not
> a space ship. Also, I like the way you didn't use any brush maps.
> I guess I'm a bit of a purist, but using brushes seems to be a bit
> of a cheat.
>
> Now, where do I get film for this :->

I'm glad you like it. I've tried to follow Carmen Rizzolo's lead and avoid
brush maps where possible. It's a fine line between getting a detailed
object and too many faces. The "PENTAX" logo alone is over 1400 faces, not
to mention the Zoom and Focus rings. I was tempted to add brush maps for
some text on the lens and aperture ring but had second thoughts, it would
have meant rendering in a very high resolution to make them legible.

I have to admit though that my next object will probably be the Deep Space
9 station :-) but it will be modelled from a VCR freeze frame, not a model.

-- Bob

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

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1.187   MSG-184 Subject: Re: Rendering Resolution

Subject: Re: Rendering Resolution
Date: Thursday, 10 August 1995 04:01:49
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello William, on Aug 10 you wrote:

> What is a good resolution to render in? I usually stick to 640*512,
> rendering in 24 bit, then viewing the rendered image through Art
> Department in AGA. I have noticed a few images in magazines rendered at
> resolutions up to 1500*1000, which are of veryy high qaulity. What
> resolutions do other people use???
>
>   Bill Allwell

I generally render to suit my default display (Workbench) size, around
724 x 566. A local magazine here in Australia won't accept anything less
than 1500 x 3000 for their cover which measures 8" x 11" (A4). They need
the higher resolutions for printing.

-- Bob

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

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                  -=> RETURN TO CONTENTS!<=-

1.188   MSG-185 Subject: Re: Creating landscapes

Subject: Re: Creating landscapes
Date: Thursday, 10 August 1995 04:17:09
From: RobSampson@aol.com

In a message dated 95-08-09 19:53:42 EDT, you write:

>There's a program called VistaPro, that does great landscapes that can be
>saved as dxf and imported into Imagine as well, that gives you greater
>control over the whole thing. It's pretty cheap, and very effective...

I've been using Vistapro 3.1, picked it up a couple weeks ago. I now
consider it an excellent addtion to Imagine. There are so many ways to use
it. Export dxf terrains to Imagine. Convert dem files to 3ds with a utility
of thiers then convert the 3ds file to Imagine with Andrey's program.
 Backdrop an Imagine render into a Vistapro landscape and then place another
Imagine render in the foreground as long as the tga files background color is
black. It is by itself a great program with very good tech support, in fact
the best tech support I have come across on any product. When I had a
question about a feature right after buying it the guy who wrote the program
responded to my question within hours even though the post was not directed
towards him specifically. If you have need for great terrains and
photorealistic backdrops this is the program to get. It was $85 I believe
direct from VRLI but can be found cheaper I'm sure.

Bob..............

                          Thread   222
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1.189   MSG-186 Subject: Upgrading...

Subject: Upgrading...
Date: Thursday, 10 August 1995 07:22:54
From: James Brooks <jamesb@clark.net>

Hi all,

(Sorry if this question have been ask before..and I know it has)

  I have been out of the loop (in a since) with Imagine. As you can see
I own Imagine 3.0. I am just wondering how much will cost total not to
get up to Imagine 3.3?   I was once offer to join Impulse's upgrade club
but I was already sucked into using Lightwave (and I love it!) but the
features I have been hearing about Imagine has me seriously thinking
about seeing this package and once again use it WITH LW. :)

Oh is there a number (or email address) I can get to Impulse?

TIA

Alex

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

```
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                -=> RETURN TO CONTENTS!<=-
```

1.190   MSG-187 Subject: Re: Rendering Resolution

```
Subject: Re: Rendering Resolution
Date:     Thursday, 10 August 1995 10:33:16
From:     Paul Rance <paul@rance.demon.co.uk>
```

```
   --------------------------------------------------------------------------
```

```
> From:          William Allwell <bill@netspace.net.au>
> Subject:       Rendering Resolution
> To:            imagine@email.sp.paramax.com
> Date:          Thu, 10 Aug 1995 02:04:36 +1000 (EST)
```

```
> What is a good resolution to render in?  I usually stick to 640*512,
> rendering in 24 bit, then viewing the rendered image through Art
> Department in AGA.  I have noticed a few images in magazines rendered at
> resolutions up to 1500*1000, which are of veryy high qaulity.  What
> resolutions do other people use???
>
>                         Bill Allwell
```

```
640x512 is a good choice, or if you want to it to be seen on the PC's
do 640x480. I found that when I moved onto the PC most of my Amiga
renderings were cut-off at the bottom.
```

```
Another idea that I always used in final renderings is to render at
1280x1024 and then scale down 50%. This improves the quality
of the render , as Imagines anti-aliasing has never been the best.
I still found it quicker this way even with Imagine 3's improved
anti-aliasing, I just turned down the quality in Imagine and rendered
it at twice the resolution I needed. It turned out quicker than
using Imagine 3's improved anti-aliasing quality which slows down
dramatically.
```

```
The reason why the magazines would use such a high
resolution is so that it can be published without loss of quality.
Alot of highend printing can go up to 32000.
```

```
Paul R
--------------------------------------------------------------
 email: paul@rance.demon.co.uk
```

```
gallery web page http://metro.turnpike.net/P/paulr/index.html
----------------------------------------------------------------
```

```
                           Thread         152
                    -=> RETURN TO CONTENTS!<=-
```

1.191   MSG-188 Subject: Re: Fonts

```
Subject: Re: Fonts
Date:     Thursday, 10 August 1995 10:36:55
From:     Paul Rance <paul@rance.demon.co.uk>
```

```
    ------------------------------------------------------------------------
```

```
> Date:            Wed, 9 Aug 1995 10:36:41 -0700 (PDT)
> From:            Mike McCool <mikemcoo@efn.org>
> To:              imaginemailinglist <imagine@email.sp.paramax.com>
> Subject:         fonts
```

```
> Seems like I might have gone through this once, so excuse the
> rudundancy,--but is there something buggy in 3.0's add font object, in
> Detail?
>
> I'm not usually into the flying logo thing, but hey, cliche's
> strike even the most conceited of us.  I couldn't get Detail to load any
> kind of font, not even postscript's.  Ended up having to go into
> spline, which isn't too slow at all.  And the manual of course was
> incredibly helpful.
>
> I'm glad I haven't deleted 2.9. Oh, and I'm on an A3000.
>
> (And also, please excuse those multiple posts yesterday about the
> watersplash tutorial.  I got three of my own letters.  My server's
> playing pingpong).
>
```

```
THis has been fixed in the later versions, I think its 3.2.
Use the spline editor its much better anyway.
```

```
Paul
----------------------------------------------------------------
 email: paul@rance.demon.co.uk
```

```
 gallery web page http://metro.turnpike.net/P/paulr/index.html
----------------------------------------------------------------
```

```
                           Thread         377
                    -=> RETURN TO CONTENTS!<=-
```

1.192   MSG-189 Subject: Manuals please

Subject: Manuals please
Date: Thursday, 10 August 1995 12:12:42
From: simon phillips <S.T.Phillips@canterbury.ac.uk>

I got imagine 2.0 for my PC froma coverdisk. Only I have no clue how
to use it properly as I have limited background in Amiga usage. Can
anyone tell me where I can download a simple user guide ? If not can
I get a cheap user manual for the pc version anywhere (cheap being
the operative word) ?
thanks
Simon.

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                    -=> RETURN TO CONTENTS!<=-

1.193   MSG-190 Subject: Field Rendering

Subject: Field Rendering
Date: Thursday, 10 August 1995 12:52:52
From: pantera@voyager.com

A few questions:

* I have not tried to do a fiel rendering yet, but i am kinda confused,
i understand that the best time to use it is when you have objects
moving horizontally or vertically across the screenn. Should i just use
field rendering for ALL my animations??? and what do the individual
frames look like?

* When I try to align an object to the camera i get an error message,
anyone know why?

* If there is ANYONE out there with version 3.3 please E-mail me.

                          H"E"L"M"Y PRODUCTIONS

                           <3D & 2D AnImAtIoN>

                         E-Mail: Helmy@Voyager.Com

1.194   MSG-191 Subject: Re: Beyond Imagine

Subject: Re: Beyond Imagine
Date: Thursday, 10 August 1995 12:59:51
From: Ayalon Hermony <ila2024@zeus.datasrv.co.il>

Hello,

Tried FTP uptown.turnpike.net to get Beyond.zip.
The system didn't allows me as ftp or anon or guest.

Do I need http it only?

TIA.

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

1.195   MSG-192 Subject: Re: Amiga IFF

Subject: Re: Amiga IFF
Date: Thursday, 10 August 1995 15:39:04
From: Mike McCool <mikemcoo@efn.org>

Look down at aminet, in the gfx directory, I don't know if it's in the
edit directory or the 3d directory, but I think it's called Image
Studio. (Great help, eh! I'm not sure exactly where it is, nor what
it's called! Help like this you could do without . . . :^)

On Wed, 9 Aug 1995, Susan Dianne Boon wrote:

> Hi!
>
> Sorry to be slightly off topic but,are there any PD programs that
> would convert my Imagine IFF to other formats like GIFF and TIFF?
> Or even HTML????
> Keep rendering!
>

```
>
> --
>
> Dr. Susan D. Boon
> Department of Psychology
> University of Calgary
> 2500 University Dr. NW
> Calgary, AB  T2N 1N4
> CANADA
>
```

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1.196   MSG-193 Subject: Re: Rendering Resolution

```
Subject: Re: Rendering Resolution
Date:    Thursday, 10 August 1995 16:44:05
From:    Dylan Neill <dylann@pcug.org.au>
```

On Thu, 10 Aug 1995, William Allwell wrote:

> What is a good resolution to render in? I usually stick to 640*512,
> rendering in 24 bit, then viewing the rendered image through Art
> Department in AGA. I have noticed a few images in magazines rendered at
> resolutions up to 1500*1000, which are of veryy high qaulity. What
> resolutions do other people use???

Depends what you're doing it for. If your gonna make the picture for a
magazine or something then you have to use high resolutions so the
picture won't look too chunky. For viewing on screen just render 640x512
or whatever the highest resolution of your system is (I've done 1280x512
and 800x600 pictures and viewed them in AGA, looks good!)

```
                            |\ /|
                             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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                    -=> RETURN TO CONTENTS!<=-

1.197   MSG-194 Subject: Back From Siggraph

Subject: Back From Siggraph
Date: Thursday, 10 August 1995 18:50:57
From: Broctune@aol.com

I just got back from siggraph and I must say it was awesome. I mean I only
went to the exibits, cause I couldn't afford the classes and stuff but it was
truly an experience. Someof the more interesting things were the full earth
scaling thing-a-ma-bober, that allowed you to look at a globe, turn it around
and go into to any city or place and fly around, it scaled from full earth
view to like a 10 meter resolution of a place in almost real time. Another
cool place was the Alias Wavefront exhibit. They had a guy there who was
showing how the software was used in making fire, hair and proper speech. If
you have never been I urge you to go sometime because you'll never forget it.

                            Thread   205
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1.198   MSG-195 Subject: IML-FAQ#07 upped

Subject: IML-FAQ#07 upped
Date: Thursday, 10 August 1995 21:41:52
From: G.Scibilia@Agora.stm.it

Hi Imagineers,

>Subject: FAQ's
>From: DAVEH47@delphi.com
>
>
>   Could someone post a message as soon as Imagine FAQ#7 is
> available on aminet?

        I upped the latest Imagine Mailing List FAQ#07 on Aminet ftp.luth.se
site right now, it should be available in the next days (gfx/3d/iml-faq7.lzh).

 /_
| | "G.Scibilia@Agora.stm.it"
| O | "cn01@novell.dima.unige.it"
| | "2:332/211.24@FidoNet.org"
| O | "Imagine Mailing List,IML FAQer"   ae(-_^)ue
|___| _   __   ___ _____Wizard signing off

                            Thread   409
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1.199   MSG-196 Subject: ModePro?

```
Subject: ModePro?
Date:     Thursday, 10 August 1995 22:19:12
From:     Roger Straub <straub@csn.net>
```

When I downloaded ModePro from Aminet the other day, It worked fine. I
was running Imagine 3.3 in fully overscanned 724x482. Cool, I thought.
Then after a couple of days, it quit. ModePro wouldn't recognize when I
ran Imagine, and wouldn't promote the screen. =_(Uncol, I thought. Is there
something obvious that I'm missing? ModePro works every once in a while, but I
usually have to reboot several times. I tried adding a path to the
program name, and I tried using the screenmode requester option; the
requester doesn't even try to pop up. Help!?

See ya,
     Roger

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1.200   MSG-197 Subject: 50mhz cpu plug-in?

```
Subject: 50mhz cpu plug-in?
Date:     Thursday, 10 August 1995 23:19:05
From:     Mike McCool <mikemcoo@efn.org>
```

Anybody heard anything about such an animal? At the local users's group
meeting last night, some fellow mentioned a 'replacement chip' or plug-in
type thing that goes in the cpu slot and turns your amiga into a 50mhz.
He didn't know WHICH amiga, and someone else said it wasn't 50mhz, but 60
or 100--but both agreed they'd heard it costs under 600 bucks.

This news comes just when I was thinking of buying a warp engine. I guess
I should pick up a magazine occasionally and thumb through it.

Reminds me: last year, I got a print-out of a simple hardware hack for the
A3000 that allegedly transforms the floating point unit into a 50mhz
screamer. (I know, 50mhz is hardly screaming, but to a 25mhz user, it
IS). Anybody know about this, or tried it, or fried their machine trying
it?

Thanks in a trance.

                              Thread   201
                        -=> RETURN TO CONTENTS!<=-

1.201   MSG-198 Subject: Rendering Resolution

Subject: Rendering Resolution
Date: Friday, 11 August 1995 01:08:45
From: Torgeir Holm <torgeirh@powertech.no>

On 10-Aug-95 02:04:36, William Allwell wrote:

>What is a good resolution to render in? I usually stick to 640*512,
>rendering in 24 bit, then viewing the rendered image through Art
>Department in AGA. I have noticed a few images in magazines rendered at
>resolutions up to 1500*1000, which are of veryy high qaulity. What
>resolutions do other people use???

It depends on what the image is intended for. If it's for screen display, I
usualy don't go above 800x600. However, if it's meant to be printed
(offset, ie. in a magazine) It all depends on the final size of the printed
image and the magazine's screen ruling.

Example: I get a job to do a rendering as an illustration in a magazine, the
final size is supposed to be 8"*5", and they use a 130 lpi screen (they tell
me this, I don't have to figure that out.)

I double the lpi to get the dpi = 260
260 * 8 = 2080
260 * 5 = 1300
So I render the image at 2080*1300 at a 1:1 aspect ratio.

If I render at a lower resoulution, you will start to notice pixels on the
printed page. "lpi*2=dpi" & "dpi * x size & y size" is the basic rule when
figuring out resolutions for print.

Torge!r

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1.202   MSG-199 Subject: Re: Field Rendering

Subject: Re: Field Rendering
Date: Friday, 11 August 1995 02:03:14
From: Richard Heidebrecht <rheidebr@freenet.niagara.com>

On Thu, 10 Aug 1995 pantera@voyager.com wrote:

> * I have not tried to do a fiel rendering yet, but i am kinda confused,
> i understand that the best time to use it is when you have objects

> moving horizontally or vertically across the screenn. Should i just use
> field rendering for ALL my animations??? and what do the individual
> frames look like?

What's field rendering? I've heard of it before, but have no idea what
it does, would someone please enlighten me?

   ~Rick Heidebrecht~

                             Thread   208
                       -=> RETURN TO CONTENTS!<=-

1.203   MSG-200 Subject: Blaq! away until Aug. 21

Subject: Blaq! away until Aug. 21
Date: Friday, 11 August 1995 03:18:23
From: Charles Blaquiere <blaq@io.org>

Since this is a long time, and I'm one of the more prolific current IML
members, I thought I'd post a tiny notice of my absence. Hope nobody minds.

ObImagine: Call Mike H. and talk to him in person! It's much better than
trying to communicate with him online. His enthusiasm for upcoming
Imagine developments is downright contagious.

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                       -=> RETURN TO CONTENTS!<=-

1.204   MSG-201 Subject: Re: 50mhz cpu plug-in?

Subject: Re: 50mhz cpu plug-in?
Date: Friday, 11 August 1995 07:35:41
From: bilboyce@iconz.co.nz (Bill Boyce)

>Anybody heard anything about such an animal? At the local users's group
>meeting last night, some fellow mentioned a 'replacement chip' or plug-in
>type thing that goes in the cpu slot and turns your amiga into a 50mhz.
>He didn't know WHICH amiga, and someone else said it wasn't 50mhz, but 60
>or 100--but both agreed they'd heard it costs under 600 bucks.
>
>This news comes just when I was thinking of buying a warp engine. I guess
>I should pick up a magazine occasionally and thumb through it.

>
>Reminds me: last year, I got a print-out of a simple hardware hack for the
>A3000 that allegedly transforms the floating point unit into a 50mhz
>screamer. (I know, 50mhz is hardly screaming, but to a 25mhz user, it
>IS). Anybody know about this, or tried it, or fried their machine trying
>it?
>
>Thanks in a trance.
>
Replacement chipping the 3000 would be difficult - the 030 is suface mounted
ie soldered to the motherboard. The only real way to accelerate a 3000 is via
the cpu slot, as used by the Warp engine.

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                     -=> RETURN TO CONTENTS!<=-

1.205   MSG-202 Subject: Sparkles

Subject: Sparkles
Date: Friday, 11 August 1995 11:04:57
From: "DEBEAUMONT, GEORGE" <debeaugw@songs.sce.com>

On 8/6/95 Rod Macey wrote:
>Back to lenseflares - well sparkles actually. How do I obtain a nice
>sparkle off the edge of a wine glass or chrome object? Help is
>appreciated. Thanks.

Hey Rod,

I've got a quick thought on how to achieve a sparkle type of effect in an
animation. Presumably you want something less intense than a lense flare,
but something more than a simple specular highlight...the result of what
one would see in real life from some minor imperfection or poorly seen
detail on a rotating reflective object.

I'd approach it this way:

1) Create a primitive disk with even # of sections (lets use 12). Select
every other point (pick points mode) and scale down (result = six point
star).

2) Apply the Fakely texture to the sparkle object:

TYPE NO. = 2 (This will affect the filter value of the object only)
CHANGE THRESHOLD = 0.9 (This will make the sparkle object visible only when
it directly faces the camera)
SIDE RGB = 255,255,255
FRONT RGB = 0,0,0

3) Group the six pointed star to the object needing the sparkles. Make sure
to orient it such that it becomes visible (directly faces the camera) at

the desired point in your animation. Each sparkle object will now remain
invisible until its plane is perpendicular to the Y axis of the camera.

Anyway thats the basic idea. You'd probably want to use multiple sparkle
objects (with slightly different orientations) and keep them relatively
small. You might want to experiment with other shapes as well.

George deBeaumont
debeaugw@songs.sce.com

                            Thread   338
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1.206   MSG-203 Subject: Texture/States problem

Subject: Texture/States problem
Date: Friday, 11 August 1995 14:11:13
From: spack@mv.us.adobe.com

Hey All,

I was trying to make a animation of clouds moving past, like in time-lapse
photography, using PC IM3.3's cloud texture. I created a primitive plane
1000x1000 with 1 horizontal and vertical sections. I then applied the clouds
texture and created two states for the texture's position to morph from. Here
is a ASCII diagram:

```
        --------------------
        | A               X|
        |                  |
        |                  |
        |                  |
        |        Z         |
        |                  |
        |                  |
        |                  |      |                   B?
|
        --------------------
```

The first state of the texture is 'tacked' at A (i.e. I edited the texture axis,

moved it to A). The second state is tacked at B (again moving the texture axis

to B). I would expect that when animated there should be a smooth, linear
transition from A to B. However, this does not work! What happens is that the

texture rotates around a imaginary axis located at X. Z is the object axis
location, so this does not appear to be part of the problem.

Can someone explain why the texture doesn't morph in a linear manner? Ideas on

how to make it move linearly? Thanks!

-Scott
spack@adobe.com

                              Thread   487
                      -=> RETURN TO CONTENTS!<=-

1.207   MSG-204 Subject: Interesting ...

Subject: Interesting ...
Date: Friday, 11 August 1995 15:38:03
From: sherman@netcad.ENET.dec.com

FROM too long. Original FROM is 'Steve NACAD::Sherman LKG2-A/R5 pole AA2 DTN 226
-6992 11-Aug-1995 1423 -0400 <sherman@netcad.ENET.dec.com>'

--------------------- Original Message Follows ---------------------

The latest DV has some exciting stuff in it. I'm considering going to
broadcast quality hardware to spit out Imagine stuff as well as upgrading
other stuff.

There was formal mention of Iomega's Jaz box. Basically, it's supposed to
be out soon and sell for about $500. It takes 3.5" media that costs each
about $100. Each cart can hold about 1 GB of data and can be accessed at
a quoted average rate of 6.73 MB/sec. Takes a SCSI 2 interface and by the
picture looks like it'll fit in one o' my PC bays with no prob. If Iomega
delivers, this thing could be used for video playback, project storage and
backups. Has the potential to be one INCREDIBLE piece of HW. I'm waiting
for it ...

Also, I've seen several ads for the MARS 2 card by Daewoo. Has a big, red
800 number at the bottom to call for more info. It's supposed to do MPEG2
playback and recording with 6:1 compression or so. Thus, one *should* be
able to use a vanilla hard disk with it to play back animation. I've called
the 800 number a few times. The voicemail for Mark Brown (the gringo you
need to speak to) is full. Could be a lot of interest in this card. I
have no idea where to get one or how much it will be. Generates broadcast
quality video, unlike most of the cards out there. (NTSC has 60 frame,
true color, 740X480, MPEG-2, selectable PAL or NTSC, ISA interface, S-VHS,
Composite and Betacam outs.) Specs look real good on this board. Looks
to me like it would work well with the coming Jaz ...

An aside, I note that several card vendors are packaging Adobe Premiere
4.0 LE with their hardware. I know what AP 4.0 is. But, what is "LE"?
I assume it's a hobbled version of 4.0, no? There's little or no mention
of it in Adobe's www pages. Anybody know?

Steve

1.208   MSG-205 Subject: Re: Back From Siggraph

Subject: Re: Back From Siggraph
Date: Friday, 11 August 1995 18:19:48
From: Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>

   If you want some real inspiration (or to get really depressed), you
should check out the Alias website, http://www.alias.com. It has been
redone for SIGGRAPH and to note their merger with Wavefront. There are
dozens of MPEG's done by Alias animators and others. There is the running
Yeti, covered with flowing, bouncing HAIR, the porcupine covered with
moving QUILLS, the realistic glass of water with BUBBLING Alka-seltzer,
moving clouds in the sky made with PARTICLES, and so on and so on. You
will really have to check out Cyrus Lum's DRAGON.
   During SIGGRAPH, they had a live connection but I believe it is down now.

On Thu, 10 Aug 1995 Broctune@aol.com wrote:

> I just got back from siggraph and I must say it was awesome. I mean I only
> went to the exibits, cause I couldn't afford the classes and stuff but it was
> truly an experience. Someof the more interesting things were the full earth
> scaling thing-a-ma-bober, that allowed you to look at a globe, turn it around
> and go into to any city or place and fly around, it scaled from full earth
> view to like a 10 meter resolution of a place in almost real time. Another
> cool place was the Alias Wavefront exhibit. They had a guy there who was
> showing how the software was used in making fire, hair and proper speech. If
> you have never been I urge you to go sometime because you'll never forget it.
>

1.209   MSG-206 Subject: Veloctiy in v4.0 ???

Subject: Veloctiy in v4.0 ???
Date: Friday, 11 August 1995 20:16:56
From: Broctune@aol.com

Since there is all this talk about velocity scaling and all that will there
been an easier way to control the speed of an object and have it vary over
time in the new version.

1.210   MSG-207 Subject: Bones animation

Subject: Bones animation
Date: Friday, 11 August 1995 21:36:58
From: Doug Darland <ddarland@qualcomm.com>

Hello,
Here is my first try at Bones and Shadows.
It is a 720K zipped .FLC it unzips to
1M or so. It shows Bones being used in
2 different axis's on the same object.

Sharky has been gracious enough to allow
me to put it on his server.
You can ftp it from ftp.websharx.com/pub/imagine/walk.zip
Thanks Sharky for all your help.

Doug
ddarland@qualcomm.com

1.211   MSG-208 Subject: Re: Field Rendering

Subject: Re: Field Rendering
Date: Friday, 11 August 1995 22:58:53
From: RobSampson@aol.com

In a message dated 95-08-11 01:23:42 EDT, you write:

>> * I have not tried to do a fiel rendering yet, but i am kinda confused,
>> i understand that the best time to use it is when you have objects
>> moving horizontally or vertically across the screenn. Should i just use
>> field rendering for ALL my animations??? and what do the individual
>> frames look like?
>
>What's field rendering? I've heard of it before, but have no idea what
>it does, would someone please enlighten me?
>
>
>   ~Rick Heidebrecht~

   7. Field Rendering... For many this feature will do nothing,
except make you feel good that once you really need it you now have
it. Field rendering is only worth something if you are going to a single
frame recorder, of digital animation system like the Personal
Animation Recorder from DPS, in Florence, Kentucky.   You simply
click on the Field Render button in the subproject requester for the
project that you are working on. Notice also that there is a flip fields
button. You should make a test render of say 30 frames, if the image is
not stable or seems to be blurred or jagged, then simple click on the
Flip Field button. Now re-render the animation and everything should
be just perfect. Remember that this is the case for your system so that
when you set up a render you will always have to click on this button
if you needed to do so for this test. We have set this feature to work
out of the box with the PAR card, so as you test this feature please let
us know what you had to do to make it work with your system so that
we can let everyone else know what works best.

This is from the manual.txt file. Hope it helps you.

Bob............

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                    -=> RETURN TO CONTENTS!<=-

1.212   MSG-209 Subject: Re: Field Rendering

Subject: Re: Field Rendering
Date: Saturday, 12 August 1995 00:23:06
From: bilboyce@iconz.co.nz (Bill Boyce)

>ok well thanks for the explanations guys, my question now is should i
>Field Render ALL the time? and if so, what kind of an speed decrease
>should i expect if any?
>
>Also why is the PAR still so expensive!!! Its been at the $1600 range
>for the past 3 years! Isnt there anything out there that is much
>cheaper and has the same broadcast quality?
>
As mentioned, field render only when you will be playing back at a
guranteed 30 fps. Otherwise the animation will look ragged. If you
can play back at 30 fps, field render. It's not alot slower, and the
result is great. Note when field rendering if you want to hold on the
first or last frame, render those two without field rendering.

PAR is still that price because it's the same card it was 3 years ago!
It's about to be replaced by the Perception card, which is the same price
but uses compression ratios as low as 3 to 1, and uses a SCSI II interface
so you can use standard drives and get better speed, among other features.

They cost this much because true broadcast standard is demanding, and hence
expensive. The prices of these cards is chicken feed in an industry where

a basic broadcast quality Sony Betacam SP video deck is $30,000+. We are
lucky to have access to such 'cheap' gear as $2000!

There is a card called the Q'motion (?) coming out which is broadcast
resolution with composite and YC (S-VHS/Hi8) in (?) and out, for around $600.
It doesn't have component (YUV or RGB) out so it's not quite Broadcast
in the same league as PAR/Perception but it may be 'Broadcastable' ie don't
let the engineers get too close!
Might be worth looking out for if it performs.

Bill Boyce

                              Thread   246
                       -=> RETURN TO CONTENTS!<=-

1.213   MSG-210 Subject: Re: Interesting ...

Subject: Re: Interesting ...
Date: Saturday, 12 August 1995 00:32:40
From: bilboyce@iconz.co.nz (Bill Boyce)

>The latest DV has some exciting stuff in it. I'm considering going to
>broadcast quality hardware to spit out Imagine stuff as well as upgrading
>other stuff.
>
snip
>Also, I've seen several ads for the MARS 2 card by Daewoo. Has a big, red
>800 number at the bottom to call for more info. It's supposed to do MPEG2
>playback and recording with 6:1 compression or so.
snip
>Generates broadcast
>quality video, unlike most of the cards out there. (NTSC has 60 frame,
>true color, 740X480, MPEG-2, selectable PAL or NTSC, ISA interface, S-VHS,
>Composite and Betacam outs.) Specs look real good on this board. Looks
>to me like it would work well with the coming Jaz ...

Check out the Q'Motion (?) card too. Similar features, (though no beta)
for around $600

>An aside, I note that several card vendors are packaging Adobe Premiere
>4.0 LE with their hardware. I know what AP 4.0 is. But, what is "LE"?
>I assume it's a hobbled version of 4.0, no? There's little or no mention
>of it in Adobe's www pages. Anybody know?

Yes, it's a cut down (giving new meaning to Limited Edition!) version.

                              Thread   212
                       -=> RETURN TO CONTENTS!<=-

1.214   MSG-211 Subject: Re:ModePro?

```
Subject: Re:ModePro?
Date:    Saturday, 12 August 1995 01:34:17
From:    mrivers@tbag.tscs.com (Michael Rivers)
```

> When I downloaded ModePro from Aminet the other day, It worked fine.
> I was running Imagine 3.3 in fully overscanned 724x482. Cool, I
> thought. Then after a couple of days, it quit. ModePro wouldn't
> recognize when I ran Imagine, and wouldn't promote the screen. =_(
> Uncol, I thought. Is there something obvious that I'm missing?
> ModePro works every once in a while, but I usually have to reboot
> several times. I tried adding a path to the program name, and I
> tried using the screenmode requester option; the
> requester doesn't even try to pop up. Help!?

> See ya,
> Roger

A few things come to mind,
– Promote Imagine by the Screens name(Imagine). Depending
  on how Imagine is started, it's Program Name may be
  'Imagine.fp' , 'Imagine.int' or something like
  'work:imagine/Imagine.fp'
– Check you chip–mem perhaps your running out or is becoming
  fragmented, if ModePro can't promote the screen, it will
  fallback and open the the screen without promotion.
  Try promoting to a smaller screen mode.
– Check the entrys in ModePro, Entries in the Screen list have
  priority over the entries in the Program list.
– Try using wild cards, for ex. #?Imagine#?
  or you can use #?(which will promote everthing)

I'm probably guessing it will be the 1st, 3rd or 4th, being
as your not getting the screen mode requester.

```
                         Thread        220
                    -=> RETURN TO CONTENTS!<=-
```

1.215   MSG-212 Subject: Re: Interesting ...

```
Subject: Re: Interesting ...
Date:    Saturday, 12 August 1995 01:46:32
From:    Sharky <sharky@websharx.com>
```

On Fri, 11 Aug 1995, Steve NACAD::Sherman LKG2–A/R5 pole AA2 DTN 226–6992 11–Aug
–1995 1423 –0400 wrote:

> The latest DV has some exciting stuff in it. I'm considering going to
> broadcast quality hardware to spit out Imagine stuff as well as upgrading
> other stuff.
>
> There was formal mention of Iomega's Jaz box. Basically, it's supposed to
> be out soon and sell for about $500. It takes 3.5" media that costs each
> about $100. Each cart can hold about 1 GB of data and can be accessed at
> a quoted average rate of 6.73 MB/sec. Takes a SCSI 2 interface and by the
> picture looks like it'll fit in one o' my PC bays with no prob. If Iomega
> delivers, this thing could be used for video playback, project storage and
> backups. Has the potential to be one INCREDIBLE piece of HW. I'm waiting
> for it ...

The JAZ looks hot! If it is anything like the ZIP drive I just got (JAZ's
little 100MB brother) it'll sell like hotcakes. I've moved from
bernoulli's straight to zip disks and the pricing is just right to put
one project per zip disk. (OK I do wimpy imagine projects that don't go
over 100MB phtophtpht) :-)

[snipped daewoo stuff]

> An aside, I note that several card vendors are packaging Adobe Premiere
> 4.0 LE with their hardware. I know what AP 4.0 is. But, what is "LE"?
> I assume it's a hobbled version of 4.0, no? There's little or no mention
> of it in Adobe's www pages. Anybody know?

The LE is short for 'Lite Edition' or more appropriately 'Lame Edition'.
I got it with my Movie Machine Pro MJPEG compression setup and will be
upgrading to the full version (~$150) as soon as possible. The MM Pro is
great, but I get the feeling that I may be crying for the newer stuff
come COMDEX this fall. :-(

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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1.216   MSG-213 Subject: Amiga IFF

Subject: Amiga IFF
Date: Saturday, 12 August 1995 02:12:33
From: Susan Dianne Boon <sdboon@acs.ucalgary.ca>

Thanks to all for the replys about imagestudio and superview. Too
bad neither have TIFF but I will give GIF a whirl. Another
question...(again?!?!?) has to do with my final renderings.
I have basically made an animimated intro using fonts I have
created with the spline editor. Now the animated words show up
fine during a "make" and during a "quickrender". But when I go to
do a trace (in any graphic mode) there is always three letters
missing on the last word. If I recreate the word again in the
spline editor,but create the letters in a different order, it
never shows the last three letters I have created in the
spline editor. It seems that there are a maximum of letters
(faces) allowed? Any ideas?

Cool...I'm up to 70% complete...isnt multitasking great?
--

Dr. Susan D. Boon
Department of Psychology
University of Calgary
2500 University Dr. NW
Calgary, AB T2N 1N4
CANADA

<div align="center">Thread   173
-=> RETURN TO CONTENTS!<=-</div>

1.217   MSG-214 Subject: Re: Imagine 2.0

Subject: Re: Imagine 2.0
Date: Saturday, 12 August 1995 07:08:43
From: SGiff68285@aol.com

In a message dated 95-08-09 19:48:35 EDT, jpiche@freenet.calgary.ab.ca (Joe
Piche) writes:

>I was wundering if there was an upgrade to imagine 2.0? Bug fix, and the
>like. I can't afford 3.0, so I'm kinda stuck with 2 <The price was
>right>. I'm also looking for a tutorial on how to use the Cycle editor.
>The book that came with imagine when I bought it, covers all the basics,
>but not the cycle ed.
>
>BTW, I'm using the PC version.
>
>Thanx, Joe
>
>
Hey Joe, and anyone else out there that may be interested. Impulse offers a
package called Imagine Lite on CD-Rom. It is only $100 bucks and offers
significant improvements over 2.0. I believe it is version 3.0, and has some
of the high-end features like Particles taken out. It would be well worth

your $100 bucks. 2.0 seems like a script based program in comparison.

stephen g.

<pre>
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</pre>

1.218   MSG-215 Subject: Re: Creating landscapes

<pre>
Subject: Re: Creating landscapes
Date: Saturday, 12 August 1995 07:09:27
From: SGiff68285@aol.com
</pre>

In a message dated 95-08-09 23:54:10 EDT, RobSampson@aol.com writes:

>I've been using Vistapro 3.1, picked it up a couple weeks ago. I now
>consider it an excellent addtion to Imagine. There are so many ways to use
>it. Export dxf terrains to Imagine. Convert dem files to 3ds with a
utility
>of thiers then convert the 3ds file to Imagine with Andrey's program.
> Backdrop an Imagine render into a Vistapro landscape and then place another
>Imagine render in the foreground as long as the tga files background color
is
>black. It is by itself a great program with very good tech support, in fact
>the best tech support I have come across on any product. When I had a
>question about a feature right after buying it the guy who wrote the program
>responded to my question within hours even though the post was not directed
>towards him specifically. If you have need for great terrains and
>photorealistic backdrops this is the program to get. It was $85 I believe
>direct from VRLI but can be found cheaper I'm sure.
>
>Bob..............
>
>

Bob, doesn't VP create DXF files that are to large for Imagine to handle.
 Or have they created a way to export reduced polygon dxf's. So far everyone
I have talked to say the DXF's go beyond Imagine's face or point limit.

stephen g.

<pre>
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</pre>

1.219   MSG-216 Subject: IML overload

<pre>
Subject: IML overload
Date: Saturday, 12 August 1995 07:49:03
</pre>

From: cjo@esrange.ssc.se

Wheeewww!!!

What _is_ this?

I'm gone for 5 weeks and when I come back I've got over 1100 mails from the=
=20
IML in my mailbox! That's more than 200 mails per week!!

Jeez...


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

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1.220   MSG-217 Subject: RE:Veloctiy in v4.0 ???

Subject: RE:Veloctiy in v4.0 ???
Date: Saturday, 12 August 1995 09:10:47
From: jbk4@email.psu.edu (The Prophet)

To make it easier, Impulse should implement a graphical control
box that displays a spline curve that represents the velocity
scaling. It would aid the user-friendliness of the prg.

Jaeson K.

```
  ____          ____        _        _
 ( |  \        ( /  \      ( )      _ / )
  )|   )_   __   /  /_  _  __  /   __  ( X_)
 ( |  /~ \ /\_) /---~/ ) / )/   )/~\ /\_)   / _
  )ll/  l/ \__ (/    (/   (_//__//  / \__  (___)
 (_____)        (___/        (___)
```

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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1.221   MSG-218 Subject: Re: An old challenge - How are diamonds done ?

Subject: Re: An old challenge – How are diamonds done ?
Date: Saturday, 12 August 1995 10:02:41
From: "JOSEPH F. HART" <VISHART@ubvms.cc.buffalo.edu>

> From: IN%"rbyrne@3dform.edex.edu.au" :
> Here's a trace I did of your Diamond object. For a comparison, I copied it
> and changed the attributes to Glass with the same Index of Refraction as
> yours and placed it to the right of your original.

     I looked at the JPEG, and you have exactly the effect I've
been trying to achieve. I've been having some difficulty trying
to duplicate it. Is there any way you could provide more details
on how you did it ? Perhaps you could lharc and uuencode the
project, or perhaps better yet, post a tutorial here on the
mailing list.......

In Awe of Your Marvelous Achievement.....

[Sounds of transcendant admiration, followed by thunderous applause
  and fervent worship, with much bowing, praise and sacrificing.....]


```
                          |           Internet: VISHART@ubvms.cc.buffalo.edu
Joseph Hart         |      /// Plink   : OSS542
Niagara Falls, NY | \\///  Ham call: WA2SND
                          |   \XX/   FreeNet : af804@freenet.buffalo.edu
                          |      *** AMIGA – Computers for REAL MEN ***
========================================================================
```

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1.222   MSG-219 Subject: Re: Amiga IFF

Subject: Re: Amiga IFF
Date: Saturday, 12 August 1995 11:56:24
From: bilboyce@iconz.co.nz (Bill Boyce)

>I have basically made an animimated intro using fonts I have
>created with the spline editor. Now the animated words show up
>fine during a "make" and during a "quickrender". But when I go to
>do a trace (in any graphic mode) there is always three letters
>missing on the last word. If I recreate the word again in the
>spline editor,but create the letters in a different order, it

>never shows the last three letters I have created in the
>spline editor. It seems that there are a maximum of letters
>(faces) allowed? Any ideas?
>

Hmmm. There is a limit on the number of edges (the only limit I've bumped
into) which is around 32000 (40000?) edges per object.
The other thing is if Imagine runs out of RAM for a render it drops polygons
 - well it used to do this, I probably haven't run up against this since
Imagine 2.0, so I'm not sure it still does it.

Bill Boyce

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1.223   MSG-220 Subject: Re:ModePro?

Subject: Re:ModePro?
Date: Saturday, 12 August 1995 12:20:38
From: Roger Straub <straub@csn.net>

On Sat, 12 Aug 1995, Michael Rivers wrote:

b>
> A few things come to mind,
> - Promote Imagine by the Screens name(Imagine). Depending
>   on how Imagine is started, it's Program Name may be
>   'Imagine.fp' , 'Imagine.int' or something like
>   'work:imagine/Imagine.fp'
> - Check you chip-mem perhaps your running out or is becoming
>   fragmented, if ModePro can't promote the screen, it will
>   fallback and open the the screen without promotion.
>   Try promoting to a smaller screen mode.
> - Check the entrys in ModePro, Entries in the Screen list have
>   priority over the entries in the Program list.
> - Try using wild cards, for ex. #?Imagine#?
>   or you can use #?(which will promote everthing)
>
> I'm probably guessing it will be the 1st, 3rd or 4th, being
> as your not getting the screen mode requester.
>

I tried all of these. Imagine still pops up as a tiny 640x400 screen, and
I still don't get the requester. Grrr...

See ya,
     Roger

1.224   MSG-221 Subject: Re: Creating landscapes

Subject: Re: Creating landscapes
Date: Saturday, 12 August 1995 13:36:43
From: Jim Shinosky <tracker@en.com>

>
> Bob, doesn't VP create DXF files that are to large for Imagine to handle.
> Or have they created a way to export reduced polygon dxf's. So far everyone
> I have talked to say the DXF's go beyond Imagine's face or point limit.
>
> stephen g.

Actually, if I may step in here, Vistapro lets you set the detail level
of the DXF from very low quality(low polygon count) to very high quality.
There are 4 detail levels(maybe 5 I haven't used it in a while). The DXF's
are very useable.

Jim Shinosky

1.225   MSG-222 Subject: Re: Creating landscapes

Subject: Re: Creating landscapes
Date: Saturday, 12 August 1995 15:22:00
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

-> Bob, doesn't VP create DXF files that are to large for Imagine to= ha-> Or
have they created a way to export reduced polygon dxf's. So f=ar-> I have talke
d to say the DXF's go beyond Imagine's face or point l=imiI've never had any tro
uble importing VP DXF's, but if I remember righ=tyou can control how large of te
rrain you want. In theory I suppose yo=ucould create one so large it would excee
d your ram limits.ps. This is 3.1 for IBM (don't know about any other version)
 /---------------------------   ___   ___ ___   ___ | Mike van der
Sommen   / __ /__/ /__/ /_   \ / | Santa Barbara, Ca.
          /___/ / \ / / /   / \ | mike.vandersommen@caddy.uu.silcom.c
om   HAUS BBS (805-683-1388) | "Blackouts make for nice breaks in t
he day"   _____--- =FE
InterNet - GraFX Haus BBS - Santa Barbara, Ca - (805) 683-1388

1.226   MSG-223 Subject: Re: Amiga IFF

Subject: Re: Amiga IFF
Date: Saturday, 12 August 1995 15:48:36
From: Mike McCool <mikemcoo@efn.org>

Hey Doc,

     Sounds like a common problem: either your objects are going
outside your world boundary, or else you're running out of ram.

     Go into action editor, and make sure, in the Globals, that your
world size is set to 0,0,0.

     World size is only a factor in trace mode, so I'll bet this is
where you're losing your object.

                           Thread   192

1.227   MSG-224 Subject: Ram drive when using imagine

Subject: Ram drive when using imagine
Date: Saturday, 12 August 1995 16:03:21
From: Old_Man <sea_dog@yrkpa.kias.com>

I have just added a pentium to my faithful Amigo, and I know this will
show how little I know about IBM but,,,,,,,,,,,,,,,,,In order to run
imagine,I have to rem out the first two lines of my config.sys - right?
(to get rid of emm386 and himem)

When I do this and then try to create a RAM drive I can only create about
128 and this fills up almost immediately.

Obviously I am doing something wrong and will appreciate hearing how to
do it right

Thanks
Bill

                           Thread   244

1.228   MSG-225 Subject: ISL PC version

Subject: ISL PC version
Date: Saturday, 12 August 1995 16:15:36
From: Paul Thompson <shinobi@gold.interlog.com>

I'm looking for the PC version of ISL. I haven't had much luck finding
it. Can someone help?

Paul

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1.229   MSG-226 Subject: Hide/unhide subgroups

Subject: Hide/unhide subgroups
Date: Saturday, 12 August 1995 18:34:00
From: drift@nighthawk.com (Drift Dennis)

 I am working with imagine 3.3 and would like to know if anyone knows of a
 way to hide by subgroups. The unhide by subgroups function in the
 pick/select menu is real nice, but to hide by subgroups would be even nicer.
 If this cannot be done, will be able to be done in 4.0 I hope, I hope..

 Thanks Drift
 Drift Dennis
 drift@nighthawk.com   May The Force Be With You
 {KC7OT}
 NightHawk Production
 3D graphics and animation
 9403 Marilla Dr
 Lakeside, California   The true miracle is that we exist at all,
 92040-2801   let alone the we are here and now.
 PHONE 619-390-8375
 FAX   619-390-8375   PLEASE STOP BY OUR WEB SITE, we would appreciate
hearing
                          from you http://www.cts.com/browse/drift/
                          or soon to change to http://nighthawk.com
****
*********^^
^^^^^^^^^^^^^^^^^^

                           Thread   233
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1.230   MSG-227 Subject: Re: Creating landscapes

```
Subject: Re: Creating landscapes
Date:     Saturday, 12 August 1995 18:52:38
From:     RobSampson@aol.com
```

In a message dated 95-08-12 02:08:40 EDT, you write:

<< Bob, doesn't VP create DXF files that are to large for Imagine to handle.
 Or have they created a way to export reduced polygon dxf's. So far everyone
I have talked to say the DXF's go beyond Imagine's face or point limit. >>

If the poly count is set to 1 then yes the object is to large. If however
you reduce to a higher number (less polys) then the file will export to a dxf
that Imagine will import and I have been able to do this. Another mode is to
use VRLI's utility for converting a dem file to 3ds file and then use
Andrey's program to import after that. I have not tried that route yet but
it is my understanding that the dem to 3ds converter allows control of poly
count as well.
Bob.............

```
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                        -=> RETURN TO CONTENTS!<=-
```

1.231   MSG-228 Subject: Re: Hide/unhide subgroups

```
Subject: Re: Hide/unhide subgroups
Date:     Saturday, 12 August 1995 22:11:09
From:     Scott F Tracy <sftracy@winternet.com>
```

```
>
>  I am working with imagine 3.3 and would like to know if anyone knows of a
>  way to hide by subgroups. The unhide by subgroups function in the
>  pick/select menu is real nice, but to hide by subgroups would be even nicer.
>  If this cannot be done, will be able to be done in 4.0 I hope, I hope..
>
>  Thanks Drift
>  Drift Dennis
>  drift@nighthawk.com                          May The Force Be With You
>
>
```

Select Hide, go into the Pick/select menu, go down to Pick Subgroup,
select the subgroup you want to hide and there you are. :-)

Scott F Tracy

sftracy@winternet.com

```
                         Thread          237
                    -=> RETURN TO CONTENTS!<=-
```

1.232   MSG-229 Subject: Re: Creating landscapes

```
Subject: Re: Creating landscapes
Date:     Saturday, 12 August 1995 23:00:54
From:     Richard Heidebrecht <rheidebr@freenet.niagara.com>
```

```
          ----------------------------------------------------------------
```

On Sat, 12 Aug 1995 RobSampson@aol.com wrote:

> that Imagine will import and I have been able to do this. Another mode is to
> use VRLI's utility for converting a dem file to 3ds file and then use
> Andrey's program to import after that. I have not tried that route yet but
> it is my understanding that the dem to 3ds converter allows control of poly
> count as well.
> Bob.............

Is the dem-to-3ds utility shareware? I've got Vistapro 1.0, which
doesn't let you export dxf's. I'm pretty sure that the specs on the dem
format have been released, has anybody written a dem-to-imagine converter
yet?(I'd like to myself, but I'm still quite new to programming)

    ~Rick Heidebrecht~

```
                         Thread          227
                    -=> RETURN TO CONTENTS!<=-
```

1.233   MSG-230 Subject: Re: Rendering Resolution

```
Subject: Re: Rendering Resolution
Date:     Sunday, 13 August 1995 00:29:34
From:     yrod@ozemail.com.au
```

```
          ----------------------------------------------------------------
```

On Fri, 11 Aug 1995, Torgeir Holm wrote:

> Example: I get a job to do a rendering as an illustration in a magazine, the
> final size is supposed to be 8"*5", and they use a 130 lpi screen (they tell
> me this, I don't have to figure that out.)
>

```
> I double the lpi to get the dpi = 260
> 260 * 8 = 2080
> 260 * 5 = 1300
> So I render the image at 2080*1300 at a 1:1 aspect ratio.
>
> If I render at a lower resoulution, you will start to notice pixels on the
> printed page. "lpi*2=dpi" & "dpi * x size & y size" is the basic rule when
> figuring out resolutions for print.
>
>
> Torge!r
>
```

Doubling the lpi to get this dpi is the normal rule. However sometimes
this is not possible, as high resoloution also equals LARGE file sizes.
To get around this, we have just reduced the resoloution. So if file size
is a real problem (it becomes a problem for us on a double page spread
for our newspapers, over 100megs at high res!) here is an example of what
is acceptable for us.
Like Torgier's example, we output at 133 lpi. To double that would be 266
dpi. We even cheat with this on our normal scans, we use 240 dpi. Anyway,
we have found that even 200 dpi is acceptable for our large scans. This
is only for our newspapers though. We do use glossy paper, but the
quality is not the greatest.
DON'T cheat like this if you are going to be producing the front cover of
a magazine, as it most likely be printed on top quality paper, and will
definitely show pixelisation.

Rod Macey

```
                            Thread          193
                      -=> RETURN TO CONTENTS!<=-
```


1.234   MSG-231 Subject: Re:Re: lensflare

```
Subject: Re:Re: lensflare
Date:    Sunday, 13 August 1995 00:46:48
From:    yrod@ozemail.com.au
```

On Sun, 6 Aug 1995, gregory denby wrote:

```
>
> Rod asks:
> >How do I obtain a nice sparkle offthe edge of a wine glass or chrome
> >object?
>
> I suppose you are talking about a glint durring the course of an
> anim?  I don't think there is any easy way to do this.  Maybe try
> running a small test anim, just to see which frames have the sharpest
> specular highlights, and then add a flared light at those points/
> frames.  ??
>
```

> Greg Denby
>

This might be a nice feature that Impulse might be able to impement.
A global effect that reacts to a texture (or attributes button) on an obj.
Like the way that the global lens flare reacts to lights that don't have
the "No lens flare" switch on. Place a texture that works on specularity
(or mabey just a button in the attributes requestor like the bright button).
Anyway, the global effect would look for objects with that is tagged with
the specularity texture/button, and where the specularity reaches
255,255,255 in a tight spot (like on an edge) it would produce a
sparkle/lensflare like effect. Possible settings for the effect could be:

Intensity before sparkle, ie: 250,250,250
Width of bright spot (set in Imagine units), ie. if an edge of your wine
  glass was 5 Imagine units, this setting would be say: 5.
So with these two settings you could say, "Put a sparkle/flare on any
area where the specularity intensity is over 250,250,250 on an area less
than 5 imagine units wide"
Perhaps other lensflare type settings could be borrowed.

Anyway, just an idea. Don't flare me 8-) if this doesn't make sense, is
totally useless, or could never be done.

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   114
                        -=> RETURN TO CONTENTS!<=-

1.235   MSG-232 Subject: Re: Hide/unhide subgroups

Subject: Re: Hide/unhide subgroups
Date: Sunday, 13 August 1995 02:50:39
From: bilboyce@iconz.co.nz (Bill Boyce)

> I am working with imagine 3.3 and would like to know if anyone knows of a
> way to hide by subgroups. The unhide by subgroups function in the
> pick/select menu is real nice, but to hide by subgroups would be even nicer.
> If this cannot be done, will be able to be done in 4.0 I hope, I hope..
>
> Thanks Drift
> Drift Dennis

Err, surely just go into hide mode, then Pick Subgroup...

Bill Boyce

1.236   MSG-233 Subject: Hide/Unhide subgroups

Subject: Hide/Unhide subgroups
Date: Sunday, 13 August 1995 03:16:00
From: w.graham6@genie.geis.com

Once you've defined your subgroup(s), just go into any of the Point/Edge/
Face manipulation modes, then go into Hide Points mode. From then on, simply
Pick Subgroup will hide the points of that subgroup only.

1.237   MSG-234 Subject: Re: An old challenge - How are diamonds done ?

Subject: Re: An old challenge - How are diamonds done ?
Date: Sunday, 13 August 1995 03:19:02
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello JOSEPH, on Aug 12 you wrote:

>   I looked at the JPEG, and you have exactly the effect I've
> been trying to achieve. I've been having some difficulty trying
> to duplicate it. Is there any way you could provide more details
> on how you did it ? Perhaps you could lharc and uuencode the
> project, or perhaps better yet, post a tutorial here on the
> mailing list.......
>
> In Awe of Your Marvelous Achievement.....

The main thing to remember when trying to make reflective objects like
diamonds or chrome etc. is that they need something to reflect. They need a
"world" of objects around them. The easiest way to do this is to use a
Global Brush in the Action Editor which is what I did with your Diamond
object. I have a Gemstone pic, it came with the OpalVision software I
think, which gave the impression that the diamond was surrounded by a
cluster of multi-coloured jewels. The sample jpeg I sent you also had two
diamond objects instead of one, so they reflected off of each other which
added to the effect.

-- Bob

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

1.238   MSG-235 Subject: Re: Creating landscapes

```
Subject: Re: Creating landscapes
Date:     Sunday, 13 August 1995 03:49:28
From:     rbyrne@3dform.edex.edu.au  (Robert Byrne)
```

Hello Mike, on Aug 12 you wrote:

> I've never had any trouble importing VP DXF's, but if I remember right
> you can control how large of terrain you want. In theory I suppose you
> could create one so large it would exceed your ram limits.
>
> ps. This is 3.1 for IBM (don't know about any other version)

With all the talk of VistaPro and DXF's I thought I'd mention that the
Amiga version of Vista saves in Imagine's TDDD format and these can get
very large. A complete poly size 1 landscape needs about 30 Meg of memory
to render, a size 2 needs about 7 Megs but you can clip sections of Vista's
topography map and increase the poly size to keep them manageable.

-- Bob

1.239   MSG-236 Subject: Re: Creating landscapes

```
Subject: Re: Creating landscapes
Date:     Sunday, 13 August 1995 05:05:13
From:     RobSampson@aol.com
```

In a message dated 95-08-12 22:03:16 EDT, you write:

>Is the dem-to-3ds utility shareware? I've got Vistapro 1.0, which
>doesn't let you export dxf's. I'm pretty sure that the specs on the dem
>format have been released, has anybody written a dem-to-imagine converter
>yet?(I'd like to myself, but I'm still quite new to programming)

The dem to 3ds converter I got from the VRLI software forum on Compuserve.

 The 3ds to Imagine converter is written by Andrey Zmievskiy (hope I spelled
that right) and is on Compuserve and his page on the net. I don't think
anyone is doing anything for direct conversion to Imagine format because I
think it has to small a user base ect. Maybe after we get a windoze version
people will realize the program exists.

Bob............

                           Thread   235
                    -=> RETURN TO CONTENTS!<=-

1.240   MSG-237 Subject: Hmmmmm

Subject: Hmmmmm
Date: Sunday, 13 August 1995 05:23:08
From: helmy@voyager.com

    ----

is it me or are fewer people posting messages on the IML? I used to get
like 20! now i only get 10 or so...

                         H"E"L"M"Y PRODUCTIONS

                          <3D & 2D AnImAtIoN>

                        Los Angeles-California-US

                        E-Mail: Helmy@Voyager.Com

                           Thread   82
                    -=> RETURN TO CONTENTS!<=-

1.241   MSG-238 Subject: FIRE

Subject: FIRE
Date: Sunday, 13 August 1995 06:50:24
From: helmy@voyager.com

I know this has been addressed over and over again, my question is: Is
there a texture that looks like fire AND has a time parameter? so you
can morph from Time 0 to Time 1? The only ones that i know that look

like fire are Fireball, MountainTop, CoolFire...none of these however
have a Time param. Help?

```
                        ------------------------
                               Ali Helmy
                        ------------------------
                         H"E"L"M"Y PRODUCTIONS
                        ------------------------
                          <3D & 2D AnImAtIoN>
                        ------------------------
                        Los Angeles-California-US
                        ------------------------
                        E-Mail: Helmy@Voyager.Com
                        ------------------------
```



```
                        Thread        249
                    -=> RETURN TO CONTENTS!<=-
```


1.242   MSG-239 Subject: Re: 3.3Prob

Subject: Re: 3.3Prob
Date: Sunday, 13 August 1995 10:50:13
From: "Anime a day..." <b7655@hopi.dtcc.edu>

On Sun, 13 Aug 1995, Darren Priestnall wrote:

> Can anyone help me, I'm not on the mailing list so you'll have to mail
> me back direct.
>
> I set up a animation on Imagine 3.2 which consisted of a moving camera
> filming a lake with animated ripples using the Essence 2 Randomripple
> texture.
> I've now installed the latest 3.3 update which look's impressive but
> the lake now render's as a normal flat plane.
> No ripples, no nothing.....AAaaahhhh
> I need those ripples back, any idea's ?
>
> I'm assuming that the new texture option's just ain't compatible with
> the old one's which are causing the texture's to be ignored.
>

   Looks like more and more I will just wait till 4.0 before I re-install
Imagine. 3.2 works so well.. I'd hate to see more bugs then the ones
already mentioned...

Bill

1.243   MSG-240 Subject: Re: ISL PC version

Subject: Re: ISL PC version
Date: Sunday, 13 August 1995 12:38:22
From: John Grieggs <grieggs@primenet.com>

>
> I'm looking for the PC version of ISL. I haven't had much luck finding
> it. Can someone help?
>
Both versions of ISL, Amiga and PC, are in my ftp directory.

       ftp.netcom.com:/pub/gr/grieggs/ISL/ISL3_0B9.ZIP   PC
       ftp.netcom.com:/pub/gr/grieggs/ISL/ISL3_0b9.LHA   Amiga

> Paul
>
_john

1.244   MSG-241 Subject: 3.3Prob

Subject: 3.3Prob
Date: Sunday, 13 August 1995 12:41:26
From: Darren Priestnall <darren@hanger.demon.co.uk>

Can anyone help me, I'm not on the mailing list so you'll have to mail
me back direct.

I set up a animation on Imagine 3.2 which consisted of a moving camera
filming a lake with animated ripples using the Essence 2 Randomripple
texture.
I've now installed the latest 3.3 update which look's impressive but
the lake now render's as a normal flat plane.
No ripples, no nothing.....AAaaahhhh
I need those ripples back, any idea's ?

I'm assuming that the new texture option's just ain't compatible with
the old one's which are causing the texture's to be ignored.

```
--
~===========================================================================~
 Darren Priestnall - darren@hanger.demon.co.uk (P&GImaging)
     3D imaging and FX for carbon print's and video


                 WWW demo page coming on-line soon



                         Thread         292
                    -=> RETURN TO CONTENTS!<=-
```

1.245   MSG-242 Subject: Re:Textures/States problem

```
Subject: Re:Textures/States problem
Date:     Sunday, 13 August 1995 13:01:04
From:     gregory denby <gdenby@bach.helios.nd.edu>
```

```
   ----------------------------------------------------------------------


Scott writes:
>The first state of the textures is 'tacked' at A (i.e. i edited the
>texture axis, moved it to A).  The second is tacked at B...

Hmmm? When you say "tacked," do you mean locked the texture to the
state?  This should freeze the texture (Or a brush) to the planes
geometry.  I'm puzzuled because I just ran a small anim using two
states with the cloud texture's axis moving from point A to B, and
I did get the expected results.  That is, a linear drift for the clouds.

Try, try again?

Greg Denby


                         Thread         217
                    -=> RETURN TO CONTENTS!<=-
```

1.246   MSG-243 Subject: Re: Interesting ...

```
Subject: Re: Interesting ...
Date:     Sunday, 13 August 1995 13:42:20
From:     George Lane <glane@qualcomm.com>
```

```
   ----------------------------------------------------------------------



On Sat, 12 Aug 1995, Bill Boyce wrote:
> >An aside, I note that several card vendors are packaging Adobe Premiere
```

> >4.0 LE with their hardware. I know what AP 4.0 is. But, what is "LE"?
> >I assume it's a hobbled version of 4.0, no? There's little or no mention
> >of it in Adobe's www pages. Anybody know?

> Yes, it's a cut down (giving new meaning to Limited Edition!) version.

How much is cut down? Can anyone give a quick summary?

George Lane

                              Thread   225
                        -=> RETURN TO CONTENTS!<=-

1.247   MSG-244 Subject: Re: Ram drive when using imagine

Subject: Re: Ram drive when using imagine
Date: Sunday, 13 August 1995 14:16:31
From: cdhall@cityscape.co.uk (Chris Hall)

>I have just added a pentium to my faithful Amigo, and I know this will
>show how little I know about IBM but,,,,,,,,,,,,,,,,In order to run
>imagine,I have to rem out the first two lines of my config.sys – right?
>(to get rid of emm386 and himem)
>
>When I do this and then try to create a RAM drive I can only create about
>128 and this fills up almost immediately.
>
>Obviously I am doing something wrong and will appreciate hearing how to
>do it right
>
>Thanks
>Bill
>
        You only have to get rid of the emm386 line. It works with himem, at
least it does for me. If you are using dos 6> then why not create a multiple
config and autoexec file with your normal settings and an different version
for imagine. I use this method and it works fine.

        Why would you want to create a ram drive anyway? If you only have
limited memory this will eat it up and leave very little for imagine. I have
never used a ram drive so I don't know much about them. Try typng 'help
ramdrive' on the command line.

Ta Ta.
Chris Hall.

```
|-------------------------------------------------------|\
| You have been spoken to by Chris Hall                 ||
| A very tall and generally nice bloke from Great Briton ||
|                                                       ||
| E- mail me at : CDHALL@CITYSCAPE.CO.UK                ||
| Or try my WWW home page at :                          ||
| HTTP://www.cityscape.co.uk/users/ad87/index.html      ||
|                                                       ||
| Today's lucky lottery numbers are :-                  ||
|             16 37 38 15 27 05                          ||
|-------------------------------------------------------||
 \-------------------------------------------------------\
```

                           Thread   250
                      -=> RETURN TO CONTENTS!<=-

1.248   MSG-245 Subject: Quickie (multiple stages)

Subject: Quickie (multiple stages)
Date: Sunday, 13 August 1995 15:50:48
From: cjo@esrange.ssc.se

OK, it's about time I wrote something on this here list of our's.

During my vacation (which was very nice indeed, thank you for asking ;) I=20
got it into my head that I should do some traces with a guitar - hardly=20
very original, but hey, I like guitars.

So I went to Aminet (gfx/3dobj) (you didn't think I would model it myself,=20
did you? After all, this is a "quickie"!) and found a _very_ nice acoustic=20
guitar modelled by Danny Chrastina (if you're listening: GREAT piece of=20
work!)

I set up a scene (a small stage, a stool, the guitar and a spotlight),=20
rendered it and thought that I wanted to render a whole series of images=20
with the same scene, just moving the camera around. But I still wanted to=20
be able to come back to my original scene (with the exact same camera=20
position).
So, what do I do if I don't want to write down the position and alignment=20
for all the 5 different positions that I'm working on? Well, let me tell=20
you;

Since I've got this nice computer with a multitasking operating system=20
<grinning at all PC users> I simply copied the staging file (which can be=20
found in your PROJECT.IMP directory), renamed it to "staging.original",=20
went back to Imagine and modified the scene, saved changes, etc... And I=20
can do this for as many times as I want. When I want to go back to a=20
previous setup I simply copy the "staging.whatever" to "staging". Easy,=20
ain't it?

Now, there is another way to do all this, which even works on a PC!! ;)
Once you have set up your scene the way you like it and decide to change it=
=20
nevertheless, go to "action", increase the number of frames, extend the=20
action bars for your objects, add new bars for the cameras position and=20
alignment in your new frame, save changes, got to "stage", modify the=20
camera (don't forget to select "position bar" and "alignment bar" from the=20
menues) and save changes. Voila!

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

                        Thread   295
                    -=> RETURN TO CONTENTS!<=-

1.249   MSG-246 Subject: FIRE

Subject: FIRE
Date: Sunday, 13 August 1995 16:05:16
From: helmy@voyager.com

  ----

somebody replied by saying that there is a FIRE texture that comes with
3.2? hmmm...i dont have one called FIRE! If there is such a thing called
Fire.itx, if you could i'd apprecite you or any of you attaching it and
snding me via e-mail i'm sure it wouldnt taKE more than a second, and
yes I'm a registered user. =)

                        E-Mail: Helmy@Voyager.Com

                        Thread   238
                    -=> RETURN TO CONTENTS!<=-

1.250   MSG-247 Subject: Re: FIRE

Subject: Re: FIRE
Date: Sunday, 13 August 1995 19:41:13
From: Jim Shinosky <tracker@en.com>

3.1 or 3.2 has a FIRE texture which looks amazingly real(with time param
also).

On Sun, 13 Aug 1995 helmy@voyager.com wrote:

> I know this has been addressed over and over again, my question is: Is
> there a texture that looks like fire AND has a time parameter? so you
> can morph from Time 0 to Time 1? The only ones that i know that look
> like fire are Fireball, MountainTop, CoolFire...none of these however
> have a Time param. Help?
>
>   ------------------------
>   Ali Helmy
>   ------------------------
>   H"E"L"M"Y PRODUCTIONS
>   ------------------------
>   <3D & 2D AnImAtIoN>
>   ------------------------
>   Los Angeles-California-US
>   ------------------------
>   E-Mail: Helmy@Voyager.Com
>   ------------------------
>
>
>

                              Thread   255
                        -=> RETURN TO CONTENTS!<=-

1.251   MSG-248 Subject: Re: 3.3Prob

Subject: Re: 3.3Prob
Date: Sunday, 13 August 1995 21:41:43
From: bilboyce@iconz.co.nz (Bill Boyce)

>On Sun, 13 Aug 1995, Darren Priestnall wrote:
>

>> I've now installed the latest 3.3 update which look's impressive but
>> the lake now render's as a normal flat plane.
>> No ripples, no nothing.....AAaaahhhh
>> I need those ripples back, any idea's ?
>>
>> I'm assuming that the new texture option's just ain't compatible with
>> the old one's which are causing the texture's to be ignored.
>>
>
>
> Looks like more and more I will just wait till 4.0 before I re-install
>Imagine. 3.2 works so well.. I'd hate to see more bugs then the ones
>already mentioned...

>
>Bill

Install 3.3 if you have it - it's new attributes requestor is wonderful. I
haven't had any (well ok one obscure) problems with bugs. I wouldn't go back,
that's for sure.

                            Thread   239
                      -=> RETURN TO CONTENTS!<=-

1.252 MSG-249 Subject: Re: FIRE

Subject: Re: FIRE
Date: Sunday, 13 August 1995 21:46:02
From: bilboyce@iconz.co.nz (Bill Boyce)

>I know this has been addressed over and over again, my question is: Is
>there a texture that looks like fire AND has a time parameter? so you
>can morph from Time 0 to Time 1? The only ones that i know that look
>like fire are Fireball, MountainTop, CoolFire...none of these however
>have a Time param. Help?
>
There's more than one way to skin a morph...

Try moving the texture in one axis over time - which axis depends on the
texture. You basically want to move it in or out of the face it's on. I
know this works great with CoolFire, which is indeed cool.

Bill Boyce

                            Thread   247
                      -=> RETURN TO CONTENTS!<=-

1.253 MSG-250 Subject: Re: Ram drive when using imagine

Subject: Re: Ram drive when using imagine
Date: Sunday, 13 August 1995 22:47:42
From: rgrzywna@unix.infoserve.net (Romuald Grzywna)

>I have just added a pentium to my faithful Amigo, and I know this will
>show how little I know about IBM but,,,,,,,,,,,,,,,,In order to run
>imagine,I have to rem out the first two lines of my config.sys - right?
>(to get rid of emm386 and himem)
>

Well, almost.
Get rid of emm386, NOT himem. You need all this memory above 640 kb, don't you?

You can also have both emm386 and himem active and run Imagine. Just at the
command prompt, when starting Imagine, type: imagine /noxms. It gives you
more base memory for your other apps.

Roman

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

1.254   MSG-251 Subject: Rotoscoping

Subject: Rotoscoping
Date: Monday, 14 August 1995 04:09:00
From: Thomas Ross <ROSST@gar.union.edu>

I asked this before, but no respondo!

I understand 2D rotoscoping, but what's 3D rotoscoping as offered in
Imagine after 3.0 or so?

Thanks

Baby Shoeless

                               Thread   257
                       -=> RETURN TO CONTENTS!<=-

1.255   MSG-252 Subject: Wish List

Subject: Wish List
Date: Monday, 14 August 1995 04:13:50
From: SGiff68285@aol.com

Here's my wish list for 4.0 or a future version. Probably to late to make it
into 4.0

1. Ability to cut a closed path into open path or paths in Stage.

2. Bluing in Detail editor so that when creating new states you can see what
the   old one looks like.

3. Set anim speed for "make movie" in Project.

4. Blend/Extrude along path between to line segments that are shaped
differently. Also a feature that would allow you to bevel the extrusion in a
arc.

5. Change states visually in Stage editor instead of having to change them in
Action editor.

6. Change Stage editor lights attributes inside stage.

7. (Asked for before but) Unpick select points in detail.

8. A point randomizer that would give objects a "not so perfect, real world"
look within specified tolerances by shifting all points on an object a small
amount.

9. Fix bug that causes layers to magically disappear.

10. Simple landscape generator.

<div align="center">
Thread   498
-=> RETURN TO CONTENTS!<=-
</div>

1.256   MSG-253 Subject: Impulse + Siggraph 95

Subject: Impulse + Siggraph 95
Date: Monday, 14 August 1995 14:29:37
From: Granberg Tom <tom.granberg@TV2.no>

Hi there!
I'm back from the US, being there for two great weeks!
First I visited Impulse for a couple of days. And we are going to see a heck of

a program when they release 4.0, pheew!! Heck, I even talked them in to do some

of the things I wished for. And to all of you who think that they are a bit
weird.......they are! But in a very cool sense. And they listen to what we say
about their program. I saw metaballs,Motion blur,a new smooth feature, etc,etc.
And it realy is looking great. And the way they implemented the motion blur is
f***ing genius, nr of frames, and shutter speed dragable button.

At Siggraph there was a lot of cool things happening, and I meet Greg Tsdallis,

what a great guy.

A got to go!

Renderbrandt!

1.257   MSG-254 Subject: Bones man. Bones.

Subject: Bones man. Bones.
Date: Monday, 14 August 1995 20:06:25
From: cdhall@cityscape.co.uk (Chris Hall)

I have recently got hold of a model of a man and have been playing about
with bones in a attempt to make some sort of realistic looking poseable
model. I managed to stick one of the arms onto the torso and made the
neccesary bones additions. The trouble is that when I move the arm it looks
like a shop window dummy arm that rotates around an axis. I know this is
essentialy right but how can I get it to look more realistic? A bigger group
overlap?
Also when I rotate the hand a very small part of the wrist turns were as if
you rotate your own hand (Go on. Try it) most of the lower arm (From the
elbow down) turns as well. How can I achieve this? A smaller lower arm group?
And lastly, if you are still with me, were should I place the base group for
a human? If I make it the head and I want to nod the head the whole body
rotates around the fixed head. I have tried the middle of the shoulders
which makes the head nod ok but I get the same problem when moving the lower
body. I would take a guess that it is the bottom of the spine. Your body
(mine anyway) appears to rotate around this point. Yes??

Thanks for any help.

PS. If any body wants I could uuencode the model so far and post it on the
list for all to see.

Chris Hall.

```
|-------------------------------------------------------|\
| You have been spoken to by Chris Hall                 ||
| A very tall and generally nice bloke from Great Briton ||
|                                                       ||
| E- mail me at : CDHALL@CITYSCAPE.CO.UK                ||
| Or try my WWW home page at :                          ||
| HTTP://www.cityscape.co.uk/users/ad87/index.html      ||
|                                                       ||
| Today's lucky lottery numbers are :-                  ||
|          16 37 38 15 27 05                            ||
|-------------------------------------------------------||
 \-------------------------------------------------------\
```

1.258   MSG-255 Subject: Re: FIRE

```
Subject: Re: FIRE
Date:    Monday, 14 August 1995 20:47:31
From:    Jim Shinosky <tracker@en.com>
```

If you're missing the FIRE texture, I suggest you call Impulse. I don't
think they would appreciate anyone mailing their textures around regardless
of the fact that you are a registered user.

On Sun, 13 Aug 1995 helmy@voyager.com wrote:

> somebody replied by saying that there is a FIRE texture that comes with
> 3.2? hmmm...i dont have one called FIRE! If there is such a thing called
> Fire.itx, if you could i'd apprecite you or any of you attaching it and
> snding me via e-mail i'm sure it wouldnt taKE more than a second, and
> yes I'm a registered user. =)
>
>   ------------------------
>   E-Mail: Helmy@Voyager.Com
>   ------------------------
>
>
>

                            Thread   129
                    -=> RETURN TO CONTENTS!<=-

1.259   MSG-256 Subject: Wish list

```
Subject: Wish list
Date:    Monday, 14 August 1995 21:18:09
From:    Edward Askins <edochan@moose.erie.net>
```

Is there any way to use the deform tools(bend, taper, twist etc.) in pick
points mode? if not I would like to add it to the wish list.

-Ed A.

                            Thread   252
                    -=> RETURN TO CONTENTS!<=-

1.260   MSG-257 Subject: Re: Rotoscoping

Subject: Re: Rotoscoping
Date: Monday, 14 August 1995 22:35:42
From: beeton@SEDSystems.ca (Gary Beeton, beeton@SEDSystems.ca)

> I understand 2D rotoscoping, but what's 3D rotoscoping as offered in
> Imagine after 3.0 or so?

Pretty much the same thing except that in 3D rotoscoping you are using
2D images to help position 3D objects.

                            Thread   17
                        -=> RETURN TO CONTENTS!<=-

1.261   MSG-258 Subject: Re: Field Rendering

Subject: Re: Field Rendering
Date: Monday, 14 August 1995 22:55:22
From: bilboyce@iconz.co.nz (Bill Boyce)

>On Sat, 12 Aug 1995, Bill Boyce wrote:
>
>> As mentioned, field render only when you will be playing back at a
>> guranteed 30 fps. Otherwise the animation will look ragged.
>
>I believe that should have said "field render only when you will be
>playing back on an interlaced display." The rate of playback has
>less to do with it than the type of display. If I play an animation
>on my non-interlaced Retina video board, I most certainly do not
>want to use field rendering, as alternate lines or "fields" are
>displayed in the same scan of the electron beam causing images with
>certain kinds of motion to appear jagged.
>
>I don't know if my syntax is clear, so let me put it this way:
>
>   Field rendering compensates for the effects of an
>   interlaced display. Using field rendering for a
>   non-interlaced display introduces the same time-domain
>   artifacts you were trying to get rid of when using
>   an interlaced display.
>
Correct - but so was I. I was assuming an interlaced playback (read
my original post where I explained fields etc). It is also
just as important to play it back at the scan rate of your output
device - ie usually 30fps. It is just as jagged if played back slow.
So we are both right! Isn't that great!

1. Field render only if playing back at a guranteed 30 fps (NTSC or
the rate supported by your hardware - 25 fps PAL)

2. Field render only if using an interlaced screen on your
playback device

                        Thread   209
                 -=> RETURN TO CONTENTS!<=-

1.262   MSG-259 Subject: Re: Bones man. Bones.

Subject: Re: Bones man. Bones.
Date: Monday, 14 August 1995 23:04:54
From: Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>

   I have a bones animation on Aminet in gfx/anim called BeachBabe.lha.
Maybe you will take a look and see if I might be able to help you with
bones, and maybe you will take a look and decide it is crap. Let me know.

Sysop of:

   Over 1 Gig of Imagine Objects, over 3 Gigs of Texture Maps,
   3D-Studio, Imagine, and LightWAVE conferences. Call Now!!!
..----------------------\|/------------------------------------\|/----.
|*-   ###   #   -o-   *   #   *   #   #   ##-o-   *|
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|#+#   (((GATEWAY TO CYBERGRAF/X)))   .   #|
| #   .   `   . |
| [A3000/470 Meg HD/10 MB RAM PARNET -> A3000/040/1.7 Gig HD/20MB RAM] |
| .[3 Nodez USR V.34+ 33.6K DST Amiga/IBM/Mac/3D Grafx Conferences   ]# |
| [Node1:(206)-6976999! | Node2:(206)-Ringdown | Node3:(206)-PRIVATE] |
`---'

On Mon, 14 Aug 1995, Chris Hall wrote:

> I have recently got hold of a model of a man and have been playing about
> with bones in a attempt to make some sort of realistic looking poseable
> model. I managed to stick one of the arms onto the torso and made the
> neccesary bones additions. The trouble is that when I move the arm it looks

> like a shop window dummy arm that rotates around an axis. I know this is
> essentialy right but how can I get it to look more realistic? A bigger group
> overlap?
> Also when I rotate the hand a very small part of the wrist turns were as if
> you rotate your own hand (Go on. Try it) most of the lower arm (From the
> elbow down) turns as well. How can I achieve this? A smaller lower arm group?
> And lastly, if you are still with me, were should I place the base group for
> a human? If I make it the head and I want to nod the head the whole body
> rotates around the fixed head. I have tried the middle of the shoulders
> which makes the head nod ok but I get the same problem when moving the lower
> body. I would take a guess that it is the bottom of the spine. Your body
> (mine anyway) appears to rotate around this point. Yes??
>
> Thanks for any help.
>
> PS. If any body wants I could uuencode the model so far and post it on the
> list for all to see.
>
> Chris Hall.
>
> |--|\
> | You have been spoken to by Chris Hall ||
> | A very tall and generally nice bloke from Great Briton ||
> | ||
> | E- mail me at : CDHALL@CITYSCAPE.CO.UK ||
> | Or try my WWW home page at : ||
> | HTTP://www.cityscape.co.uk/users/ad87/index.html ||
> | ||
> | Today's lucky lottery numbers are :- ||
> | 16 37 38 15 27 05 ||
> |--||
> \---\
>
>
>

```
                        Thread        10
                 -=> RETURN TO CONTENTS!<=-
```

1.263   MSG-260 Subject: Tool Survey Results 8ˆ(

Subject: Tool Survey Results 8^(
Date: Monday, 14 August 1995 23:05:45
From: yrod@ozemail.com.au

Hello all,

A couple of weeks ago I asked you all to participate in a survey about
what tools we all used to complete our masterpieces.

Well, I received only 29 answers. Is no-one interested in the results?
If some of you didn't reply because you thought it was a stupid survey,

the least you could have done was flame me.

Anyway, here are the results:

Firstly, Tom Renderbrant uses every computer ever made to do
his renders 8^)

Amiga Users: 15 + 1 guy with a bridgeboard and Emplant
                   (Are these used for rendering??)
PC Users: 6
Ami/PC Users: 5
Ami/Other: 1
PC/Other: 0
Ami/PC/Other: 1 (Tom)

Are there only 29 people on this mailing list now? If anyone else would
like to be added to this survey, please! mail soon. If enough new replies
come in then I will repost the results again. If anyone isn't interested,
please flame me and I won't bother.

Remember, send the replies to me privately, with the subject line
in this format:

Re:Tools_platform/platforms

Where platform/platforms is either;
ami for Amiga only
pc for PC only
amipc for Amiga and PC
amiother for Amiga and another platform
pcother for PC and another platform, or
amipcother for Amiga, PC and another

Don't bother sending any content, as I will be just tallying up the
subject lines, then deleting the message.

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   322
                     -=> RETURN TO CONTENTS!<=-

1.264   MSG-261 Subject: Re: Bones man. Bones.

Subject: Re: Bones man. Bones.
Date: Tuesday, 15 August 1995 03:09:08
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello Chris, on Aug 14 you wrote:

> I have recently got hold of a model of a man and have been playing about
> with bones in a attempt to make some sort of realistic looking poseable
> model. I managed to stick one of the arms onto the torso and made the
> neccesary bones additions. The trouble is that when I move the arm it looks
> like a shop window dummy arm that rotates around an axis. I know this is
> essentialy right but how can I get it to look more realistic? A bigger group
> overlap?

You might have to re-shape the bone faces at the joints. Eg, the elbow when
bent, creases at the inside of the joint and stretchs at the outside. The
subgroup should be shaped like a wedge with the wide part on the funny bone
side. The shoulder may be more difficult, I spent hours moving my hand just
to get the thumb movement looking realistic for a hand anim. The main thing I
have noticed is that the movements are not linear. When you move your limbs
there are rotations as well. A tin soldier swings its arms straight up and
down, a person's arms move across in front of the thighs.

If this is your first Bones object, I'd try something less complicated
first.

> Also when I rotate the hand a very small part of the wrist turns were as if
> you rotate your own hand (Go on. Try it) most of the lower arm (From the
> elbow down) turns as well. How can I achieve this? A smaller lower arm group?

Yes, you would need a separate group for parts that rotate around the wrist
and the forearm. You may need several because the closer you get to the
elbow the less rotation. Actually, if you look closely most of the rotation
occurs internally with the bones (radius, ulna), not the skin, so don't
over do it.

> And lastly, if you are still with me, were should I place the base group for
> a human? If I make it the head and I want to nod the head the whole body
> rotates around the fixed head. I have tried the middle of the shoulders
> which makes the head nod ok but I get the same problem when moving the lower
> body. I would take a guess that it is the bottom of the spine. Your body
> (mine anyway) appears to rotate around this point. Yes??

I've never made a complete human but I think you may not have set the
parent bone correctly. When you select this axis in group mode, all the
other axes will be selected. This bone should have ALL the faces of the
object as a subgroup for the Small and Big bone.

> PS. If any body wants I could uuencode the model so far and post it on the
> list for all to see.

It might be better to wait until a separate site is set up for binaries.

I'd take a look myself but I'm right in the middle of a project and the
Slice command is giving me hell :-(

> Chris Hall.

-- Bob

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

```
                            Thread       259
                     -=> RETURN TO CONTENTS!<=-
```

1.265   MSG-262 Subject: Slice

```
Subject: Slice
Date:     Tuesday, 15 August 1995 03:34:23
From:     rbyrne@3dform.edex.edu.au (Robert Byrne)
```

```
    ------------------------------------------------------------------------
```

Hello All,

I'm trying to slice some fairly complex objects (IM3) and thought it would
be nice if Imagine's error messages were more detailed, like giving the
number of the offending edge/face. After getting an error like "edge too
close..." or "error splitting faces" I move, rotate or scale the object and
may correct that part of the object but then have another part cause an
error. If I knew which face was causing the problem I could manipulate it
using Pick Range. This will no doubt be tedious but after three hours
trying to get slice to work it might be easier.
I may just leave the objects as they are but you end up with the pieces
looking like they are fused together rather than joined with sharp edges
where they intersect.

-- Bob

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

```
                            Thread       310
                     -=> RETURN TO CONTENTS!<=-
```

1.266   MSG-263 Subject: Re: Wish List

```
Subject: Re: Wish List
Date:     Tuesday, 15 August 1995 04:24:58
From:     rbyrne@3dform.edex.edu.au (Robert Byrne)
```

```
    ------------------------------------------------------------------------
```

Hello SGiff68285, on Aug 13 you wrote:

> Here's my wish list for 4.0 or a future version. Probably to late to make it
> into 4.0

> 7. (Asked for before but) Unpick select points in detail.

It's already there, UnPick Select (F2).

> 8. A point randomizer that would give objects a "not so perfect, real world"
> look within specified tolerances by shifting all points on an object a small
> amount.

For Amiga users there's some utilities on Aminet/gfx/3d called something
like IIUtilities.lha. It has a program called Jitter which does this.

> 10. Simple landscape generator.

Use Applique with an appropriate pic.

-- Bob

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

                          Thread   440
                    -=> RETURN TO CONTENTS!<=-

1.267   MSG-264 Subject: Imagine 3.0

Subject: Imagine 3.0
Date: Tuesday, 15 August 1995 04:41:27
From: SGiff68285@aol.com

In case anyone is interested I noticed that Select Solutions (latest issue of
DV Magazine) is selling Imagine 3.0 for $199.00 and Imagine L/T for 59.99.
 Not a bad bargain for people looking to get a great animation package. I'v
already spent much more than that just buying 2.0 to 3.3. I guess that is
the price of having the latest version. I'm certainly not complaining
however, Imagine is still worth way more than what you pay for it.

For those interested in a cheap solution to getting their animations on tape.
 I called QMotion today regarding their new capture/playback card. It costs
$499.00 and can capture and playback to NTSC/Pal at 640 x 480 in realtime
without scaling. However for any animators interested in puchasing the
product it uses Motion Jpeg compression for the video capture but does not
convert a series of Targa images to MJpeg. You need external software for
that. The guy I talked to was totally incompetent however, he was very young
and had to keep getting off the phone to ask other people questions that I
had asked. He did tell me that Premiere creates MJpeg output. I wonder if
someone on this list could confirm this.

Stephen G.

                          Thread   279

1.268   MSG-265 Subject: Q-motion

```
Subject: Q-motion
Date:     Tuesday, 15 August 1995 04:44:46
From:     Brian V Salisbury <bvs@viewpoint.com>
```

For those interested in a cheap solution to getting their animations on tape.
 I called QMotion today regarding their new capture/playback card. It costs
$499.00 and can capture and playback to NTSC/Pal at 640 x 480 in realtime
without scaling. However for any animators interested in puchasing the
product it uses Motion Jpeg compression for the video capture but does not
convert a series of Targa images to MJpeg. You need external software for
that. The guy I talked to was totally incompetent however, he was very young
and had to keep getting off the phone to ask other people questions that I
had asked. He did tell me that Premiere creates MJpeg output. I wonder if
someone on this list could confirm this.

Stephen G.

I spoke with q-motion today, and must have got the same guy, but they gave me
the name of a reseller, Broadmore, or something like that, and this guy was
a bit more informative. He has one himself, and says that it is awesome.
the $695 version comes with adobe premiere le, that will take a series of field
rendered targas and convert them to an avi file for output.

I saw a similar product at Siggraph from Fast, the fs/60, or something like
that, it pretty much works the same way. It will go for about $800

I have been looking for a product like this for a long time, (can't afford the
PAR) and I think the Q-motion board is the one I'm going to go for. If anybody
has one, or has seen one in action, please post your opinion of it to the iml.

--
Brian Salisbury
bs@viewpoint.com
```

## 1.269   MSG-266 Subject: Undocumented Textures/Effects

```
Subject: Undocumented Textures/Effects
Date:    Tuesday, 15 August 1995 10:04:21
From:    nigel_elliot@MENTORG.COM (nigel_elliot@mentorg.com)
```

```
   ----------------------------------------------------------------------
```

I've just been trawling through the Imagine 3.0 -> 3.3 documentation and have
noticed a number of textures and effects that have been supplied by Impulse
to which there is no reference in their supplied docs.
These are (all shipped with 3.0 unless noted otherwise) :

```
Textures :                        Effects
-----------                       --------

Angular.itx                       AnimBrsh.ifx
bricks.itx                        Baloon.ifx
Camo.itx                          Spike.ifx
Checks2.itx                       Sway.ifx
Disturbed.itx
Dots.itx
Fuzz.itx
Grid.itx
Inviso.itx   (3.3)
Linear.itx
Metals2.itx  (3.2)
OldBrick.itx
Pastella.itx
Radial.itx
Rivitz.itx   (3.3)
Specular.itx (3.3)
Spots.itx
Twinkle.itx
Waves.itx
Wires.itx    (3.3)
Wood.itx
```

Has any one got any documentation about these (from Impulse or elsewhere) ?

I guess we shouldn't complain about any 'extras' from Impulse, but it would be
nice if 'eventually' they would document every thing they ship (especially
since
most of these textures/effects have been with us since 3.0) !

- Nigel


```
--
```

1.270   MSG-267 Subject: Re[2]: Textures/States problem

```
Subject: Re[2]: Textures/States problem
Date:     Tuesday, 15 August 1995 10:28:30
From:     spack@mv.us.adobe.com
```

```
>>Scott writes:
>>The first state of the textures is 'tacked' at A (i.e. i edited the
>>texture axis, moved it to A).  The second is tacked at B...

>Hmmm? When you say "tacked," do you mean locked the texture to the
>state?  This should freeze the texture (Or a brush) to the planes
>geometry.  I'm puzzuled because I just ran a small anim using two
>states with the cloud texture's axis moving from point A to B, and
>I did get the expected results.  That is, a linear drift for the clouds.

>Try, try again?
```

Well I did try it again last night... and it worked. Seems that my state
information WAS NOT RETAINED, despite doing a State/Update and saving the
object! So this brings me to the heart of my problem, how to properly set a
state. Seems like I setup this object about ten time before the states stayed
the way I intended. Everytime I would go back and look at the texture axis, one

or more were wrong. I'll have to experiment some more. Does anyone else share

the statelessness problem?

For PC'ers, I just received Adobe Premiere 4.0 and it does do FLI/FLC's. But
that is just the tip of the iceberg – lots of effects (wipes, fades, PhotoShop
effects) as well as audio and high-end video support. Should be a very handy
tool for animators looking to polish their Imagine renderings into a complete
piece.

-Scott
spack@adobe.com


```
                        Thread        307
                   -=> RETURN TO CONTENTS!<=-
```


1.271   MSG-268 Subject: Re: Q-motion

```
Subject: Re: Q-motion
Date:     Tuesday, 15 August 1995 10:49:13
From:     spack@mv.us.adobe.com
```

>had asked. He did tell me that Premiere creates MJpeg output. I wonder if
>someone on this list could confirm this.

Just happen to have the Premiere 4.0 manual here (wink, wink). Output file
types supported are:
    AVI
    QuickTime
    Filmstrip
    Autodesk FLC/FLI
    Bitmap sequence (like Imagine's numbered pic sequence)
    Targa sequence

Both AVI and QuickTime are compressed formats, but I don't think they are MJpeg.

I read that AVI is less compressed and thus somewhat faster than QuickTime.
If anyone has questions about Adobe products, I will *try* to answer them.

-Scott
spack@adobe.com

                             Thread   69
                      -=> RETURN TO CONTENTS!<=-

1.272   MSG-269 Subject: Re: Wish list

Subject: Re: Wish list
Date: Tuesday, 15 August 1995 11:03:20
From: spack@mv.us.adobe.com

>Is there any way to use the deform tools(bend, taper, twist etc.) in pick
>points mode? if not I would like to add it to the wish list.

Yes! Check page 121 of the Imagine 3.0 manual.

-Scott
spack@adobe.com

                             Thread   263
                      -=> RETURN TO CONTENTS!<=-

1.273   MSG-270 Subject: Re: Memory Constraints

Subject: Re: Memory Constraints
Date: Tuesday, 15 August 1995 13:31:15
From: RobSampson@aol.com

In a message dated 95-08-15 07:23:17 EDT, you write:

> It seems that the largest object I can
>render without getting an out of memory error has to be less than about
>0.5 meg in size (which is a fairly big object anyway, but theres some
>nice big objects I've got which I'd like to see rendered). I
>would have thought that with 6 meg, I could easily achieve this. Is
>there anyway around this restriction without upgrading to an 030 with a
>memory management unit???
>
>   William Allwell

I used to run Imagine on a 3000 with 040 accelerator and 14 meg of ram and
ran out all the time. I then went to a 486/50 with 20 meg of ram and started
running out shortly there after. Now I use a Zeos P90 with 40 meg of ram and
still run out on some scenes. I think in the long run it does not matter how
much ram you have, you will soon create scenes that will exceed the capacity
of your hardware and then have to work around them<BG> I look forward to
Imagine for windows so I can utilize the swap file but I dread the loss of
speed that will cause. In any case there is no work around for very large
objects (I have created some over 1.5 meg) you have to buy more ram.

Bob.............

                              Thread   363
                       -=> RETURN TO CONTENTS!<=-

1.274   MSG-271 Subject: Re: Undocumented Textures/Effects

Subject: Re: Undocumented Textures/Effects
Date: Tuesday, 15 August 1995 14:15:15
From: SGiff68285@aol.com

In a message dated 95-08-15 07:26:58 EDT, nigel_elliot@MENTORG.COM writes:

>Spots.itx
>Twinkle.itx
>Waves.itx
>Wires.itx   (3.3)
>Wood.itx
>
>Has any one got any documentation about these (from Impulse or elsewhere) ?
>
>I guess we shouldn't complain about any 'extras' from Impulse, but it would
>be
>nice if 'eventually' they would document every thing they ship (especially

```
>since
>most of these textures/effects have been with us since 3.0) !
>
>- Nigel
>
>
```

I believe I read somewhere that Impulse is not going to release docs on those
until 4.0 comes out.

Stephen G.

1.275   MSG-272 Subject: Contains Premiere 4.0 info

```
Subject: Contains Premiere 4.0 info
Date:     Tuesday, 15 August 1995 15:06:50
From:     aciolino@rrddts.donnelley.com
```

     Alright. I've been reading all this stuff about Premiere. Since I work
     with it a little, I can tell you most of what it can do.

     First off, MJPEG is NOT a standard option under Premiere. You CAN,
     however, include a DLL (link library) that will allow Premiere to
     understand MJPEG and write it. I don't have such a DLL, but I'd love
     to get one!

     I have a MaxMedia Video Capture board that does MJPEG capture. It
     costs about $400.00 6 months ago. What it does is it captures with
     it's own DLL to Premiere, and Premiere processes the captured files
     into an AVI file useable to other systems. If I want to, I can play
     the MJPEG video directly, only if I have the DLL and only if I want to
     watch it play real slow if I play it on a machine without the Video
     Board.

     The point here:
     1) You can display MJPEG directly with and without the capture board.

     2) Premiere is basically optimizing the Video so that others can view
     it on thier machines without capture boards.

     3) Premiere is NOT an MJPEG processor, but it can link in MJPEG input
     and (with a DLL) output.

1.276   MSG-273 Subject: Tutorial on 3D LANDSCAPES

```
Subject: Tutorial on 3D LANDSCAPES
Date:     Tuesday, 15 August 1995 17:30:20
From:     surentrr@vax.sbu.ac.uk
```

```
         ------------------------------------------------------------------------
```

```
Hi All ,
I posted some pointers on Imagine and Landscapes a couple of weeks ago but
the mail did not appear on the IML so here it goes :

1) Basically , you have imagine and you want to import in Landscapes .
Vista-Pro creates Landscapes from .DEM files and can output to DXF
however, DXF's are very large, sorry HUGE files and when imported into Imagine
either won't load (4MB USERS) or won't render (8 MB Users).

But, objects in Imagine's native format are size efficent (i.e. a Landscape
in DXF format is a LOT smaller in Imagine format)

So use DEM23DS, to convert the DEM file to a 3DS file (which is size efficent)
the format is :
dem23ds  -iINFILE -oOUTFILE -sNUM
where INFILE is the name of the DEM file,
OUTFILE IS the name of the output file
and NUM is a value for the Landscape Polygon size .
Basically it is similar to Vista Pro's Polygon size (1 means high detail ,
8 means Low detail )
so if you use 8, you get a small 3DS file out (fewer faces)
and if you use 1 you get a massive 3ds file out (extremly high detail)
Generally a value of 2 will suffice.

2) Next you use a conversion utility to convert the 3DS file to an Imagine
object. You could use 3DS2IM (which is shareware), or a commercial program
to convert the landscape in 3DS format to Imagine format.

3) Load object in Imagine and Enjoy.

Ramesh Suren
I believe 3DS2IM is available at ftp.websharx.com ,
DEM23DS is available at povray.org

Good Luck
```

```
                           Thread          277
                      -=> RETURN TO CONTENTS!<=-
```

1.277   MSG-274 Subject: Slow Rendering With Fog!

```
Subject: Slow Rendering With Fog!
Date:     Tuesday, 15 August 1995 19:29:26
From:     Richard Heidebrecht <rheidebr@freenet.niagara.com>
```

Actually, to be more specific, I made a visible spotlight, using fog. I
then added it to a farely complex scene which normally takes about 3 or 4
minutes to trace, or 1 minute to scanline render. There was no
significant difference in rendering time for scanline, but raytracing now
took 12 HOURS!

Here's how I made the spotlight: I started with a basic cone, and scaled
it to the proper size and shape. I set the filter value to about
210,210,210 and set the fog length so that you could still easily see
through to the other side. I also made the cone bright, and then applied
the linear texture, so that the beam of light appeared to fall-off. I
also added an axis, moved it to the tip of the cone, and made it a
conical light(with shadow casting turned on). BTW, the cone was
open-ended.

Next, I added it to a scene I already had setup. I positioned the light
so that the main object in the scene was partialy inside the cone. This
was the only light in the entire scene.

Anybody got any ideas as to why this took so much longer to render?

   ~Rick Heidebrecht~

P.S. Im using version 2.0, if it makes any difference.

                        Thread   326
                   -=> RETURN TO CONTENTS!<=-

1.278   MSG-275 Subject: Memory Constraints

Subject: Memory Constraints
Date: Tuesday, 15 August 1995 19:30:57
From: William Allwell <bill@netspace.net.au>

Firstly, thanks to all that answered my previous questions re rendering
resolutions and the advantages to later versions of Imagine. (I was
overwhelmed with the number of responses). Here's another quick question:

I am currently using an Amiga 1200 with a maths co processor (using
the FPU version of Imagine 2) with the standard 2 megs of Chip Ram and a
further 4 meg of Fast Ram. It seems that the largest object I can
render without getting an out of memory error has to be less than about
0.5 meg in size (which is a fairly big object anyway, but theres some
nice big objects I've got which I'd like to see rendered). I

would have thought that with 6 meg, I could easily achieve this. Is
there anyway around this restriction without upgrading to an 030 with a
memory management unit???

                        William Allwell

                        Thread   342
                    -=> RETURN TO CONTENTS!<=-

1.279   MSG-276 Subject: Re: Convert Image Question

Subject: Re: Convert Image Question
Date: Tuesday, 15 August 1995 20:06:00
From: drift@nighthawk.com (Drift Dennis)

>After I use convert image with a black and white state of a logo, what is the
>best way to add faces to my .obj outline? Or am I doing something wrong.
>
>
I have a very complicated logo that I just converted to a 3D object (see my
webpage at http://www.cts.com/browse/drift/) and I tried several different
approaches, including PixelPro, and the Imagine 'convert iff'. I even tried
converting the scanned logo into a eps object and then into an object.
The final answer for me was to input under 'convert iff' and then
laboriously and faces, the set edge command made the job a lot easier, but
it was still labor intensive.
 The Drift
 Drift Dennis
 drift@nighthawk.com   May The Force Be With You
 {KC7OT}
 NightHawk Production
 3D graphics and animation
 9403 Marilla Dr
 Lakeside, California   The true miracle is that we exist at all,
 92040-2801   let alone the we are here and now.
 PHONE 619-390-8375
 FAX   619-390-8375   PLEASE STOP BY OUR WEB SITE, we would appreciate
hearing
                          from you http://www.cts.com/browse/drift/
                          or soon to change to http://nighthawk.com
****
*********^^^
^^^^^^^^^^^^^^^^^^^^

                        Thread   317
                    -=> RETURN TO CONTENTS!<=-

1.280   MSG-277 Subject: Re: Tutorial on 3D LANDSCAPES

```
Subject: Re: Tutorial on 3D LANDSCAPES
Date:    Tuesday, 15 August 1995 20:44:09
From:    cdhall@cityscape.co.uk (Chris Hall)
```

```
    ---------------------------------------------------------------------
```

```
>So use DEM23DS, to convert the DEM file to a 3DS file (which is size effcient)
>the format is :

Is dem23ds shareware. If so where can I get it please?
Chris Hall.

|-----------------------------------------------------|\
| You have been spoken to by Chris Hall               ||
| A very tall and generally nice bloke from Great Briton ||
|                                                     ||
| E- mail me at : CDHALL@CITYSCAPE.CO.UK              ||
| Or try my WWW home page at :                        ||
| HTTP://www.cityscape.co.uk/users/ad87/index.html    ||
|                                                     ||
| Today's lucky lottery numbers are :-                ||
|          16 37 38 15 27 05                          ||
|-----------------------------------------------------||
 \-----------------------------------------------------\
```

```
                         Thread        266
                  -=> RETURN TO CONTENTS!<=-
```

1.281   MSG-278 Subject: Re:Textures/States problem

```
Subject: Re:Textures/States problem
Date:    Tuesday, 15 August 1995 20:47:35
From:    CoryJ44@aol.com
```

```
    ---------------------------------------------------------------------
```

```
I have the same problems with retaining state information.  Often I'll
attempt to create two states for an object in which the object's shape has
changed, as well as its attributes.  But in attempting to create the second
state, only the shape information is retained, and attribute information is
carried over from the first state.  After numerous attempts, I usually just
create another object and do the morphing that way.  I guess my point is . .
.. I can identify, but I don't have answers either.  Does anyone know why this
happens, and why I can't create a red, metal sphere state and a blue, glass
sphere state for the same object (just an example)??  I'm using 3.0 . . .
```

```
                                                              Cory
```

```
                              Thread        242
                         -=> RETURN TO CONTENTS!<=-
```

1.282   MSG-279 Subject: Re: Imagine 3.0

```
Subject: Re: Imagine 3.0
Date:     Tuesday, 15 August 1995 21:06:26
From:     Jim Shinosky <tracker@en.com>
```

```
       -------------------------------------------------------------------------
```

```
> had asked.  He did tell me that Premiere creates MJpeg output.  I wonder if
              ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
```

```
I don't think so.  I have version 4.0 of Premiere, which is the latest
version as far as I know, and it doesn't output to MJpeg.
```

```
Jim Shinosky
```

```
                              Thread        351
                         -=> RETURN TO CONTENTS!<=-
```

1.283   MSG-280 Subject: RE: Q-motion

```
Subject: RE: Q-motion
Date:     Tuesday, 15 August 1995 21:29:27
From:     Jeff Hanna <quarters@kesmai.com>
```

```
       -------------------------------------------------------------------------
```

```
>Both AVI and QuickTime are compressed formats, but I don't think they =
are MJpeg.
>I read that AVI is less compressed and thus somewhat faster than =
QuickTime.
>If anyone has questions about Adobe products, I will *try* to answer =
them.
```

```
Yes, both are compressed. Yes, neither are MJpeg. Quicktime is more =
easily viewed (ie there are more Macs, PCs, and Unix boxes with =
Quicktime viewers) than AVI. AVI is better in the fact that it allows =
for 8 bit depth of color whereas Quicktime is 24bit or nothin'
```

```
Neither is "perfect"  MPeg is arguably a much better format. Better =
compression and more widely accepted. But MPeg suffers in the area of =
keyframes and the such. MPeg -I think- only puts in major sync frames =
every 15-20 frames where as the other formats do it with more frequency. =
THis means that for 'VCR" sytle playback programs MPeg will not search =
and single frame as easily as QT or AVI.
```

At least that's all the technical jargon the programmers here at Kesmai =
keep telling me. We're working on full-motion video for our future games =
so this is a major area of research for us right now.

1.284   MSG-281 Subject: Re: Memory Constraints

Subject: Re: Memory Constraints
Date: Tuesday, 15 August 1995 21:50:24
From: Duncan <Duncan@eraser.demon.co.uk>

Hi William,

>
> I am currently using an Amiga 1200 with a maths co processor (using
> the FPU version of Imagine 2) with the standard 2 megs of Chip Ram and a
> further 4 meg of Fast Ram. It seems that the largest object I can
> render without getting an out of memory error has to be less than about
> 0.5 meg in size (which is a fairly big object anyway, but theres some
> nice big objects I've got which I'd like to see rendered). I
> would have thought that with 6 meg, I could easily achieve this. Is
> there anyway around this restriction without upgrading to an 030 with a
> memory management unit???
>
 dont run imagine through workbench

 when you want to use imagine reboot hold down both mouse buttons and
select boot with no startup-sequence you get a shell window
 then type dh1:image2.0/imagine.fp

 (obviously dh1:imagine2.0 will be changed to you own path name on your
HD)

 Duncan

1.285   MSG-282 Subject: Dare2Imagine a complete version

Subject: Dare2Imagine a complete version
Date: Tuesday, 15 August 1995 22:05:53
From: izi@hoa.ping.dk (Soren Wind)

```
     ---------------------------------------------------------------------------


Where can i mail FTP "Dare 2 Imagine" ?
I've got a version of it i downloaded at a local BBS but it is incomplete.. ;(
  _____ __ _
 |
 | Soren IZI Wind / Denmarks HIFI Club
 | izi@hoa.ping.dk   /   2:235/314.95
 |   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 (/|\) |
                     _ __ _____|

.... Lydige kvinder er lykkelige kvinder !

-- Via Xenolink 1.96, XenolinkUUCP 1.1
```

1.286   MSG-283 Subject: No 3D splines for 4.0?

```
Subject: No 3D splines for 4.0?
Date:    Tuesday, 15 August 1995 22:13:21
From:    DAVEH47@delphi.com


     ---------------------------------------------------------------------------


Renderbrandt on Mon, 14 Aug 1995 writes:
>First I visited Impulse for a couple of days. And we are going to see a
>heck of a program when they release 4.0...
>I saw metaballs,Motion blur,a new smooth feature, etc,etc...

Hmmm...No 3D splines though huh?  ( I'm assuming you wouldn't put something
like splines under the heading of "etc., etc." :) )

                  -- Dave
```

1.287   MSG-284 Subject: Re: Bones man. Bones.

Subject: Re: Bones man. Bones.
Date: Tuesday, 15 August 1995 22:16:19
From: DAVEH47@delphi.com

Chris Hall (CDHALL@CITYSCAPE.CO.UK) writes:
>I have recently got hold of a model of a man and have been playing about
>with bones in a attempt to make some sort of realistic looking poseable
>model. I managed to stick one of the arms onto the torso and made the
>neccesary bones additions. The trouble is that when I move the arm it looks
>like a shop window dummy arm that rotates around an axis. I know this is
>essentialy right but how can I get it to look more realistic? A bigger group
>overlap?
>Also when I rotate the hand a very small part of the wrist turns were as if
>you rotate your own hand (Go on. Try it) most of the lower arm (From the
>elbow down) turns as well. How can I achieve this? ...

I don't mean to write what might be construed as a "me too" message, but
I've been having a very similar problem. I have a contiguous female object
that I got from somewhere a long time ago, and I've been trying to
"bone-ize" it. But I have had a lot of trouble getting the arms to move
correctly at the shoulders (no matter how I move them, I usually end up
with a hopeless tangle of points and edges at the point of rotation resembling
the output of a plotter gone bezerk!).

I think our problem, Chris, is that all Bones tutorials, at least that I
have seen, assume hinge joints like those in the fingers. But the arm
at the shoulders is a BALL-AND-SOCKET joint, capable of bending and twisting
in diverse directions, and it is not at all clear how to implement ball-socket
joints with bones. Is it possible at all? Has anyone had success doing it?
If not, I have a another addition to the Wishlist...

                              -- Dave

                          Thread   254
                       -=> RETURN TO CONTENTS!<=-

1.288   MSG-285 Subject: Re: Bones man. Bones.

Subject: Re: Bones man. Bones.
Date: Tuesday, 15 August 1995 22:24:00
From: drift@nighthawk.com (Drift Dennis)

>Chris Hall (CDHALL@CITYSCAPE.CO.UK) writes:
>>I have recently got hold of a model of a man and have been playing about
>>with bones in a attempt to make some sort of realistic looking poseable
>>model. I managed to stick one of the arms onto the torso and made the

>>neccesary bones additions. The trouble is that when I move the arm it looks
>>like a shop window dummy arm that rotates around an axis. I know this is
>I don't mean to write what might be construed as a "me too" message, but
>I've been having a very similar problem. I have a contiguous female object
>that I got from somewhere a long time ago, and I've been trying to
>"bone-ize" it. But I have had a lot of trouble getting the arms to move
>correctly at the shoulders (no matter how I move them, I usually end up
>with a hopeless tangle of points and edges at the point of rotation resembling.

> Is it possible at all? Has anyone had success doing it?
>If not, I have a another addition to the Wishlist...
>
>   -- Dave
>
>
I have created bones objects that moved around quite freely with stretching
realistic movements, except they were not anthropomorphic figures, just
experiments to see if it could be done, and as part of a seminar I was
giving for a computor show here in San Diego, CA.
Once again I am giving a seminar on 3D on the Amiga and PC with IMAGINE.
Once again I decide to do bones (not having done any in close to a year) and
unwisely I decide to do an anthropomorphic figure (read 'alien monster'),
and I too cannot get the thing right.
I do remember that grouping of the bones, and grouping of the subgroups was
very important, as was the assigning of states. But I DON'T remember WHAT
was important in WHICH part of the process.
May we all have better luck then we have had.
At least I know that it can indeed be done.
good luck
The Drift
 Drift Dennis
 drift@nighthawk.com   May The Force Be With You
 {KC7OT}
 NightHawk Production
 3D graphics and animation
 9403 Marilla Dr
 Lakeside, California   The true miracle is that we exist at all,
 92040-2801   let alone the we are here and now.
 PHONE 619-390-8375
 FAX   619-390-8375   PLEASE STOP BY OUR WEB SITE, we would appreciate
hearing
                          from you http://www.cts.com/browse/drift/
                           or soon to change to http://nighthawk.com
****
**********^^
^^^^^^^^^^^^^^^^^^^^

                          Thread   284
                     -=> RETURN TO CONTENTS!<=-

1.289   MSG-286 Subject: Re: Dare2Imagine a complete version

Subject: Re: Dare2Imagine a complete version
Date: Tuesday, 15 August 1995 22:28:51

From: Roger Straub <straub@csn.net>

On Tue, 15 Aug 1995, Soren Wind wrote:

>
> Where can i mail FTP "Dare 2 Imagine" ?
> I've got a version of it i downloaded at a local BBS but it is incomplete.. ;(

You can get it on Aminet (ftp.netnet.net) under
/pub/aminet/gfx/3d/iml-d2im.lha.

>   _____ ___ _
> |
> | Soren IZI Wind / Denmarks HIFI Club
> | izi@hoa.ping.dk   /   2:235/314.95
> | 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 (/|\) |
> | _ ___ _____|
>
> ... Lydige kvinder er lykkelige kvinder !
>
> -- Via Xenolink 1.96, XenolinkUUCP 1.1
>

    ^
    |
    |
Whoa!

See ya,
     Roger

                           Thread   293
                      -=> RETURN TO CONTENTS!<=-

1.290   MSG-287 Subject: Convert Image Question

Subject: Convert Image Question
Date: Tuesday, 15 August 1995 22:50:55
From: CyberMer@aol.com

After I use convert image with a black and white state of a logo, what is the
best way to add faces to my .obj outline? Or am I doing something wrong.

<div align="center">
Thread   330
-=> RETURN TO CONTENTS!<=-
</div>

1.291   MSG-288 Subject: Re: Quickie (multiple stages)

Subject: Re: Quickie (multiple stages)
Date: Tuesday, 15 August 1995 23:49:19
From: Richard Heidebrecht <rheidebr@freenet.niagara.com>

On Sun, 13 Aug 1995 cjo@esrange.ssc.se wrote:

> Since I've got this nice computer with a multitasking operating system
> <grinning at all PC users> I simply copied the staging file (which can be
> found in your PROJECT.IMP directory), renamed it to "staging.original",
> went back to Imagine and modified the scene, saved changes, etc... And I
> can do this for as many times as I want. When I want to go back to a
> previous setup I simply copy the "staging.whatever" to "staging". Easy,
> ain't it?
>
> Now, there is another way to do all this, which even works on a PC!! ;)

Actually, you don't need multitasking to use the file copy command :)

    ~Rick Heidebrecht~

<div align="center">
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-=> RETURN TO CONTENTS!<=-
</div>

1.292   MSG-289 Subject: Texture Preview

Subject: Texture Preview
Date: Wednesday, 16 August 1995 00:14:10
From: Susan Dianne Boon <sdboon@acs.ucalgary.ca>

Hi Y'all!

The answer to my previous query was that I was definitely running
out of memory. My fonts were too large and chewed up too much
memory. Hmmm...perhaps Gigamem might be an answer for me in the
future.

Now, a request to Impulse, and I know Mike and Co. are
listening...

REQUEST # 120,222,143,122.1 -

It is really too bad that the texture preview only works for
those who are priviledged to own an internal video board. For us
normal (poor) folk, we only have DCTV or nothing at all. If you
own a DCTV and a RGB converter, both DCTV and normal graphics can
be incorporated (displayed) onto the same screen. Cool....one might think
this could be easily coded into Imagine at some point. Oh well,
what do I know, I only study people...not machines...but they do
behave similarly at times.
--

Dr. Susan D. Boon
Department of Psychology
University of Calgary
2500 University Dr. NW
Calgary, AB T2N 1N4
CANADA

                              Thread   71
                     -=> RETURN TO CONTENTS!<=-

1.293   MSG-290 Subject: RE: Q-motion

Subject: RE: Q-motion
Date: Wednesday, 16 August 1995 05:07:53
From: philgro@indirect.com (Phil Grossblatt)

>Yes, both are compressed. Yes, neither are MJpeg. Quicktime is more easily
viewed (ie there are more Macs, PCs, and Unix boxes with Quicktime viewers)
than AVI. AVI is better in the fact that it allows for 8 bit depth of color
whereas Quicktime is 24bit or nothin'
>
>Neither is "perfect" MPeg is arguably a much better format. Better
compression and more widely accepted. But MPeg suffers in the area of
keyframes and the such. MPeg -I think- only puts in major sync frames every
15-20 frames where as the other formats do it with more frequency. THis
means that for 'VCR" sytle playback programs MPeg will not search and single
frame as easily as QT or AVI.

Note that MPEG and MJPEG are completely different animals! MJPEG is one
compression style for .avi files- all the frames exist in the file, as in a
still JPEG file. With MPEG, the files are compressed with regard to the
difference of the following frame, so the individual frames are lost.
Phil

1.294   MSG-291 Subject: Re:Impulse Im4.0

```
Subject: Re:Impulse Im4.0
Date:    Wednesday, 16 August 1995 09:00:23
From:    Granberg Tom <tom.granberg@TV2.no>
```

Hi!
I dont got as much time to write about my experience at Impulse, but I guess you

all want to know what I saw.
Well, V4.0 is still in the works and is not by far finished, but some of the
features is almost finished and more is under development. The things I saw was

on PC's. And Zack was busy converting the code to windows/windows NT. As you
probably can understand, I cant tell you everything about the new stuff since
some of the new ideas is still under development.
But here are some of the features I think will make it to 4.0.

-Generation of alpha channel
-Backdrop+alpha, size regardless of rendering output
-Foreground+aplha, and maybe multi layering+alpha's, in the foregoround
-Smoothing of entire objects or subgroups/picked faces, and selectable
constraints
-Blobs/metaballs
-Possibility to use FX in detail editor
Thats that for now at least, I would think that there would be a lot more stuff

implemented in 4.0 but these are the things I see as the most usefull ones.

Tom Renderbrandt

1.295   MSG-292 Subject: Re: 3.3Prob

```
Subject: Re: 3.3Prob
Date:    Wednesday, 16 August 1995 11:05:06
From:    a00448@dtic.ua.es (ERNESTO POVEDA CORTES)
```

> I've now installed the latest 3.3 update which look's impressive but

> the lake now render's as a normal flat plane.
> No ripples, no nothing.....AAaaahhhh
> I need those ripples back, any idea's ?

I had a similar trouble.... here cames the probably solution...
Check the mix/morph box in the textures requester. Some textures put
it to 0.00 by default, which makes these textures to not render. If
the is the prob simply change the value to 1.00 :)
--
'There can be only one' -Highlanders

email: a00448@dtic.ua.es --> Ernesto Poveda Cortes (I am not a number :)

                              Thread   248
                       -=> RETURN TO CONTENTS!<=-

1.296   MSG-293 Subject: Re: Dare2Imagine a complete version

Subject: Re: Dare2Imagine a complete version
Date: Wednesday, 16 August 1995 11:17:53
From: a00448@dtic.ua.es (ERNESTO POVEDA CORTES)

> Where can i mail FTP "Dare 2 Imagine" ?
> I've got a version of it i downloaded at a local BBS but it is incomplete.. ;(

 You can get it from any aminet site (wuarchive.wustl.edu (US) or
ftp.uni-paderborn.de (EUROPE) for example).
 Also there are both html and amigaguide hypertext versions of d2i.

--
'There can be only one' -Highlanders

email: a00448@dtic.ua.es --> Ernesto Poveda Cortes (I am not a number :)

                              Thread   150
                       -=> RETURN TO CONTENTS!<=-

1.297   MSG-294 Subject: Re: An old challenge - How are diamonds done ?

Subject: Re: An old challenge - How are diamonds done ?
Date: Wednesday, 16 August 1995 11:26:14
From: a00448@dtic.ua.es (ERNESTO POVEDA CORTES)

Hi, I don't know how the diamond travel are at this point but here comes

my little experience....

After triying a lot of changes in the attributes requester(you know: playing
with index of ref. & filter & reflex...) i find a solution that generates
a very good looking diamond. Just try to lower the hardness to 0!
Try it before reply this, please. At least this setting will rip off
that black areas the trace generate on the standard diamond.

--
'There can be only one' -Highlanders

email: a00448@dtic.ua.es --> Ernesto Poveda Cortes (I am not a number :)

                          Thread   218
                   -=> RETURN TO CONTENTS!<=-

1.298   MSG-295 Subject: Re: Quickie (multiple stages)

Subject: Re: Quickie (multiple stages)
Date: Wednesday, 16 August 1995 11:38:06
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello Conny, on Aug 13 you wrote:

> I set up a scene (a small stage, a stool, the guitar and a spotlight),
> rendered it and thought that I wanted to render a whole series of images
> with the same scene, just moving the camera around. But I still wanted to
> be able to come back to my original scene (with the exact same camera
> position).
> So, what do I do if I don't want to write down the position and alignment
> for all the 5 different positions that I'm working on? Well, let me tell
> you;

> deleted >

Am I missing something here? Is'nt this just a 5 frame pop morph anim?

-- Bob

                          Thread   288
                   -=> RETURN TO CONTENTS!<=-

1.299   MSG-296 Subject: Re: Undocumented Textures/Effects

Subject: Re: Undocumented Textures/Effects
Date: Wednesday, 16 August 1995 11:53:38
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

```
   ------------------------------------------------------------------------

Hello Nigel, on Aug 15 you wrote:

> Angular.itx
> bricks.itx
> Camo.itx
> Checks2.itx
> Disturbed.itx
> Dots.itx
> Grid.itx
> Linear.itx
> Pastella.itx
> Radial.itx
> Spots.itx
> Waves.itx
> Wood.itx
>
> Has any one got any documentation about these (from Impulse or elsewhere) ?

These are all Imagine 2.0 textures and documented in its' manual.

-- Bob
```

<div align="center">
Thread   271
-=> RETURN TO CONTENTS!<=-
</div>

1.300   MSG-297 Subject: Re: Wish list

```
Subject: Re: Wish list
Date:    Wednesday, 16 August 1995 12:01:31
From:    rbyrne@3dform.edex.edu.AU (Robert Byrne)



   ------------------------------------------------------------------------

Hello Scott, on Aug 15 you wrote:

EA> >Is there any way to use the deform tools(bend, taper, twist etc.) in pick
EA> >points mode?  if not I would like to add it to the wish list.

> Yes!  Check page 121 of the Imagine 3.0 manual.

That's the Deform Tool on p121, Edward was referring to page 117. :-)

-- Bob
```

<div align="center">
Thread   325
-=> RETURN TO CONTENTS!<=-
</div>

1.301   MSG-298 Subject: Re:Textures/States problem

Subject: Re:Textures/States problem
Date: Wednesday, 16 August 1995 12:15:01
From: Torgeir Holm <torgeirh@powertech.no>

On 15-Aug-95 15:47:35, CoryJ44 wrote:

>I have the same problems with retaining state information. Often I'll
>attempt to create two states for an object in which the object's shape has
>changed, as well as its attributes. But in attempting to create the second
>state, only the shape information is retained, and attribute information is
>carried over from the first state. After numerous attempts, I usually just
>create another object and do the morphing that way. I guess my point is . .
>. I can identify, but I don't have answers either. Does anyone know why this
>happens, and why I can't create a red, metal sphere state and a blue, glass
>sphere state for the same object (just an example)?? I'm using 3.0 . . .
                                          ~~~~~~~~~~~~~~~~~~~~`
                                           that's why :)

The attributes part of states didn't work properly in 3.0.
I think this was fixed in 3.1, at least it works in 3.3.

Torge!r

                         Thread   278
                   -=> RETURN TO CONTENTS!<=-

1.302   MSG-299 Subject: Re: Memory Constraints

Subject: Re: Memory Constraints
Date: Wednesday, 16 August 1995 12:15:05
From: Torgeir Holm <torgeirh@powertech.no>

On 15-Aug-95 20:50:24, Duncan wrote:
>>
> dont run imagine through workbench

> when you want to use imagine reboot hold down both mouse buttons and
>select boot with no startup-sequence you get a shell window
> then type dh1:image2.0/imagine.fp

> (obviously dh1:imagine2.0 will be changed to you own path name on your
>HD)

Or get one of the boot utilities that let you use another startup-sequence
when holding down a mouse button while booting.

I used this when I only had 6 MB Ram, because I needed all my assigns and

paths put in, and also a couple commodities I couldn't live without (like
ModePro).

Torge!r

```
                        Thread          323
              -=> RETURN TO CONTENTS!<=-
```


1.303   MSG-300 Subject: Texture Preview

```
Subject: Texture Preview
Date:     Wednesday, 16 August 1995 12:15:07
From:     Torgeir Holm <torgeirh@powertech.no>
```

On 15-Aug-95 23:14:10, Susan Dianne Boon wrote:

>Hi Y'all!

>The answer to my previous query was that I was definitely running
>out of memory. My fonts were too large and chewed up too much
>memory. Hmmm...perhaps Gigamem might be an answer for me in the
>future.

Susan, try scaling the axis only of each letter before adding points, this
affects the numjber of points and faces the letter gets. A larger axis in
relation to the object gives you less points.z

Torge!r

```
                        Thread          289
              -=> RETURN TO CONTENTS!<=-
```


1.304   MSG-301 Subject: Re: Convert Image Question

```
Subject: Re: Convert Image Question
Date:     Wednesday, 16 August 1995 12:35:11
From:     rbyrne@3dform.edex.edu.au (Robert Byrne)
```

Hello CyberMer, on Aug 15 you wrote:

> After I use convert image with a black and white state of a logo, what is the
> best way to add faces to my .obj outline? Or am I doing something wrong.

I thought you had the option of adding faces when the object is created but

there is another way which gives you more control.

1. Make sure the Y axis is pointing out of the outline object.

2. Extrude the outline, the distance does'nt matter, say 100 units.

3. Load a primitive disk or plane depending on the type of faces you want
   on your object, radial or lateral.

4. Scale the primitive so it is larger than the extruded outline and
   position it to around the middle of (intersects) the outline.

5. Pick both objects and use the Slice command.

6. Go into Pick Group mode and ungroup it.

7. Go into Pick Object mode and cycle through all the parts created by the
   slice and delete the ones you don't want.

You can now extrude the object.

-- Bob

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

                           Thread   305
                      -=> RETURN TO CONTENTS!<=-

1.305   MSG-302 Subject: Re: Bones man. Bones.

Subject: Re: Bones man. Bones.
Date: Wednesday, 16 August 1995 14:20:21
From: SGiff68285@aol.com

In a message dated 95-08-15 22:28:01 EDT, DAVEH47@delphi.com writes:

>I don't mean to write what might be construed as a "me too" message, but
>I've been having a very similar problem. I have a contiguous female object
>that I got from somewhere a long time ago, and I've been trying to
>"bone-ize" it. But I have had a lot of trouble getting the arms to move
>correctly at the shoulders (no matter how I move them, I usually end up
>with a hopeless tangle of points and edges at the point of rotation
>resembling
>the output of a plotter gone bezerk!).

I would think you would be more worried about the legs if you were trying to
bone her. (G) :)

Sorry I couldn't resist.

```
                            Thread          261
                       -=> RETURN TO CONTENTS!<=-
```

1.306   MSG-303 Subject: Lightwave EMail list

```
Subject: Lightwave EMail list
Date:     Wednesday, 16 August 1995 16:15:00
From:     horst@artemedia.DE (Horst Heberle)


  -------------------------------------------------------------------------

Hi erverybody,

is there someone out there who can tell me the right address to subscribe to
the Lightwave list? Sorry that this is not Imagine related, but I don't have no
possibility to get it on an other way.
Thanks
Horst


--
   _/_/_/  _/           _/_/_/_/  _/         Dipl. Ing. Horst Heberle
  _/      _/_/          _/        _/_/        Lindenstrasse 9 54292 Trier
 _/      _/  _/        _/_/_/_/  _/  _/              eMail heberle@trier.fh-rpl.de

 _/      _/    _/           _/  _/_/_/_/             Phone (0)651 47493
_/_/_/  _/_/_/_/_/  _/_/_/_/  _/        _/     Fax (0)651 43176


                            Thread           6
                       -=> RETURN TO CONTENTS!<=-
```

1.307   MSG-304 Subject: Re: Premiere - MJpeg

```
Subject: Re: Premiere - MJpeg
Date:     Wednesday, 16 August 1995 17:09:54
From:     williamp@triode.apana.org.au


  -------------------------------------------------------------------------

> > had asked.  He did tell me that Premiere creates MJpeg output.  I wonder if
>              ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>
> I don't think so.  I have version 4.0 of Premiere, which is the latest
> version as far as I know, and it doesn't output to MJpeg.

You need the MJpeg codec.It usually  comes with one of the video grabbing
and playback boards like the FAST Movie Machine card.


William
```

1.308   MSG-305 Subject: Re: Convert Image Question

Subject: Re: Convert Image Question
Date: Wednesday, 16 August 1995 17:44:16
From: jprusins@cybergrafix.com (John Prusinski)

>>After I use convert image with a black and white state of a logo, what is the
>>best way to add faces to my .obj outline? Or am I doing something wrong.
>>
>>
>I have a very complicated logo that I just converted to a 3D object (see my
>webpage at http://www.cts.com/browse/drift/) and I tried several different
>approaches, including PixelPro, and the Imagine 'convert iff'. I even tried
>converting the scanned logo into a eps object and then into an object.
>The final answer for me was to input under 'convert iff' and then
>laboriously and faces, the set edge command made the job a lot easier, but
>it was still labor intensive.

My solution to this problem is usually to extrude the outline of the logo
after it's been converted from the IFF, then add a primitive plane of
moderate complexity. Using "slice" I then cut the plane with the logo
outline, and get rid of the extraneous pieces, including the original logo
outline, so that all I have left is the logo-shaped piece cut out of the
plane. Voila! Automatic facing!

John
 _____
| "The next great step toward a planetary holism is a |
| partial merging of the technologically transformed |
| human world with the archaic matrix of vegetable |
| intelligence that is the Overmind of the planet." |
| -Terence McKenna |
|_____|

1.309   MSG-306 Subject: Re: Memory Constraints

Subject: Re: Memory Constraints
Date: Wednesday, 16 August 1995 18:42:37
From: Richard Heidebrecht <rheidebr@freenet.niagara.com>

On Tue, 15 Aug 1995 RobSampson@aol.com wrote:

> of your hardware and then have to work around them<BG> I look forward to
> Imagine for windows so I can utilize the swap file but I dread the loss of
> speed that will cause. In any case there is no work around for very large
> objects (I have created some over 1.5 meg) you have to buy more ram.
>
> Bob............

Does anybody know if you will be able to use a swap file with the Dos
version of Imagine running through Windows 95?

    ~Rick Heidebrecht~

                              Thread   299
                        -=> RETURN TO CONTENTS!<=-

1.310   MSG-307 Subject: Re: Re[2]: Textures/States problem

Subject: Re: Re[2]: Textures/States problem
Date: Wednesday, 16 August 1995 22:06:11
From: bilboyce@iconz.co.nz (Bill Boyce)

>
>Well I did try it again last night... and it worked. Seems that my state
>information WAS NOT RETAINED, despite doing a State/Update and saving the
>object! So this brings me to the heart of my problem, how to properly set a
>state. Seems like I setup this object about ten time before the states stayed

>the way I intended. Everytime I would go back and look at the texture
axis, one
>or more were wrong. I'll have to experiment some more. Does anyone else
share
>the statelessness problem?
>
Procedure :
Set up your 'base' object configuration then 'create state' and accept
'Default' as
the first state name. Set all switches for Default that you will use, now or in
the future. In your case, make sure Textures/Brushes is set, of course.

Now create a state (I usually call Main) that is the same as default. Use this
whenever you want your base object configuration, particularly in Action/Stage.
I don't know if this is a bug or just the way it is, but using Default causes
problems.

Now change anything you want to and create new states at will.

Default should always be the first state, or you're asking for trouble.

Bill

                          Thread   98
                    -=> RETURN TO CONTENTS!<=-

1.311   MSG-308 Subject: Re:Impulse Im4.0

Subject: Re:Impulse Im4.0
Date: Wednesday, 16 August 1995 22:12:23
From: bilboyce@iconz.co.nz (Bill Boyce)

>Hi!
>I dont got as much time to write about my experience at Impulse, but I
guess you
>all want to know what I saw.
>Well, V4.0 is still in the works and is not by far finished, but some of the
>features is almost finished and more is under development. The things I saw
was
>on PC's. And Zack was busy converting the code to windows/windows NT. As you
>probably can understand, I cant tell you everything about the new stuff since
>some of the new ideas is still under development.
>But here are some of the features I think will make it to 4.0.
>
>-Generation of alpha channel
>-Backdrop+alpha, size regardless of rendering output
>-Foreground+aplha, and maybe multi layering+alpha's, in the foregoround
>-Smoothing of entire objects or subgroups/picked faces, and selectable
>constraints
>-Blobs/metaballs
>-Possibility to use FX in detail editor
>Thats that for now at least, I would think that there would be a lot more
stuff
>implemented in 4.0 but these are the things I see as the most usefull ones.
>
>Tom Renderbrandt
>
Talking to Mike H the other day (via e-mail) and he said V4.0 is due out on
the 1st
of September, with the Windows version arriving probably in October sometime.

                          Thread   291
                    -=> RETURN TO CONTENTS!<=-

1.312   MSG-309 Subject: Re: Bones man. Bones.

Subject: Re: Bones man. Bones.
Date: Wednesday, 16 August 1995 22:53:55
From: Valleyview@aol.com

A few thoughts on bones.

Imagine's bones are realistically "ball and socket" joints. They can be
rotated in all 3 axis. They can be turned into "hinge" joints by selectively
rotating in certain axis only or by "freezing" the rotation to certain axis
and using constrain.

The position of pivot is the base of the bone axis, or where the 3 axis meet.
 Take a person's arm for example. The "ball" is offset from the upper arm
bone, meaning the pivot is not in the center of the arm. So to best simulate
this, move the upper arm axis to where the arm meets the chest (it doesn't
have to be in the middle of the arm).

Look at your own arm's movement. Unless you work for the circus, if you
measure your range of movement, you will probably be suprised at the limits
of movement in the human. Don't exceed these. (If you're an old timer like
myself, you'll be REAL suprised)

When you model, do it in the simplest form and most neutral position. By
this I mean, keep joints straight and no fancy positions. Also if an arm has
180 degrees of movement, top to bottom, model it at 90 degrees. This way,
since faces have to stretch and shrink to cover this movement, we keep our
maximum face stretching and shrinking to a minimum.

The more faces around a joint, the smoother the look. Again more sections in
a joint area reduce the amount each face has to stretch.

When I model, I think of the waist as the mid point. In other words a chest
axis pointing up which splits into two arm axis and a head axis. Like wise a
trunk axis point down splitting into the two leg axis. The head and trunk
axis come off of (are children of) the object axis. All bones axis MUST be
beneath (chilidren, grandchildren,etc.) the object axis. If you want to
manipulate the entire object in different states, then add an axis outside
the body that is parent to the object axis.
By modeling from the waist out, this lets me move the arms, legs, or head,
either directly or inversely, without affecting other parts of the body.

I will follow up in the next day or two with a post on small and big bone
subgroups. There is a point I want to be sure on first.

I'm also working on a full bones and animation tutorial, hopefully for FAQ
#9. It will be long but should cover everything in a way us simple folk can
understand. I find I can't make a bones object without screwing something up
and I need a checklist of sorts to find my mistakes easier.

Need any more help, just hollar!

Rick

                          Thread   302
                    -=> RETURN TO CONTENTS!<=-

1.313   MSG-310 Subject: Re: Slice

Subject: Re: Slice
Date: Thursday, 17 August 1995 00:33:00
From: drift@nighthawk.com (Drift Dennis)

>Hello All,
>
>I'm trying to slice some fairly complex objects (IM3) and thought it would
>be nice if Imagine's error messages were more detailed, like giving the
>number of the offending edge/face. After getting an error like "edge too
>close..." or "error splitting faces" I move, rotate or scale the object and
>may correct that part of the object but then have another part cause an
>error. If I knew which face was causing the problem I could manipulate it
>using Pick Range. This will no doubt be tedious but after three hours
>trying to get slice to work it might be easier.
>I may just leave the objects as they are but you end up with the pieces
>looking like they are fused together rather than joined with sharp edges
>where they intersect.
>
I found that on complex objects I would ALWAYS get that message, even when
the slice was a very simple basic slice that always works otherwise.
Even taking the complex object apart (via a delete and save method), the
sliceing still would generate the same messages. Only by trickery (joining
something to the sundered part) in convinceing the object that it was no
longer complex, would I get the slice to work.
I found it much simpler to try and not join the part of my model untill ALL
the sliceing had been done. Don't know why this is so, but that's what
happened useing 3.3 on a spaceman object.
If anyone knows a workaround it would make complex model creation a lot easier.
 Drift
 Drift Dennis
 drift@nighthawk.com   May The Force Be With You
 {KC7OT}
 NightHawk Production
 3D graphics and animation
 9403 Marilla Dr
 Lakeside, California   The true miracle is that we exist at all,
 92040-2801   let alone the we are here and now.
 PHONE 619-390-8375
 FAX   619-390-8375   PLEASE STOP BY OUR WEB SITE, we would appreciate
                          hearing from you http://www.cts.com/browse/drift/
                           or soon to change to http://nighthawk.com
****
******
A2k-030@50mhz+20Meg/A4k-040@40Mhz+50Meg/PAR/1stopMusicShop/+6gigHDspace&PC+20Meg

```
****^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
^^^^^^
```

1.314   MSG-311 Subject: MJPEG cleared up maybe

```
Subject: MJPEG cleared up maybe
Date:    Thursday, 17 August 1995 04:01:07
From:    philgro@indirect.com (Phil Grossblatt)
```

```
   ----------------------------------------------------------------------
```

Seen lots of questions/confusion here lately RE: MJPEG. Tho' I'm by no means
an expert, I do have a capture/playback board and Premiere.
        As far as I know, MJPEG only exists in hardware assisted form,
unlike MPEG.When the drivers for the board are installed in Windows,
Premiere will recognize it as a compression option just like Indeo, Cinepak,
etc.
HTH, Phil.

1.315   MSG-312 Subject: Win95.

```
Subject: Win95.
Date:    Thursday, 17 August 1995 04:19:04
From:    lumbient@superlink.net (!LuM!)
```

```
   ----------------------------------------------------------------------
```

I am sick of people asking, "will this work under win95?" Please take note:
If it doesn't work under OS/2, and it doesn't work under WinNT it WON'T work
under win95! Because Win95 is really a hard to install OS/2. Same
technology... So:
Swap files won't work.
Imagine won't run under win95. (i now you can use a special dos mode)
Imagine won't multitask.

Thank you.
                                          !LuM!

|---\
|"World Class Complaining" Lumbient@superlink.net\
|Soon to have a Web page. (I wish :) !NIN!   \
```

```
|                                          /
|Superlink: NJ's Largest Internet Access Provider./
|------------------------------------------------/
```

1.316   MSG-313 Subject: Re: Memory Constraints

```
Subject: Re: Memory Constraints
Date:     Thursday, 17 August 1995 06:26:14
From:     Fredster <fredster@sapphire.netrix.net>
```

-- [From: Fredster * EMC.Ver #2.5.02] --

> Does anybody know if you will be able to use a swap file with the Dos
version
> of Imagine running through Windows 95?

Not no, but HECK no!

Imagine/PC has it's own way of dealing with memory that doesn't allow for a
swap file. Under '95, to get Imagine running you're just booting to plain
old DOS (single DOS mode), so there'd be no help there.

Gotta wait for the Windows version...

Of course, and investment in more RAM couldn't hurt either, and would
improve the performance of your computer in general, not just Imagine. I
know that's not always feasible, but if it's possible that's the way to go.

Just a thought...

Fred Aderhold
fredster@netrix.net

Brownies - not just for breakfast anymore!

1.317   MSG-314 Subject: Re: Slice

```
Subject: Re: Slice
Date:     Thursday, 17 August 1995 11:00:49
From:     "JOSEPH F. HART" <VISHART@ubvms.cc.buffalo.edu>
```

```
      -------------------------------------------------------------------------
```

```
     The problem is that in Slice, no edge on an object to be sliced may
intersect, or "cross", any part of any edge on any other object also to be
sliced.  The two edges must not share endpoints or pass through each other.
If an edge on an object to be sliced passes through a face of another
object also to be sliced so as to intersect it at a single point, the
intersection should not cause an error.

The edge intersections are what what cause almost all the slice problems.
Avoid them and you should be able to slice anything you have enough
memory to slice.
```

```
 _____
                       |          Internet: VISHART@ubvms.cc.buffalo.edu
Joseph Hart            |     /// Plink   : OSS542
Niagara Falls, NY | \\///  Ham call: WA2SND
                       |  \XX/   FreeNet : af804@freenet.buffalo.edu
                       |      *** AMIGA - Computers for REAL MEN ***
 =========================================================================
```

```
                        Thread       335
                   -=> RETURN TO CONTENTS!<=-
```

1.318   MSG-315 Subject: The Great Diamond Challenge - Great Diamonds at Last !!!!

```
Subject: The Great Diamond Challenge - Great Diamonds at Last !!!!
Date:     Thursday, 17 August 1995 11:21:02
From:     "JOSEPH F. HART" <VISHART@ubvms.cc.buffalo.edu>
```

```
      -------------------------------------------------------------------------
```

```
     Many thanks and congratulations to ERNESTO POVEDA CORTES
(a00448@dtic.ua.es), who has discovered a very simple solution to
making absolutely gorgeous diamonds !!!
(Try using Haitex glasses for a real treat....:-)

(Sounds of thunderous applause, fervent praise, profound worship,
 and much sacrificing of valuable commodities...)

I've been trying to figure this one out for years....
It seems that all you have to do to get rid of the spurious dark
areas is to keep your "hardness" very low.  This should also work
for many other sharp faceted objects as well.  Here is the
diamond object with the change made, and a simple set of attributes
```

given......

--------------------------- cut here ----------------------------
begin 644 brildiam.lha
M(HHM;&@U+2\$'`'"B"0'`'L8(0'P''#&)R:6QD:6%M+F]B:LMC'Z)KF>X;-->WJ
M_::'%&@@'8P%M](Q&F,5/69%S;+H5<-3/(MM)8N',MT89^)_(,)9+XU=+C
M*.W@U+TMMH4>-[M=??=#]R[^MM,3U+O&7`]*[GS%Z'S&_U*?.J.K6O=#.0]6*>MM(E<7O=\:SW[6=;(PJ<?RN?2@?0/
M_:A]=]5@WK&SVC@_+S]WZm0[/M-a-M(V_c]0W0[b@_tY+<I!a$]J2T]2H3L
MW,8+@?XN4C)QG`5\GB_[[_SW,;;**EM?_a?Z6@W?$L/@H3J8_O.PNV4?L?,J.K.%8
M$OO)SV=%.9_W#Q=%*@#O@!?O6;<`OP6F;a?<Y3N?S1UR'7?ZZ@a]%4?W^[1^O6
M_'^.J'(J5^FO@.[J57$5']=TU/F[7"===OU.YW0=T+"_U___@U;Nz57D@@/
M/[G.N='=#]88[%W1??:?]]3F=RK5[KK5ZW'3=I1a]]$2?@3DJCWF3=W2??FF[[5\$Y[UR[[5J&@/
M#I?B?V[G@7]a@]^V[YHF'[H[\K+ZJJ[++a=<C%F&YK"W>A/$]/[88&@a8SLZ
M3\?I]]MX:R>>TUGF)\]W\K4UXC/U&E[SV*Y9^GPY%Y?j]/8W_1ZU5_J=I[$^9>X
M]](Z[6>^WP/?[\$1,+,R1J[U%E^Z;M(+!+a9a]+0C
M^-O?>L]L/[J-]][1>Rn">KSUZ[5[",1NV;a[7,V5Z8]%Z>R,,7@#a?+a-L,U
M1;N&9a;aaW/G'>H&a.&a#;51#-@9a,S'JKASKA#6#O5A?-W"OS'H.a*9;C7=F;$S:&a5"
M6M;6a!?&aZNE@&/0=X9a<"F*-]>-\8RY,VIC'=\G&X%^/M>2=@;E1S&/+%-@9a<'I
MH37?S@#_!&%FX!![$5OU9#K@V0V(GL1]L@^S,N@V"K@#,$5L1/9"6a#81.X9a"
M(;`;BFLW>&XQN]A'&,(XA"Qa@aX'a@XC1Oa@9NP#X`'WP3<`<['W9CO!-V@]V9NT.aX1]
MX7''.8XX7""XARW$.@0XHCB=&=W;;^@;W@Q'a>]"a\"aXQP>S<<1Q\21)[/=-'G]4LDI&]
MK`'`9a/RSa.@!9TO@QD8aE:'$_$PN&a-+\#5%*P2ZX"RF\)Y12-aN04G1'U@C\P@-$O
M#7a'@/YIa'':0%G:/G'+@M(#<G-_A`"Na:O'a]P2W[HL]&V]a[M]>>5VX!LRL_0(FX!MRM_B
M1'NF!O2O^27;3'W1=.Sa*)OUX90.Ta'X!^a+OTBX^$!B+!7a*(;Pa@a-ZNX7ICKX('4
M;Ka"68MP%Ya@\]R0/NB"[E;HH7NUMA#EMXORQI[Q9HTYa''a'6[7+a(SDa'=LMZNa(5<
M7WH'8+?+Q"Ta<,a#'a6_7%7;KOFA[]>*5OO@.]7a')'a'N5)4H2X9a*9:Qa"5X)a'?&6\K
M%Ka'XJXQ7N,!Da+'7CE8[\#CDa-Qa"L9Ba@3^'a!FD'ECa;.(;NQOa\Ea<$+8&>Oa*aQFC
M'9XTS3F5^Ha<F?,Ia-]H3ZEaa+Q)Ca2XT:-3Ia2)S2S\ICEa"3Na*A<F8XS\)?65!:_U+
<+M7S&U_Ja?:OEW7^H4Ja#//EZ\'YANF?S'a,\]P',IC'
`a`
end
size 1108
--------------------------- cut here ----------------------------

_____
                   | Internet: VISHART@ubvms.cc.buffalo.edu
Joseph Hart | /// Plink   : OSS542
Niagara Falls, NY | \\/// Ham call: WA2SND
                   | \XX/   FreeNet : af804@freenet.buffalo.edu
                   | *** AMIGA - Computers for REAL MEN ***
===

                         Thread   368
                   -=> RETURN TO CONTENTS!<=-

1.319   MSG-316 Subject: Re: Wish List

Subject: Re: Wish List
Date: Thursday, 17 August 1995 13:08:25
From: SGiff68285@aol.com

In a message dated 95-08-17 00:54:23 EDT, rbyrne@3dform.edex.edu.au (Robert

Byrne) writes:

>> Here's my wish list for 4.0 or a future version. Probably to late to make
>it
>> into 4.0
>
>> 7. (Asked for before but) Unpick select points in detail.
>
>It's already there, UnPick Select (F2).

I am not talking about the unpick select feature that is already there. I am
talking about being able to unpick any point at any time just like you can
pick it now.>

>> 8. A point randomizer that would give objects a "not so perfect, real
>world"
>> look within specified tolerances by shifting all points on an object a
>small
>> amount.
>
>For Amiga users there's some utilities on Aminet/gfx/3d called something
>like IIUtilities.lha. It has a program called Jitter which does this.
>

Sorry, I'm a pc user. And having a feature inside Imagine that does this
would be very nice.

>> 10. Simple landscape generator.

>>Use Applique with an appropriate pic.

There are lots of features in Imagine that do the things we want but
sometimes its nice to have a feature that is made for a particular situation
to make things speedier. The Applique feature works fine for some things,
but for landscaping where you have realisitic lookin mountains it does not do
vertical geometry nor does it optimize the shapes for the geometry in a
landscape.

There have been many implementations of features in Imagine that were
possible before by a more tedious process, like attributes in Stage. That is
not a reason however not to put them in when it comes to streamlining the
product.

S.G.

                              Thread   448
                       -=> RETURN TO CONTENTS!<=-

1.320   MSG-317 Subject: Re: Convert Image Question

Subject: Re: Convert Image Question
Date: Thursday, 17 August 1995 13:24:35
From: cjo@esrange.ssc.se

>After I use convert image with a black and white state of a logo, what is=20
>the best way to add faces to my .obj outline? Or am I doing something=20
>wrong.

Hmm, one of the thing that Imagine sometimes screws up.

In theory; import your ILBM outline and make the object with faces.

Problem; this usually does NOT work.

What might work; import the ILBM but do NOT add faces. Check the outline to=
=20
see that there aren't any holes, if so mend them. Extrude the outline. Add=20
a primitive plane larger than your outline (the more faces it has the=20
better). Position the plane through your extruded outline. Pick both=20
objects. Slice them. (This is what we call "the coockie cutter method" :)

If you've got TypeSmith: import the outline in a new font. Do "autotrace".=20
Export the font as "adobe postscript". Import that into the spline editor=20
and manipulate it from there.

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

                        Thread   174
                    -=> RETURN TO CONTENTS!<=-

1.321   MSG-318 Subject: Re: Slice

Subject: Re: Slice
Date: Thursday, 17 August 1995 14:01:51
From: gregory denby <gdenby@vyasa.helios.nd.edu>

Regarding the current thread on the always "iffy" Slice command:
Awhile back, someone posted that increasing the number of faces
in the object helped. I thought this surprising, since I had
had the best results slicing simple objects. A little experimenting
showed this advice to be mostly correct. For instance, take a primitive

splane and slice it with a tube. If you get an error, grab the faces of
plane...oops, make that grab the edges near where the tube intersects
and fracture those. You will be more likely to get a good slice.
Evidently, the extremely acute angles created when distant points
on large faces are joined lead to the edge to close to edge error.
More faces/points near the intersection means a greater likelyhood
of a less acute angle at the plane vertices.

Greg Denby

                              Thread   274
                       -=> RETURN TO CONTENTS!<=-

1.322   MSG-319 Subject: Re: Wish List

Subject: Re: Wish List
Date: Thursday, 17 August 1995 14:07:45
From: gregory denby <gdenby@vyasa.helios.nd.edu>

>> 10. Simple landscape generator.
>
>Use Applique with an appropriate pic.

If you applique to a large plane, you are lakiely to get nasty
phong artifacts. I Made a very large six sided disk, and fractured
it repeatedly. Then I deleted points to make it a seratted rectangle.
When I applique to that, there are fewer phong mess-ups because the
face angles are more regular, i.e.: all 60 degrees instead of 90,a,b.

Hope this helps,
Greg Denby

                              Thread   316
                       -=> RETURN TO CONTENTS!<=-

1.323   MSG-320 Subject: Re[2]: Memory Constraints

Subject: Re[2]: Memory Constraints
Date: Thursday, 17 August 1995 14:17:16
From: spack@mv.us.adobe.com

>Does anybody know if you will be able to use a swap file with the Dos
>version of Imagine running through Windows 95?

No it cannot be done. To run Imagine, Windows 95 must be quit and a genuine

strict DOS box is required, thus there are no Windows services available (such
as task switching, virtual memory, etc.).

If you need the specifics on how to setup a Windows95/Imagine DOS box, please
let me know via private e-mail. I sent instructions to the IML a few weeks ago.

-Scott
spack@adobe.com

                              Thread   361
                      -=> RETURN TO CONTENTS!<=-

1.324   MSG-321 Subject: IML-FAQ#08: what's new

Subject: IML-FAQ#08: what's new
Date: Thursday, 17 August 1995 15:57:47
From: G.Scibilia@Agora.stm.it

Yaba daba doo Imagineers,

        I'm searching for a little tutorial on inverse kinematics (or just a
brief on Freeze/Constrain/Release functions) to add to the latest IML-FAQ:
have I missed some cool stuff that should be added to the FAQ (you all know
the table-of-contents of the FAQ, am I wrong??)?   I'm still waiting for new
'home pages' entries, I received only two www addresses, there arent any
other cool www home pages? Can someone write a tutorial on how make
textures for both Amiga and PC platforms??

Last Update   : July 21, 1995 Friday
Issue Number : 8
What's New   : Section 1, No 1.   Added HTML home pages list
                Section 2, No 25. Spin and Sweep: how them work
                Section 2, No 26. Modeling hands, feet, etc...
                Section 2, No 27. Realistic neon lights
                Section 2, No 28. Getting a checkered plane with checks
                                   of different textures
                Section 2, No 29. Bright light reflecting off thousands
                                   of tiny particles suspended in air
                Section 2, No 30. Realistic glass using Imagine v3.3
                Section 2, No 31. Diamonds
                Section 2, No 32. Bones can
                Section 6, No 8.   Depth of field
                Section 8, No 13. Spaceship shield Attribute
                                   (Essence)
                Section 8, No 14. Spaceship shield (Imagine v2.9)
                Section 8, No 15. Ground cover (Imagine v2.9 or higher)
                Section 8, No 16. Steam engine attribute

```
                                     (Imagine v2.9 and higher)
                 Section 8, No 17.   Fun with Fuzz texture:
                                     Wispy Smoke, Scattered Cumulus Clouds
                                     (Imagine v2.9 and higher)
                 Section 8, No 18.   Water attribute
                 Section 9, No 4.    Imagine v3.0 / v3.1 high res video
                                     change update
                 Section 9, No 9.    N.U.R.B.S.
                 Section 9, No 10.   Blobs
```

        I should greet M.McCool (neon lights), James Walker (hires video
change), Pierfrancesco Parente and Robert Byrne (spin & sweep) and
G.deBeaumont for their contributes, thanx again fellows!


```
 /\_
|   | "G.Scibilia@Agora.stm.it"
| O | "cn01@novell.dima.unige.it"
|   | "2:332/211.24@FidoNet.org"
| O | "Imagine Mailing List,IML FAQer"                          ae(-_^)ue
|___|                              _    __   ___  _____Wizard signing off
```


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


1.325   MSG-322 Subject: Transition frames

Subject: Transition frames
Date: Thursday, 17 August 1995 15:59:44
From: Mike McCool <mikemcoo@efn.org>

I know, and I can hear all the moaning. But I STILL can't get morphs to
behave nearly as smoothly with this new method as with the good old
transition frames.

My morphs still seem to have a kind of balking, in-out quality, like
they're pausing to take a deep breath before the next morph stage.

To give an idea of how I'm doing it, let's say I want to use the 'melt'
utility. I create my object, it's a font object, then I create ten
melting-down versions of this object.

I do understand that to get it to morph, say from obj.0001 to obj.0002, I
load 0001 first, from frame one to frame one, then load 0002 from frame 2
to frame 10, then load object 0002 AGAIN, from frame 11 to frame 20.

OK, so when rendered, it morphs OK--it just seems to "back up and take a
breath" around frame 11, before it fully morphs into the second version of
itself. It comes out looking kind of autistic.

Is it that my frame numbers should be different? More frames
between versions, or fewer?

I know this must be as boring for you to read as it is for me to endure,
but I'm STILL falling back on 2.9 for its precious 'transition frame counts.'

Thanks, y'all.

                              Thread   341
                    -=> RETURN TO CONTENTS!<=-

1.326   MSG-323 Subject: Re: Memory Constraints

Subject: Re: Memory Constraints
Date: Thursday, 17 August 1995 16:01:44
From: RobSampson@aol.com

In a message dated 95-08-16 18:23:35 EDT, you write:

>Does anybody know if you will be able to use a swap file with the Dos
>version of Imagine running through Windows 95?

I don't see how myself, the dos version does not seem to cooperate with
anything else including some mouse drivers.

Bob.........

                              Thread   270
                    -=> RETURN TO CONTENTS!<=-

1.327   MSG-324 Subject: Melt?

Subject: Melt?
Date: Thursday, 17 August 1995 16:02:12
From: helmy@voyager.com

  ----

someobdy just posted a question about his morphing problem...he said
that he MELTED the font...how do yuo exactly do this? I have 3.2 and i
havent seen any melting options.

                         H"E"L"M"Y PRODUCTIONS

                          <3D & 2D AnImAtIoN>

```
                        ------------------------
                        Los Angeles-California-US
                        ------------------------
                        E-Mail: Helmy@Voyager.Com
                        ------------------------
```

```
                        Thread          340
                    -=> RETURN TO CONTENTS!<=-
```

1.328   MSG-325 Subject: Re: Wish List

```
Subject: Re: Wish List
Date:     Thursday, 17 August 1995 16:05:13
From:     RobSampson@aol.com
```

```
   ----------------------------------------------------------------------------
```

In a message dated 95-08-17 08:26:27 EDT, you write:

> The Applique feature works fine for some things,
>but for landscaping where you have realisitic lookin mountains it does not
do
>vertical geometry nor does it optimize the shapes for the geometry in a
>landscape.

Steve don't know if we will get an actual terrain generator or not and I
concurr with the statement that there are works arounds for many things but
it is more tedious than it should be. However if you have a real need for
terrrains then I recommend you take a good look at Vistapro 3.1 for windoze
or dos on cd. It will give you more power in that area than you may have
thought possible. It does mean you have to spend about $70 or so however.
 It compliments Imagine very very nicely. Good tool.

Bob.............

```
                        Thread          319
                    -=> RETURN TO CONTENTS!<=-
```

1.329   MSG-326 Subject: Small & Big Bones

```
Subject: Small & Big Bones
Date:     Thursday, 17 August 1995 21:09:53
From:     Valleyview@aol.com
```

```
   ----------------------------------------------------------------------------
```

As a follow up to a previous post about bones, here is some info on bones
subgroups. I had to do some checking to make sure I was wording it right.

The small bones subgroup should be all the faces that when you manipulate
that bone axis, will move but not change their shape or size. These are all
faces distal or down the family tree from the moving joint. (if you move
your shoulder, your fingers move also)

The big bones subgroup should be all the faces in the small bones subgroup -
plus - all of the faces that will change size and shape when that bone axis
is manipulated (usually the faces over the joint). In other words, the
difference between the two subgroups are the faces that stretch and shrink
(compress and decompress to use Impulse wordology).

This is how I understand it and I hope it helps.

Rick

                            Thread   327
                       -=> RETURN TO CONTENTS!<=-

1.330   MSG-327 Subject: Small & Big Bones

Subject: Small & Big Bones
Date: Thursday, 17 August 1995 21:19:37
From: Valleyview@aol.com

As a follow up to a previous post about bones, here is some info on bones
subgroups. I had to do some checking to make sure I was wording it right.

The small bones subgroup should be all the faces that when you manipulate
that bone axis, will move but not change their shape or size. These are all
faces distal or down the family tree from the moving joint. (if you move
your shoulder, your fingers move also)

The big bones subgroup should be all the faces in the small bones subgroup -
plus - all of the faces that will change size and shape when that bone axis
is manipulated (usually the faces over the joint). In other words, the
difference between the two subgroups are the faces that stretch and shrink
(compress and decompress to use Impulse wordology).

This is how I understand it and I hope it helps.

Rick

                            Thread   375
                       -=> RETURN TO CONTENTS!<=-

1.331   MSG-328 Subject: PC IMAGINE for sale

```
Subject: PC IMAGINE for sale
Date:    Thursday, 17 August 1995 22:53:14
From:    jacob@altair.csustan.edu (Dave Jacob)
```

Hi folks--

I need to cool off from this 3D graphics stuff for a while, so I am selling
my copy of PC Imagine3.0 for $300 -- half a century mark less than what I
paid for it.

Specificall, what I am offering is:

The spiral bound, black Imagine 3.0 manual (typos and all :-)   )

and, the two PC Imagine 3.0 disks

I'm keeping the upgrade path in case I want to get involved in this inasne
er, insane, stuff again.

Sayanora folks, its been fun!
D.J.

ps--I also have a copy of The Imagine Companion 2.0 (without disk--didn't come
with one even though it says there was supposed to be one) if you're inter-
ested for $20

                            Thread   332
                       -=> RETURN TO CONTENTS!<=-

1.332   MSG-329 Subject: Re: Melt?

```
Subject: Re: Melt?
Date:    Thursday, 17 August 1995 22:56:11
From:    Mike McCool <mikemcoo@efn.org>
```

> that he MELTED the font...how do yuo exactly do this? I have 3.2 and i
> havent seen any melting options.
>

"MELT" is the name of a utility written by someone out there and shared
with us all. Look for it down on aminet, or write me back.

                            Thread   275
                       -=> RETURN TO CONTENTS!<=-

1.333   MSG-330 Subject: Re: Convert Image Question

Subject: Re: Convert Image Question
Date: Friday, 18 August 1995 01:50:26
From: mrivers@tbag.tscs.com (Michael Rivers)

CJO> >After I use convert image with a black and white state of a log=o, whatCJO
> is=3D20CJO> >the best way to add faces to my .obj outline? Or am I doingCJO> s
omething=3D20CJO> >wrong.CJO> Hmm, one of the thing that Imagine sometimes screw
s up.CJO> In theory; import your ILBM outline and make the object with fac=es.CJ
O> Problem; this usually does NOT work.CJO> outline to=3DCJO> =3D20CJO> see that
 there aren't any holes, if so mend them. Extrude the ou=tline.CJO> Add=3D20CJO>
 a primitive plane larger than your outline (the more faces it ha=sCJO> the=3D20
CJO> better). Position the plane through your extruded outline. Pick =both=3D20C
JO> objects. Slice them. (This is what we call "the coockie cutter m=ethod"CJO>
:)CJO> If you've got TypeSmith: import the outline in a new font. DoCJO> "autotr
ace".=3D20CJO> Export the font as "adobe postscript". Import that into the spli=
neCJO> editor=3D20CJO> and manipulate it from there.Too much work:)Tips: When co
nverting images to objects, make sure that no=20   non-background colors ←
    extend to the edges of the=20   picture. 9 times outta 10 t
his is the problem.   Don't use small pictures, they will lose a lot of=20
    detail during the conversion.   Always 'Merge' the resulting object, esp
ecially   if the picture has "holes" in it. ie. like inside   the lett
er O.   =20=B7--=B7| Co
mmodore failure. Press left mouse button to continue || Error: $0100000C
      Task : $416C6920 |=B7--
--------------=B7   Mike Rivers (aka) Vermin -- mrivers@tbag.tscs.com   r
oadkill on the information superhighway   A4000/040 25mhz 18megs 1,451m
eg hd

                            Thread   301
                     -=> RETURN TO CONTENTS!<=-

1.334   MSG-331 Subject: MJPEG

Subject: MJPEG
Date: Friday, 18 August 1995 05:50:13
From: philgro@indirect.com (Phil Grossblatt)

>Just curious as to which capture/playback card you have, and how well it
>works for you. Being on the IML, I assume you are are using it to play back
>Imagine animations?
I have the miroVIDEO DC1. I'm pretty happy with it. It scales up a 320x240
animation to 640x480 during playback, with (I guess) VHS quality. It
crunches down many MB of .tiffs or .tgas (with Premiere) to a nice compact
..avi. I only have a 486/66, but I can get a pretty decent frame rate.It's
not really a professional quality board, but the price was
(relatively)reasonable- about 600$.

Phil

1.335   MSG-332 Subject: Re: PC IMAGINE for sale

Subject: Re: PC IMAGINE for sale
Date: Friday, 18 August 1995 11:52:52
From: bilboyce@iconz.co.nz (Bill Boyce)

>Hi folks--
>
>I need to cool off from this 3D graphics stuff for a while, so I am selling
>my copy of PC Imagine3.0 for $300 -- half a century mark less than what I
>paid for it.
>
-Snip-
>
>I'm keeping the upgrade path in case I want to get involved in this inasne
>er, insane, stuff again.
>
-Snip-
Just a note - The Retail has come down to a $200 street price new, sorry!
And I don't think you can legally sell software and 'keep' the upgrade path.
If you can I have 3 copies of ADPro for sale ... ;)

Bill Boyce

1.336   MSG-333 Subject: Re: Quickie (multiple stages)

Subject: Re: Quickie (multiple stages)
Date: Friday, 18 August 1995 11:57:37
From: bilboyce@iconz.co.nz (Bill Boyce)

>Hello Conny, on Aug 13 you wrote:
>
>> I set up a scene (a small stage, a stool, the guitar and a spotlight),
>> rendered it and thought that I wanted to render a whole series of images
>> with the same scene, just moving the camera around. But I still wanted to
>> be able to come back to my original scene (with the exact same camera

```
>> position).
>> So, what do I do if I don't want to write down the position and alignment
>> for all the 5 different positions that I'm working on? Well, let me tell
>> you;
>
>> deleted >
>
>Am I missing something here? Is'nt this just a 5 frame pop morph anim?
>
>-- Bob
>
Guess that depends on whether you want a 5 frame pop morph anim or 5 stills
from different angles in one project! These sorts of tips are often only
obvious in hindsight, if that makes sense.

Bill Boyce
```

```
                        Thread       224
                  -=> RETURN TO CONTENTS!<=-
```

1.337   MSG-334 Subject: Re: Quickie (multiple stages)

```
Subject: Re: Quickie (multiple stages)
Date:    Friday, 18 August 1995 13:09:15
From:    cjo@esrange.ssc.se
```

```
  --------------------------------------------------------------------------
```

```
Robert Byrne wrote;

>Hello Conny, you wrote:
>>So, what do I do if I don't want to write down the position and alignment=
=20
>>for all the 5 different positions that I'm working on? Well, let me tell=20
>>you;
>>deleted...

>Am I missing something here? Is'nt this just a 5 frame pop morph anim?

It sure is. And that was the second of the approaches that I described. :)

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

```
                        Thread       333
                  -=> RETURN TO CONTENTS!<=-
```

1.338   MSG-335 Subject: Re: Slice

Subject: Re: Slice
Date: Friday, 18 August 1995 13:40:13
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Thanks for the feed-back on slicing techniques. I think the moral to the
story is "keep it simple" if possible. One thing I have found though is
that you can move an object as little as 0.001 on one axis and it can make
a slice successful.

-- Bob

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

                            Thread   318
                       -=> RETURN TO CONTENTS!<=-

1.339   MSG-336 Subject: Job Offer

Subject: Job Offer
Date: Friday, 18 August 1995 15:23:34
From: helmy@voyager.com

Only to those in the vicinity of Los Angeles, California:

I might be interested in hiring a few extra graphics wizards for a
motion picture special effects movie. If you live in the LA area,
please write me back. Only PROFESSIONALS need apply. You do not need
to be an "IMAGINE" wizard, but great knowledge in special effects for
movies and video. If interested:

                             Alex Helmy

                          H"E"L"M"Y PRODUCTIONS

                           <3D & 2D AnImAtIoN>

                          Los Angeles-California-US

                          E-Mail: Helmy@Voyager.Com

```
                              Thread        372
                    -=> RETURN TO CONTENTS!<=-
```

1.340   MSG-337 Subject: Dust2.04

```
Subject: Dust2.04
Date:    Friday, 18 August 1995 15:57:28
From:    helmy@voyager.com
```

```
     -------------------------------------------------------------------------
```

```
has anyone used the utility DUST2.04 ?  I guess its like a special
effects utility for Imagine and LW.  Has anyone used it and how is it?
```

```
                          E-Mail: Helmy@Voyager.Com
```

```
                              Thread        344
                    -=> RETURN TO CONTENTS!<=-
```

1.341   MSG-338 Subject: Speaking of the Melt utility

```
Subject: Speaking of the Melt utility
Date:    Friday, 18 August 1995 18:07:31
From:    Paul Thompson <shinobi@gold.interlog.com>
```

```
     -------------------------------------------------------------------------
```

```
Does anyone know where I can find the Melt executable (PC version) that
Glenn Lewis wrote oh so many moons ago?
```

```
Paul
```

```
                              Thread        131
                    -=> RETURN TO CONTENTS!<=-
```

1.342   MSG-339 Subject: Will 4.0 support Picasso

```
Subject: Will 4.0 support Picasso
Date:    Friday, 18 August 1995 20:37:00
From:    robert.buonincontro@canrem.com (Robert Buonincontro)
```

```
     -------------------------------------------------------------------------
```

Does anyone know if Imagine 4.0 (Amiga) will have built in support
for the Picasso 24 bit card? If not, can someone mail me the fax
number for Impulse. I would like to pass it along as a suggestion.

           robert.buonincontro&canrem.com
---
 * DeLuxe2 1.12 #8947 * The Amiga Is Not A Religion! It's A Computer!

                             Thread   24
                       -=> RETURN TO CONTENTS!<=-

1.343   MSG-340 Subject: Re: Melt?

Subject: Re: Melt?
Date: Friday, 18 August 1995 22:08:02
From: Roger Straub <straub@csn.net>

On Thu, 17 Aug 1995, Mike McCool wrote:

>
> "MELT" is the name of a utility written by someone out there and shared
> with us all. Look for it down on aminet, or write me back.
>

Melt is, I think, an Amiga only utility written by Glen Lewis(sp?). It
takes an object and creates a user-definable number of objects based on
the original, with each sequential object progressing smoothly toward the
end result, a pool of melted triangles. It isn't *COMPLETELY* realistic,
though. In real-world plastic or metal, there are certain volumes of
greater density or less density inside a solid object, so the object
would tilt and sway and jerk around while melting. Melt assumes that your
object is of perfectly uniform density, and so it will melt straight
down. I can't blame Glen, though - the program probably still wouldn't be
out if he wanted to include this.

See ya,
     Roger

                             Thread   329
                       -=> RETURN TO CONTENTS!<=-

1.344   MSG-341 Subject: Re: Transition frames

Subject: Re: Transition frames
Date: Friday, 18 August 1995 22:13:18
From: Roger Straub <straub@csn.net>

On Thu, 17 Aug 1995, Mike McCool wrote:

>
> OK, so when rendered, it morphs OK--it just seems to "back up and take a
> breath" around frame 11, before it fully morphs into the second version of
> itself. It comes out looking kind of autistic.
>

Did you turn off spline interpolation? Sometimes the most obvious thing
is the only one you miss. You have to turn it off for ALL the actor bars.

>
> Thanks, y'all.
>

No problem!

See ya,
     Roger

                          Thread   347
                  -=> RETURN TO CONTENTS!<=-

1.345   MSG-342 Subject: Re: Memory Constraints

Subject: Re: Memory Constraints
Date: Friday, 18 August 1995 23:32:04
From: NEWKIRK@delphi.com

I run Imagine 2.0 on a 50MHz Amiga 2000 with 11 megs ram and 35MB Virtual
Memory, run out of space (or speed, sometimes) but have managed to render
some rather complex scenes (like 45-50000 polys and over two dozen image
maps) but there is perhaps a 3-4 times increas in rendering time, depending
upon how much 'real' ram is available to suck up. (and it really sucks up
sometimes, I know)
Joel

                          Thread   281
                  -=> RETURN TO CONTENTS!<=-

1.346   MSG-343 Subject: Imagine Won't Multitask?

Subject: Imagine Won't Multitask?
Date: Friday, 18 August 1995 23:41:58

From: NEWKIRK@delphi.com

Hey Lumbient;
I run Imagine on an Amiga 2000, and often run two or three IMs simultaneously,
along with HAMLab, Ordering (DirUtil), Term4.0, and sometimes even POV-Ray,
and everything runs beautifully. What's that? You have one of those OTHER
computers? Oh, well, mine has the features, yours has the future. (sniff)
Joel

                              Thread   349
                        -=> RETURN TO CONTENTS!<=-

1.347   MSG-344 Subject: Re: Dust2.04

Subject: Re: Dust2.04
Date: Friday, 18 August 1995 23:42:18
From: Mike McCool <mikemcoo@efn.org>

Dust is great. That says it all. Morph objects with different
point/face counts: that's what drew me in. Haven't checked out the dox
lately, but that's the only area I'd improve. (My German's pretty suckie).

On Fri, 18 Aug 1995 helmy@voyager.com wrote:

> has anyone used the utility DUST2.04 ? I guess its like a special
> effects utility for Imagine and LW. Has anyone used it and how is it?
>
>   E-Mail: Helmy@Voyager.Com
>
>
>

                              Thread   350
                        -=> RETURN TO CONTENTS!<=-

1.348   MSG-345 Subject: Imagine LT

Subject: Imagine LT
Date: Saturday, 19 August 1995 08:17:00
From: dvwilson@tibalt.supernet.ab.ca (Dave Wilson)

            I work at a local computer store and we just got a couple of

copies of Imagine LT.
I'm using one as a demo and I've gone through the documents but there
doesn't seem to be
any sort of upgrade offer. Am I missing something or is the package I've
opened missing
something? I have a couple of customers who would like to buy it. But with
no upgrade
available they don't want to have to spend $90 for one version to see if
they like it then spend
another $450 to buy the full one.   At the same time they don't want to
spend $450 and find they
don't like it at all. If any one has a clue please let me know. Thank you.
{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}
{}   Dave Wilson – aka: The Highlander   {}
{}   dvwilson@tibalt.supernet.ab.ca   {}
{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}
{}   President – BrainWave Productions   {}
{}   Music, Grafx, And Animations   {}
{}   "t e C h n o L O g y   i S   g o D !"   {}
{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}

                       Thread   348
                 -=> RETURN TO CONTENTS!<=-

1.349   MSG-346 Subject: Imagine LT

Subject: Imagine LT
Date: Saturday, 19 August 1995 08:19:27
From: dvwilson@tibalt.supernet.ab.ca (Dave Wilson)

                I was playing with a copy Imagine LT at work today and was
going through
some demo animations that came on the CD. One was of the word COLD sitting
on a floor
with a bunch of what looked like tiles flying by as if blowing in the wind.
Anybody see
this one and have any idea how they got it to look like that?
{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}
{}   Dave Wilson – aka: The Highlander   {}
{}   dvwilson@tibalt.supernet.ab.ca   {}
{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}
{}   President – BrainWave Productions   {}
{}   Music, Grafx, And Animations   {}
{}   "t e C h n o L O g y   i S   g o D !"   {}
{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}

                       Thread   345
                 -=> RETURN TO CONTENTS!<=-

1.350   MSG-347 Subject: Re: Transition frames

```
Subject: Re: Transition frames
Date:      Saturday, 19 August 1995 12:21:03
From:      cdhall@cityscape.co.uk (Chris Hall)
```

```
>I know, and I can hear all the moaning.  But I STILL can't get morphs to
>behave nearly as smoothly with this new method as with the good old
>transition frames.
>
>My morphs still seem to have a kind of balking, in-out quality, like
>they're pausing to take a deep breath before the next morph stage.
>
>To give an idea of how I'm doing it, let's say I want to use the 'melt'
>utility.  I create my object, it's a font object, then I create ten
>melting-down versions of this object.
>
>I do understand that to get it to morph, say from obj.0001 to obj.0002, I
>load 0001 first, from frame one to frame one, then load 0002 from frame 2
>to frame 10, then load object 0002 AGAIN, from frame 11 to frame 20.
>
[snip]
```

Why are you loading 0002 again? It sounds as if this is what is causing
you're problem. It morphs from 0001 to 0002 over frames 1-10 then from 0002
to 0002 over frames 11 to 20. With the break in the action bar it is causing
the spline to go a bit wonky.

Chris Hall.

```
|------------------------------------------------------|\
| You have been spoken to by Chris Hall                ||
| A very tall and generally nice bloke from Great Briton ||
|                                                      ||
| E- mail me at : CDHALL@CITYSCAPE.CO.UK               ||
| Or try my WWW home page at :                         ||
| HTTP://www.cityscape.co.uk/users/ad87/index.html     ||
|                                                      ||
| Today's lucky lottery numbers are :-                 ||
|            16 37 38 15 27 05                          ||
|------------------------------------------------------||
 \------------------------------------------------------\
```

                         Thread   273
                   -=> RETURN TO CONTENTS!<=-

1.351   MSG-348 Subject: Re: Imagine LT

```
Subject: Re: Imagine LT
```

Date: Saturday, 19 August 1995 14:26:02
From: Roger Straub <straub@csn.net>

On Sat, 19 Aug 1995, Dave Wilson wrote:

>   I was playing with a copy Imagine LT at work today and was
> going through
> some demo animations that came on the CD. One was of the word COLD sitting
> on a floor
> with a bunch of what looked like tiles flying by as if blowing in the wind.
> Anybody see
> this one and have any idea how they got it to look like that?

They could have used the particles F/X in action with a high wind
setting, and the Detail Particles function to change each triangle in the
original object to a tile. This sounds like fun. Maybe I'll try it. =)

> {}
> {}   Dave Wilson - aka: The Highlander   {}
> {}   dvwilson@tibalt.supernet.ab.ca   {}
> {}
> {}   President - BrainWave Productions   {}
> {}   Music, Grafx, And Animations   {}
> {}   "t e C h n o L O g y   i S   g o D !"   {}
> {}
>
>

See ya,
     Roger

                              Thread   464
                       -=> RETURN TO CONTENTS!<=-

1.352   MSG-349 Subject: Re: Imagine Won't Multitask?

Subject: Re: Imagine Won't Multitask?
Date: Saturday, 19 August 1995 14:41:43
From: Fredster <fredster@sapphire.netrix.net>

-- [From: Fredster * EMC.Ver #2.5.02] --

> Hey Lumbient;
> I run Imagine on an Amiga 2000, and often run two or three IMs
simultaneously,
> along with HAMLab, Ordering (DirUtil), Term4.0, and sometimes even POV-Ray
, and

> everything runs beautifully. What's that? You have one of those OTHER
> computers? Oh, well, mine has the features, yours has the future. (sniff)
Joel
>

Lets not start ANOTHER platform war here, ok?

We're supposed to be all be here 'cuz we love Imagine, raytracing and
animating, not to brag about our computers...

Fred Aderhold
fredster@netrix.net

Brownies - not just for breakfast anymore!

                              Thread   216
                        -=> RETURN TO CONTENTS!<=-

1.353   MSG-350 Subject: Re: Dust2.04

Subject: Re: Dust2.04
Date: Monday, 21 August 1995 01:27:45
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello helmy, on Aug 18 you wrote:

> has anyone used the utility DUST2.04 ? I guess its like a special
> effects utility for Imagine and LW. Has anyone used it and how is it?

I've tried the unregistered V2.0 and it's very impressive. SFX like the
ripple you get when a stone is dropped in water. You can even add your own
equations to get different effects. It uses multi-tasking to the fullest,
individual frames can be displayed in their own window on Workbench and
zoomed, coloured independant of each other. It has its own language and you
make scripts which it executes.
One problem though, the author will only accept cash, US$ or DM, no
cheques, money orders otherwise I would have registered long ago.

I've noticed a few anims on Aminet have been created with Dust, might be
worth checking out.

-- Bob

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

                              Thread   48
                        -=> RETURN TO CONTENTS!<=-

1.354   MSG-351 Subject: Re: Imagine 3.3 questions.

```
Subject: Re: Imagine 3.3 questions.
Date:    Monday, 21 August 1995 11:32:58
From:    bilboyce@iconz.co.nz (Bill Boyce)
```

```
        --------------------------------------------------------------------
```

>I got 3.3 last friday. It is absolutely fabulous. The texture requester is
>the best. You could spend hours (days even) in here playing around with the
>different textures and effects. And that new fire texture is so cool !! Any
>way, to the point. How does the mix/morph value work?? I gather that if you
>make it smaller then the texture becomes more transparent? I also had a bit
>of trouble getting a brush to show up on a flat plane. I was applying it as
>a bump map and the as a colour (NB. Proper spelling) map. I got the bump map
>fine but I had to struggle to get the colour map to show up. I eventually
>got it to work though I am not sure how.

Did you perchance create the bump map first, then duplicate it and switch on
colour? A brush sized for bump may not have a Y size on the brush axis which
extends through the object surface

```
                            Thread        366
                    -=> RETURN TO CONTENTS!<=-
```

1.355   MSG-352 Subject: How to use Caustics?

```
Subject: How to use Caustics?
Date:    Monday, 21 August 1995 14:31:53
From:    Granberg Tom <tom.granberg@TV2.no>
```

```
        --------------------------------------------------------------------
```

Hi all!
I'm usualy very good at figuring out a way ot two to use the features in Im3.X,

but sometimes I'm stuck as a nerd. This is one of those times, and here is my
small "want to know" question. How the f*** do I get the Caustic light texture
to work. Do I have to use a another of the lite textures, to initate this
texture or is there a an obvious and quick to overlook way to use it? I guess
that the effect you would get was a kind of waterery surface? If so that is
excactly what I need right now, water, to dip my head in, need to grow some
brain cels in a hurry!?

By the way there seems to be a bug in the "newflare" global effect, it is
supposed to go away when it is behind an object. But if you update your scene
after you have added this effect, or make a axis that is part of a group a light

source. It screws up and you got a fire fly night scene!? Does this happen to
anyone else, or is it just me? If that's the case.........WHY ME,.....Why me. .

.. .

Bye

Tom Renderbrandt

1.356   MSG-353 Subject: Re: How to use Caustics?

Subject: Re: How to use Caustics?
Date: Monday, 21 August 1995 14:49:04
From: "DEBEAUMONT, GEORGE" <debeaugw@songs.sce.com>

>I'm usualy very good at figuring out a way ot two to use the features in Im3.X,

>but sometimes I'm stuck as a nerd. This is one of those times, and here is my
>small "want to know" question. How the f*** do I get the Caustic light texture

>to work. Do I have to use a another of the lite textures, to initate this
>texture or is there a an obvious and quick to overlook way to use it?

First...A pre-emptive answer to an expected question: The Caustic.itx is a light

texture available only on the PC version of Imagine (V3.1+). I don't know why or

if there will be an Amiga version.

To get the Caustic.itx up and running, do the following:

1)In the Detail Editor, add a ground plane.
2)Next, add an axis object. Move it to a point above the ground plane.
3)Enter the axis object attributes requestor.
4)Make it a **POINT SOURCE*** light object (parallel doesn't seem to work).
5)Next, add the caustic.itx texture
6)Change the texture requestor size value to something like 5.
7)Exit the attributes requestor. Rotate the axis object such that its Y axis
points toward the ground plane (The best caustic patterns are generated when the

Y axis is pointing toward the target object.)
8) That's it! Quickrender

George
debeaugw@songs.sce.com

1.357   MSG-354 Subject: Logo textures

Subject: Logo textures
Date: Tuesday, 22 August 1995 02:05:04
From: Paul Thompson <shinobi@gold.interlog.com>

I'm putting together a new demo reel, and this time I plan to include a
few logo fly-bys. My question is, to those of you who do logo fly-bys to
pay the rent inbetween larger jobs, what textures do you apply? Chrome,
gold, steel-blue? Flat, brushed, peened? I'd like to be unique and
original, yet maintain that I can do whatever the industry requires.

Thanks for your input!

Paul

                          Thread   415
                    -=> RETURN TO CONTENTS!<=-

1.358   MSG-355 Subject: Anti-aliasing

Subject: Anti-aliasing
Date: Tuesday, 22 August 1995 02:07:02
From: ALorence@aol.com

Hi.

Can anybody explain the difference between "old" anti-aliasing and "new" (I
guess) anti-aliasing? I know the "new" algorithm can be MUCH slower, but I'm
looking for more of an answer than that.

Thanks.

                          Thread   359
                    -=> RETURN TO CONTENTS!<=-

1.359   MSG-356 Subject: Hello

Subject: Hello
Date: Tuesday, 22 August 1995 02:39:00
From: Paul Townend <Paul.Townend@raytech.co.UK>

```
Craig...when You download this, spare a thought for the guy with the
 poorly leg and give us me Light Rom back will ya'?
Have a nice evening at work won't You, and please do something about
 the "s" on the end of yer surname!
P.S. Give us a video:-)  (crawly-bum-lick)
|
| 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         358
                   -=> RETURN TO CONTENTS!<=-
```

1.360   MSG-357 Subject: Re: Merge points

```
Subject: Re: Merge points
Date:     Tuesday, 22 August 1995 03:33:00
From:     Paul Townend <Paul.Townend@raytech.co.uk>
```

```
   ------------------------------------------------------------------------
```

```
Me too:-)

I even get this on fairly simple objects when scaling in -x and then joining
the two halves together. I'm using 3.0 so I ain't got the lovely extras
You have but I'm sure we're having the same trouble. I felt quite glad
actually that someone else was having to individually add edges/faces
etc as well as me....oh well..no pain..no models:-)

If anyone answers You, would You mail me please as I'm constantly finding
good solutions in here and then deleting them by mistake :-((

Thanks in advance, good luck.

P.T.

|
| 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         457
                   -=> RETURN TO CONTENTS!<=-
```

1.361   MSG-358 Subject: Hello

```
Subject: Hello
Date:    Tuesday, 22 August 1995 06:23:00
From:    Craig Collin <Craig.Collin@raytech.co.uk>
```

```
   ---------------------------------------------------------------------------
```

```
PT> Craig...when You download this, spare a thought for the guy
PT> with the poorly leg and give us me Light Rom back will ya'?
PT> Have a nice evening at work won't You, and please do something
PT> about the "s" on the end of yer surname!
PT> P.S. Give us a video:-)  (crawly-bum-lick)
PT>
PT> --- SuperBBS 1.17-3 (Eval)
PT>  * Origin: RAYTECH - New number from April 4th +44 862 83 2020
poorly leg my arse!!theres nowt wrong with you!!Come back to work
and i might lend the video.Lightrom2 isnt bad but theyre running out
t of stuff to shovel on em!So start building.....
|
| Internet: Craig.Collin@raytech.co.uk
|----------------------------------------------------------------|
| Gated from RAYTECH BBS - free access raytracing support in the UK |
|----------------------- call +44 1862 83 2020 modem - 24 hours ! |
```

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

1.362   MSG-359 Subject: Re: Anti-aliasing

```
Subject: Re: Anti-aliasing
Date:    Tuesday, 22 August 1995 08:51:31
From:    "DEBEAUMONT, GEORGE" <debeaugw@songs.sce.com>
```

```
   ---------------------------------------------------------------------------
```

>Can anybody explain the difference between "old" anti-aliasing and "new" (I
>guess) anti-aliasing? I know the "new" algorithm can be MUCH slower, but I'm
>looking for more of an answer than that.

The old anti-aliasing method uses adjacent pixels for the calculation. My
understanding of the new anti-aliasing method is that it divides each pixel
into smaller "virtual" pixels and calculates an average color for the group.
Render times are longer with the default settings. Of course, you can always
change the EDLE (anti-aliasing threshold) and AARC (rays per pixel) settings to

compensate for the longer rendering times. Then new anti-aliasing method
generally produces a soft blurred look, which may be desireable for some
projects. It can also reduce some artifacts (moire patterns) that may occur
with textures and brush maps which have a lot of fine detail).

George
debeaugw@songs.sce.com

```
                         Thread          4
                    -=> RETURN TO CONTENTS!<=-
```

1.363   MSG-360 Subject: RE:re how to use caustics

```
Subject: RE:re how to use caustics
Date:     Tuesday, 22 August 1995 12:22:12
From:     Granberg Tom <tom.granberg@TV2.no>
```

```
         --------------------------------------------------------------------------
```

```
Thanks George!
I'll try it right away.
```

```
Tom Renderbrandt
```

```
                         Thread        231
                    -=> RETURN TO CONTENTS!<=-
```

1.364   MSG-361 Subject: Re[2]: Merge Points

```
Subject: Re[2]: Merge Points
Date:     Tuesday, 22 August 1995 12:30:33
From:     Drew_Perttula@altabates.com
```

```
         --------------------------------------------------------------------------
```

```
    I agree that merge should have a tolerance value, but in the meantime,
    here's what I see Imagine doing (from what I remember from the TDDD
    specs): Imagine uses a fixed point 16.16 bit number system. That means
    that numbers would be accurate to the nearest 1/65536 unit = .000015
    units. When you type something like .4999 it becomes .4998931...
    because that's the nearest number that Imagine can represent. "Round"
    numbers are those like .5, .25, etc which can be exactly represented
    in the base 2 system (32768/65536 and 16384/65536). Solution? uhhh...
    scale all your objects to use integer point coordinates while you
    manipulate them, I guess....
```

```
                         Thread        394
                    -=> RETURN TO CONTENTS!<=-
```

1.365   MSG-362 Subject: Re:Logo textures

Subject: Re:Logo textures
Date: Tuesday, 22 August 1995 12:50:27
From: Granberg Tom <tom.granberg@TV2.no>

Hi Paul

It depends uppon what kind of "story" you are trying to achive. You see, logo
fly by's maybe a very cool thing, but it often falls between all cheers due to
improper story line, or as it often is, no story line at all. But lets get back

to your question, logo's are often given color by it's creator and this mean
that if you are doing it as a job, that's where you get the color. As far as
being orginal, I realy cant give you a defenite answer since it is you who are
tring to be orginal, and that means, your ideas, your visions, and it is these
who would give you your edge. But I find that to tweek some nice textures, often

more than one, so it look good as a still picture it will often look good
animated. A utillity texture I use more and more for my logos is the Cndyappl
texture. This I put on top of whatever other textures I've used before, to give

it a very "smooth" aperance. To mix/morph textures on while animating is also a

good tip to drag the viewers attetion towards the logo. Here is an example:
Take your everyday logo and put on it a bump texture, lets say Brushed. Then
make two states, one where it's on and one where it's of (mix/morph zero) Also
make it non reflective where the texture is zero and a bit reflective when it is

on. Animated it look like it goes from a dull plain logo to something more
interesting at the end where it would most often stay still for a few seconds.
Moving your light sources is also a good way to get it more interesting.

I hope this helps?

Tom Renderbrandt

                              Thread   427
                        -=> RETURN TO CONTENTS!<=-

1.366   MSG-363 Subject: Memory question

Subject: Memory question
Date: Tuesday, 22 August 1995 14:13:26
From: jacob@altair.csustan.edu (Dave Jacob)

I am running Imagine 3.0 on a PC with 8 megs ram. When I ask Imagine
how much free memory I have, it reports a little over 3 megs. Now,
I know I'm not running 5 megs worth of tsr's9 (even with dos 6.22,
so what's up? Where did my memory go? (I know, seninity :))

Conversly, are there any setting I can use from within Imagine
to increase memory?

Thanks.

1.367   MSG-364 Subject: Re:Merge Points

Subject: Re:Merge Points
Date: Tuesday, 22 August 1995 18:16:54
From: gregory denby <gdenby@vyasa.helios.nd.edu>

 Torge!r writes:
(snip)
I was modelling this creature (well, still am), and had half the body done (I
love "fill to edge line"!!!!!). I copied/pasted it, scaled it -1 along x and
joined the two halves. I used merge, and did a check object afterwards. No
double points showed up. But when I rendered it, it really looked bad, because
it still had hard vertical lines going down the middle, just not everywhere.
(snip)

I sometimes have this problem, and I believe that it may be due to very small
changes in the point co-ordinates caused when Imagine rounds numbers when
translating or scaling objects. Merge seems to only work when the points are
exactly together, i.e. 3,3,3 & 3,3,3; not 3,3,3,&3,3,2,9999. Unless you are
working with "mechanical" object, and can snap all points to some small regular
interval before merging, goofs just seem to crop up every now and then.

Perhaps merge should come in two types, exact and a little sloppy, so that
if point are only .0005 units apart they will be joined.

Greg Denby

1.368   MSG-365 Subject: Re: Merge points

Subject: Re: Merge points
Date: Tuesday, 22 August 1995 18:33:26
From: jbk4@email.psu.edu (The Prophet)

When doing your -x scaling to mirror the object, make sure

that your axis is positioned correctly. If it isn't lined up
perfectly along your mirror line then it won't work. If you
are using magnetism to model, you might pull your edge out
of alignment.

Jaeson K.

```
  ____          ____              _          _
 ( |  \        ( /  \            ( )        _ / )
  )|   )_   __    /   /_   _  __  /    __  ( X_)
 ( |  /~ \ /\_)  /---~/ )  / )/   )/~\ /\_)  / _
  )ll/  l/ \__ (/    (/   (_//__//  / \__   (___)
 (_____)        (___/        (___)
```

Jaeson Koszarsky   Amiga 3000+
----------------   -----------
cyberprophet@psu.edu   68040/30Mhz
jbk4@email.psu.edu   24Megs-1GIG
jason@chaos.ezgate.com   OS3.1

                                    Thread   331
                          -=> RETURN TO CONTENTS!<=-

1.369   MSG-366 Subject: Re: Imagine 3.3 questions.

Subject: Re: Imagine 3.3 questions.
Date: Tuesday, 22 August 1995 20:21:41
From: cdhall@cityscape.co.uk (Chris Hall)

[cut]
>Did you perchance create the bump map first, then duplicate it and switch on
>colour? A brush sized for bump may not have a Y size on the brush axis which
>extends through the object surface
>

As it turns out I was not looking at the front of the object in the
texture/attrib requester. Once I did this it worked !!
Chris Hall.

```
|-------------------------------------------------------|\
| You have been spoken to by Chris Hall                 ||
| A very tall and generally nice bloke from Great Briton ||
|                                                       ||
| E- mail me at : CDHALL@CITYSCAPE.CO.UK                ||
| Or try my WWW home page at :                          ||
| HTTP://www.cityscape.co.uk/users/ad87/index.html      ||
|                                                       ||
| Today's lucky lottery numbers are :-                  ||
|              16 37 38 15 27 05                         ||
|-------------------------------------------------------||
 \-------------------------------------------------------\
```

Thread   110
-=> RETURN TO CONTENTS!<=-

1.370   MSG-367 Subject: Re: Memory question

Subject: Re: Memory question
Date: Tuesday, 22 August 1995 23:16:30
From: Falko@aol.com

In a message dated 95-08-22 16:54:55 EDT, you write:

>I am running Imagine 3.0 on a PC with 8 megs ram. When I ask Imagine
>how much free memory I have, it reports a little over 3 megs. Now,
>I know I'm not running 5 megs worth of tsr's9 (even with dos 6.22,
>so what's up? Where did my memory go? (I know, seninity :))
>
>

The most likely cause is that you have smartdrive or some other disk caching
software installed. This will take away from your available extended memory.
Also spoolers like printcache may use extended memory. The other posibility
is that you may be using a split-memory configuration with some memory
explicitly reserved as EMS or expanded memory and some memory explicitly
reserved as XMS or extended memory. Your EMS386.EXE line should _not_ give
explicit ems or xms memory figures. This allows EMS386.EXE to dynamically
allocate either.

No, there are no settings that affect memory available in Imagine.

Falko

Thread   371
-=> RETURN TO CONTENTS!<=-

1.371   MSG-368 Subject: The mouse button fault

Subject: The mouse button fault
Date: Wednesday, 23 August 1995 01:03:07
From: rune.jacobsen@bbs.oslohd.no (Rune Jacobsen)

Some time ago, people were having trouble using both mouse buttons on the
Amiga while rotating an object in the perspective window. Torge!r Holm was
over here, discovered the problem on my computer, and also found out that
MultiCX was the sinner. I later found out that there is one feature in the
commodity that does this. I think it's called MOUSESHIFT. As a default, this

is set to RMB, which means that the right mouse button is used as a shift
key, destroying the rotation in Imagine. Enclose the line
MOUSESHIFT=RMB
with parantheses ("(" and ")"), and it will work again.

Sgt. Rune Jacobsen -=> rune@fu.oslo.no <=- IRC: Shitlips @ #AmigaCafe
X-Files - Simpsons - Ren & Stimpy - Rosenborg - 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   260
                        -=> RETURN TO CONTENTS!<=-

1.372   MSG-369 Subject: Amiga & pc

Subject: Amiga & pc
Date: Wednesday, 23 August 1995 05:32:52
From: Tom Ross <rosst@unvax.union.edu>

Hi folks!
 I'm now in the rendering stages of an animation about a housefly,
painfully modeled from scratch, with umptillion polygons, so even with the
040 in my 2000 it kee-rawls and it's driving me kee-razy! This piece may
end up being 12-15 minutes long, with many scenes averaging 240 frames!
I'll try lowering the antialiasing, then if necessary processing the
frames in another program.
 But meanwhile the prices and speeds of the new PCs look ever more
attractive. I could network a PC with the Amiga, right? Will some PC
owner please confirm this idea, and whether Imagine takes an optimized
advantage of the 60, 90, 120! megahertz speeds I see advertised?

Thanks.

Baby Shoeless

                              Thread   391
                        -=> RETURN TO CONTENTS!<=-

1.373   MSG-370 Subject: Sorry Could Not Find Subject!

Date: Wednesday, 23 August 1995 06:01:17
From: imagine-relay@email.sp.paramax.com

I am running Imagine 3.0 on a PC with 8 megs ram. When I ask Imagine
how much free memory I have, it reports a little over 3 megs. Now,
I know I'm not running 5 megs worth of tsr's9 (even with dos 6.22,
so what's up? Where did my memory go? (I know, seninity :))

Conversly, are there any setting I can use from within Imagine
to increase memory?

Thanks.

    Check to see what EMM386 is doing - I think that you've got only 4MB
    of EMS memory allocated. You need to get EMM386 to give you the full 8
    MB RAM.

    It's possible that 4MB of XMS memory is somehow allocated. I doubt it,
    though, because IM33 would die with an error.

    Either way, check to see what EMM386 reports in DOS before you run
    Imagine.

    -AC

                              Thread   397
                        -=> RETURN TO CONTENTS!<=-

1.374   MSG-371 Subject: Re: Memory question

Subject: Re: Memory question
Date: Wednesday, 23 August 1995 10:44:43
From: Ayalon Hermony <ila2024@zeus.datasrv.co.il>

Hello,

From DOS prompt, use the command: C:\>mem /c /p

It will tell you about your memory usage, before you start imagine.
All the TSR and other stuff.
Watch how much below 640K, above and all.

I assumed the help is needed by CBM's orphans only ... (like myself)

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

On Tue, 22 Aug 1995, Dave Jacob wrote:

> I am running Imagine 3.0 on a PC with 8 megs ram. When I ask Imagine
> how much free memory I have, it reports a little over 3 megs. Now,
> I know I'm not running 5 megs worth of tsr's9 (even with dos 6.22,
> so what's up? Where did my memory go? (I know, seninity :))
>
> Conversly, are there any setting I can use from within Imagine
> to increase memory?
>
> Thanks.
>

<div align="center">
Thread   496
-=> RETURN TO CONTENTS!<=-
</div>

1.375 MSG-372 Subject: Re: Job Offer

Subject: Re: Job Offer
Date: Wednesday, 23 August 1995 12:54:52
From: "Stuart T. Maschwitz" <stu@kerner.com>

Dear Alex,

        If you are still looking for people you may want to contact Chris
Bowers. He lives in LA and is a recent graduate of the California
Institute of the Arts, where he studied computer as well as traditional
animation. I know he is familiar with Imagine up to version 3.0, and I
believe he may have experience with SoftImage and Alias as well.

        I am writing on his behalf because he no longer has access to his
school email account. You can contact him at the following numbers:

        Chris Bowers: 805-259-9735 Home
                       805-250-5500 Pager

        If you have trouble reaching him, please email me with your phone
number and I will see that he gets in touch with you.

        Good luck with your search, and I hope Chris can help you out.

    _____ _____   ////   _____
     /_ / / /   /
    __/ / / /_/   Stuart T. Maschwitz   @ @ /_
                                        stu@kerner.com   __   \
    --   \ ------

<div align="center">
Thread   30
</div>

1.376   MSG-373 Subject: Memory question

Subject: Memory question
Date: Wednesday, 23 August 1995 13:59:00
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

-> I am running Imagine 3.0 on a PC with 8 megs ram. When I ask Imagi=ne-> how m
uch free memory I have, it reports a little over 3 megs. Now,-> I know I'm not r
unning 5 megs worth of tsr's9 (even with dos 6.22,-> so what's up? Where did my
memory go? (I know, seninity :))Chances are you are running SmartDrive (if you
 have Windows). It'sprobably eating up a couple megs, since the only way to expu
nge it is= toreboot.   /----------------------------   ___   ___ ___
  ___ | Mike van der Sommen   / __ /__/ /__/ /_   \ / | Sa
nta Barbara, Ca.   /___/ / \ / / /   / \ | mike.vanderso
mmen@caddy.uu.silcom.com   HAUS BBS (805-683-1388) | "Blackouts mak
e for nice breaks in the day"   _____
_____--- =FE InterNet - GraFX Haus BBS - Santa Barbara, Ca - (805) 683-
1388

                              Thread   367

1.377   MSG-374 Subject: Re: Amiga & pc

Subject: Re: Amiga & pc
Date: Wednesday, 23 August 1995 14:40:59
From: "DEBEAUMONT, GEORGE" <debeaugw@songs.sce.com>

>I'm now in the rendering stages of an animation about a housefly,
>painfully modeled from scratch, with umptillion polygons, so even with
>the 040 in my 2000 it kee-rawls and it's driving me kee-razy!...
>But meanwhile the prices and speeds of the new PCs look ever more
>attractive.

Making the move from 25 mHz '040 speed to that of a 90 mHz Pentium got me
something like a 5 fold decrease in rendering times. There was a render
time comparison posted to the list several months ago. You might try the
IML Archives to obtain actual values.

>I could network a PC with the Amiga, right? Will some PC owner please
>confirm this idea

There are a number of options for moving files between the Amiga and PC:

1) Oxxi Amiga Client software which allows ARCNet or Ethernet configured Amigas

to operate as a client on a Novell network. Their number is 310-427-1227.

2) Interworks I-Net 225 will allow an Amiga to connect via Ethernet with any
other computer system running TCP/IP. Their number is 909-699-8120.

3) CrossDOS formatted removeable media (Syquest etc...). I believe you need
the commercial version to accomplish this.

4) PC2Amiga public domain software will allow you to transfer files via null
modem serial cable from the PC to an Amiga.

5) Legendary Design's "Link It" will allow bi-directional parallel data
transfer. They have yet to ship this product. Call 519-753-6120

George
debeaugw@songs.sce.com

                              Thread   378
                        -=> RETURN TO CONTENTS!<=-

1.378   MSG-375 Subject: Something about Dust...

Subject: Something about Dust...
Date: Wednesday, 23 August 1995 16:09:07
From: Fernando D'Andrea <DANDREA@aton.inf.ufrgs.br>

    Hi, Imagineers

    Today I tried to download from aminet Dust2.1, a program which is
capable of do morphing and particles in Imagine 2.0.
    After 32 minutes of wait, the computer simply disconnected, and
just 34 Kb (the original LHA file had 872 Kb). Well, our system here
is too slow to download this file. Someone, hELP PLEASE!

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

                              Thread   202
                        -=> RETURN TO CONTENTS!<=-

1.379   MSG-376 Subject: Re: Football (Soccer)

Subject: Re: Football (Soccer)
Date: Wednesday, 23 August 1995 17:26:30

From: Roger Straub <straub@csn.net>

```
    --------------------------------------------------------------------------
```

On Thu, 24 Aug 1995, Bill Boyce wrote:

>
> Try creating a sphere and add RadHex (?) texture. Looks a lot like a soccer
> ball.
> You may have to use the texture twice to get black and white hex's.
>
>

This won't work, because soccer balls have black hexes and white
pentagons, or is that vice-versa? Anyway, nobody that I know of has
devised a texture or brushmap that will do a believable, rotatable soccer
ball.

See ya,
      Roger

```
                            Thread        463
                      -=> RETURN TO CONTENTS!<=-
```

1.380   MSG-377 Subject: Football (Soccer)

```
Subject: Football (Soccer)
Date:    Wednesday, 23 August 1995 18:00:40
From:    rune.jacobsen@bbs.oslohd.no (Rune Jacobsen)
```

```
    --------------------------------------------------------------------------
```

Does anyone out there have a football (soccer) object that I could have?
I would really appreciate it.

Of course, if you have a pattern (brush) that I can just wrap around a
sphere, I'd be just as happy.

Thanks.

```
Sgt. Rune Jacobsen -=> rune@fu.oslo.no <=- IRC: Shitlips @ #AmigaCafe
X-Files - Simpsons - Ren & Stimpy - Rosenborg - 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        381
                      -=> RETURN TO CONTENTS!<=-
```

1.381   MSG-378 Subject: Re: Amiga & pc

Subject: Re: Amiga & pc
Date: Wednesday, 23 August 1995 19:04:44
From: Paul Rance <paul@rance.demon.co.uk>

> Date: Wed, 23 Aug 1995 04:32:52 -0400 (EDT)
> From: Tom Ross <rosst@unvax.union.edu>
> To: imagine@email.sp.paramax.com
> Subject: amiga & pc

> Hi folks!
> I'm now in the rendering stages of an animation about a housefly,
> painfully modeled from scratch, with umptillion polygons, so even with the
> 040 in my 2000 it kee-rawls and it's driving me kee-razy! This piece may
> end up being 12-15 minutes long, with many scenes averaging 240 frames!
> I'll try lowering the antialiasing, then if necessary processing the
> frames in another program.
> But meanwhile the prices and speeds of the new PCs look ever more
> attractive. I could network a PC with the Amiga, right? Will some PC
> owner please confirm this idea, and whether Imagine takes an optimized
> advantage of the 60, 90, 120! megahertz speeds I see advertised?
>
> Thanks.
>
> Baby Shoeless

You wont be able to network the two machines together as Imagine
doesnt support Network rendering. You could put a null-modem link
between them in order to copy scene files,etc across.
I own both an Amiga 4000/40 and a PC DX4 100 and the PC is around 5
times faster rendering, buying a P90 upwards will speed things up
even more. The only problem with the PC Imagine is you cant press
a key and jump from program to program (a revolutionary program
called Windows 95 will do this, yeah right!).

Paul
----
 email: paul@rance.demon.co.uk

 gallery web page http://metro.turnpike.net/P/paulr/index.html
----

                          Thread   213
                    -=> RETURN TO CONTENTS!<=-

1.382   MSG-379 Subject: Re:

Subject: Re:
Date: Wednesday, 23 August 1995 19:23:20
From: cdhall@cityscape.co.uk (Chris Hall)

>I am running Imagine 3.0 on a PC with 8 megs ram. When I ask Imagine
>how much free memory I have, it reports a little over 3 megs. Now,
>I know I'm not running 5 megs worth of tsr's9 (even with dos 6.22,
>so what's up? Where did my memory go? (I know, seninity :))
>
>Conversly, are there any setting I can use from within Imagine
>to increase memory?
>
>Thanks.
>
>
>   Check to see what EMM386 is doing - I think that you've got only 4MB
>   of EMS memory allocated. You need to get EMM386 to give you the full 8
>   MB RAM.
>
>   It's possible that 4MB of XMS memory is somehow allocated. I doubt it,
>   though, because IM33 would die with an error.
>
>   Either way, check to see what EMM386 reports in DOS before you run
>   Imagine.
>
>   -AC

Try booting up and when it says 'loading ms-dos' press F8. Answer Y to himem
and N to all others except your mouse and other essential stuff (doskey,
univesa etc. Not smartdrv) Now type mem/c|more and see what is taking you
memory and how much you have left. If you are loading smartdrv boot up and
type smartdrv on the command line and it will tell you how much memory it is
soaking up.
Imagine will not work correctly with emm386 unless you put /noxms on the end
when you start imagine.
Chris Hall.

```
|-----------------------------------------------------|\
| You have been spoken to by Chris Hall               ||
| A very tall and generally nice bloke from Great Briton ||
|                                                     ||
| E- mail me at : CDHALL@CITYSCAPE.CO.UK              ||
| Or try my WWW home page at :                        ||
| HTTP://www.cityscape.co.uk/users/ad87/index.html    ||
|                                                     ||
| Today's lucky lottery numbers are :-                ||
|             16 37 38 15 27 05                       ||
|-----------------------------------------------------||
 \-----------------------------------------------------\
```

Thread   308
-=> RETURN TO CONTENTS!<=-

1.383   MSG-380 Subject: Global fx & PAR

```
Subject: Global fx & PAR
Date:      Wednesday, 23 August 1995 20:36:08
From:      leyen@inf.ufrgs.br (Christian Leyen)
```

Hello,
I have an Amiga with a PAR board and I want to render animations
directly to PAR (keep PAR software in the background catching the
frames as they are rendered). The problem is: It is impossible to
use global effects as well as field rendering with direct rendering
to PAR. I don't have enough disk space in my system to render frames
first to the system disk and then transfer to PAR. What can I do ??

Thank you!

Christian Leyen (leyen@inf.ufrgs.br)
Universidade Federal do Rio Grande do Sul / RS / Brasil

                               Thread   390
                        -=> RETURN TO CONTENTS!<=-

1.384   MSG-381 Subject: Re: Football (Soccer)

```
Subject: Re: Football (Soccer)
Date:      Wednesday, 23 August 1995 21:18:25
From:      bilboyce@iconz.co.nz (Bill Boyce)
```

>Does anyone out there have a football (soccer) object that I could have?
>I would really appreciate it.
>
>Of course, if you have a pattern (brush) that I can just wrap around a
>sphere, I'd be just as happy.
>
>Thanks.
>

Try creating a sphere and add RadHex (?) texture. Looks a lot like a soccer
ball.
You may have to use the texture twice to get black and white hex's.

                               Thread   376
                        -=> RETURN TO CONTENTS!<=-

1.385   MSG-382 Subject: Computer software graphics

```
Subject: Computer software graphics
Date:     Wednesday, 23 August 1995 21:27:59
From:     Earle5@aol.com
```

```
I am looking for user friendly software that will allow me to scan in a copy
of a house suvey ie; basic floor plan, and make structural changes to the
property to include electrical and plumbing alterations.I would like to be
able to show the proposed changes in 3-D and in addition to all this I want
to be able to export these changes in a cadd format, DXF. for example.Can you
help, I would appreiciate any info you have, thanks in advance for your help.
                          Earle5@aol.com
```


                             Thread   432
                        -=> RETURN TO CONTENTS!<=-

1.386   MSG-383 Subject: Re: Amiga & pc

```
Subject: Re: Amiga & pc
Date:     Wednesday, 23 August 1995 22:56:27
From:     RobSampson@aol.com
```

```
In a message dated 95-08-23 04:52:37 EDT, you write:

>and whether Imagine takes an optimized
>advantage of the 60, 90, 120! megahertz speeds I see advertised?

Well I used to have an Amiga 3000 with an 040 in it and then went to a 486/50
and now a Zeos P90.  I can say without hesitation that the Zeos P90
absolutely blows away the Amiga in speed when doing rendering with Imagine.

Bob.............
```


                             Thread   374
                        -=> RETURN TO CONTENTS!<=-

1.387   MSG-384 Subject: Re: Football (Soccer)

```
Subject: Re: Football (Soccer)
Date:     Thursday, 24 August 1995 01:10:27
From:     SGiff68285@aol.com
```

In a message dated 95-08-23 19:55:14 EDT, you write:

>
>This won't work, because soccer balls have black hexes and white
>pentagons, or is that vice-versa? Anyway, nobody that I know of has
>devised a texture or brushmap that will do a believable, rotatable soccer
>ball.
>
>See ya,
>   Roger
>
>

You should check out Scott's (From Impulse) soccer ball. Absolutely
realistic. It can be found on Compuserve in Impulse's section. It is a Jpeg
image not the actual ball. I think he used leather texture for it. It does
have black and white shaped hexes, etc.

s.g.

                        Thread   465
                  -=> RETURN TO CONTENTS!<=-

1.388   MSG-385 Subject: Re: Computer software graphics

Subject: Re: Computer software graphics
Date: Thursday, 24 August 1995 01:15:13
From: Falko@aol.com

In a message dated 95-08-23 17:22:40 EDT, you write:

>From: Earle5@aol.com
>To: IMAGINE@email.sp.paramax.com
>
>I am looking for user friendly software that will allow me to scan in a copy
>of a house suvey ie; basic floor plan, and make structural changes to the
>property...

Well, first you need a scanner. Second you need autotrace software, this
converts the bitmap you get from the scanner to vector format. This is not
foolproof and usually needs some assistance from you. Autotrace software
usually lets you save in any number of 2d/3d vector formats such as DXF, EPS,
CorelDraw, etc. This could be brought into Imagine and selectively extruded,
additional detail added, textures etc., rendered and saved as an Imagine
Object.

Another way is to use a digitizer (tablet) and a cad/drawing package to input
the plan point by point, line by line. Save as DXF and continue as before. Or
first add details with the cad package. Whichever.

Another way is to use the scanned image as a backdrop/template and manually
trace it in Imagine.

On the Amiga autotrace software is PixelPro 3d for instance. On the PC it
might be CorelTrace (part of the CorelDraw combo).

P.S. The upcoming Win95 version of CorelDraw will feature Draw, Trace,
PhotoPaint, and Corel 3d which is actually a customized version of Raydream
Designer (formerly a Mac raytracer now on Windows and Win95/NT.

Falko

                             Thread   272
                    -=> RETURN TO CONTENTS!<=-

1.389   MSG-386 Subject: Re:Merge Points

Subject: Re:Merge Points
Date: Thursday, 24 August 1995 01:17:30
From: Torgeir Holm <torgeirh@powertech.no>

On 22-Aug-95 12:16:54, gregory denby wrote:

>I sometimes have this problem, and I believe that it may be due to very small
>changes in the point co-ordinates caused when Imagine rounds numbers when
>translating or scaling objects. Merge seems to only work when the points are
>exactly together, i.e. 3,3,3 & 3,3,3; not 3,3,3,&3,3,2,9999. Unless you are
>working with "mechanical" object, and can snap all points to some small
>regular interval before merging, goofs just seem to crop up every now and
>then.

>Perhaps merge should come in two types, exact and a little sloppy, so that
>if point are only .0005 units apart they will be joined.

great idea, we should be able to set the threshold for the merge.

Adding it to my wishlist....

Torge!r

                             Thread   364
                    -=> RETURN TO CONTENTS!<=-

1.390   MSG-387 Subject: Pentagram, HELP!

Subject: Pentagram, HELP!
Date: Thursday, 24 August 1995 04:21:23
From: lumbient@superlink.net (!LuM!)

Thanks for reading this, I need ALL the help possible. I'm making an
animation of a room with five doors, each door is a pentagram. in the
animation the doors are supposed to shrink into nothing, actually each of
the five spike are to shrink into nothing. during the animation each of the
spike shrinks but the overall door grows? Its hard to explain but,

```
         /\
        /  \
  -----/----\-----
     X /      \  X
      /  X  X   \
     /   X  X    \
    /X          X\
```
It maybe hard to visualize(it is for me :>) but at the tip of each point is
an axis that the point shrinks into and the center shrinks into
itself(implodes). This works just fine in the detail editor(the state anim
works great) but once its imported into the stage editor the spikes to
shrink but the whole grouping grows!

Please help! Maybe I found a bug?
                                            !LuM!


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


                          Thread   392
                      -=> RETURN TO CONTENTS!<=-

1.391   MSG-388 Subject: Re: Merge Points

Subject: Re: Merge Points
Date: Thursday, 24 August 1995 06:45:32
From: SGiff68285@aol.com

I second the wish for a tolerance feature in merge points. I have a feature
that I would like to see in IM 4.x. Sometimes you have a row of points that
are out of alignment on any axis or possibly all axis. It would be nice if
you could select all of the points and force them to move to the same x y or
z coordinant. For example if you wanted to move all points on a curvy line

to -50 on the Y axis. It would ignore the X and Z positions and leave them
as they were.

Stephen

                          Thread   357
                    -=> RETURN TO CONTENTS!<=-

1.392   MSG-389 Subject: Impulse!!! Webpage??? Suggestion....

Subject: Impulse!!! Webpage??? Suggestion....
Date: Thursday, 24 August 1995 07:01:39
From: dvwilson@tibalt.supernet.ab.ca (Dave Wilson)

                I just saw a message from someone about Impulse's
Compuserve area where you can download all sorts of stuff
(or maybe it's just pictures). Impulse, if your listening, take
this suggestion and do whatever you want with it.

                You guys are running a great operation but I'm
thinking you could do something new (and not changes to
the software which is fabulous). Why don't you guys open
a web page that could act as advertising for you guys; suggestions
forum from users (like the IML); object and etc. library where
users could upload their latest greatest object, picture, anim, idea,
problem, whatever.

                Just a thought.
{}
{}   Dave Wilson - aka: The Highlander   {}
{}   dvwilson@tibalt.supernet.ab.ca   {}
{}
{}   President - BrainWave Productions   {}
{}   Music, Grafx, And Animations   {}
{}   "t e C h n o L O g y   i S   g o D !"   {}
{}

                          Thread   433
                    -=> RETURN TO CONTENTS!<=-

1.393   MSG-390 Subject: Re: Global fx & PAR

Subject: Re: Global fx & PAR
Date: Thursday, 24 August 1995 08:46:47
From: bilboyce@iconz.co.nz (Bill Boyce)

>Hello,
>I have an Amiga with a PAR board and I want to render animations
>directly to PAR (keep PAR software in the background catching the
>frames as they are rendered). The problem is: It is impossible to
>use global effects as well as field rendering with direct rendering
>to PAR. I don't have enough disk space in my system to render frames
>first to the system disk and then transfer to PAR. What can I do ??
>
>Thank you!

Imaginme 3.3 renders into its own directory then saves the finished
frame to the Project directory, so it works with the PAR. You shouldn't
need more than a megabyte free on your system drive to do this. Older
versions of Imagine didn't work as suggested (does Impulse test these
things??). If you have an older version, upgrade! Or you could write
an arexx script which waits for the comleted frame, transfers it to
the PAR, then deletes it from the hard drive. Shouldn't be hard.

Bill Boyce

                              Thread   61
                         -=> RETURN TO CONTENTS!<=-

1.394   MSG-391 Subject: Re: Amiga & pc

Subject: Re: Amiga & pc
Date: Thursday, 24 August 1995 08:52:27
From: bilboyce@iconz.co.nz (Bill Boyce)

>> I own both an Amiga 4000/40 and a PC DX4 100 and the PC is around 5
>> times faster rendering, buying a P90 upwards will speed things up
>> even more. The only problem with the PC Imagine is you cant press
>> a key and jump from program to program (a revolutionary program
>> called Windows 95 will do this, yeah right!).
>>
>
>   You know I dont want to start another platform war but if Imagine
>did work under any form of Windows you could switch between programs.
>Windows 3.1, Windows NT and Windows 95 would do all that quite happily. I
>wonder though, how long is it to take for Win Imagine? There are about 10
>or so windows raytracers out there, even 3DStudio works under Win95
>(Something I forgot to check when I made that comparison a while ago, it
>never worked under NT or 3.1 for me, but it worked under 95). 3DStudio
>MAX (Basically a rewrite but essentially release 5) is coming soon which I
>think is going to be Win95/NT. Lightwave 4.0 is a 95/NT thing too, plus
>you can run it on a DEC Alpha :).
>
>Adam.
>

It's due in October sometime, last I heard

1.395   MSG-392 Subject: Re: Pentagram, HELP!

Subject: Re: Pentagram, HELP!
Date: Thursday, 24 August 1995 09:12:50
From: "DEBEAUMONT, GEORGE" <debeaugw@songs.sce.com>

>>I'm making an animation of a room with five doors, each door is a
>>pentagram. in the animation the doors are supposed to shrink into nothing,
>>actually each of the five spike are to shrink into nothing. during the
>>animation each of the spike shrinks but the overall door grows?

>>but at the tip of each point is an axis that the point shrinks into and
>>the center shrinks into itself(implodes). This works just fine in the
>>detail editor(the state anim works great) but once its imported into the
>>stage editor the spikes to shrink but the whole grouping grows!

When using states, the axis of the parent object is the stable point of
reference against which everything else in the group is measured.
Presumably, the center pentagonal object of the group is the parent object.
Make sure you haven't scaled the parent object's axis in the course of
developing the various states.

When developing new states for the parent object via scaling, always
remember to return the axis to its original size, thereby leaving only the
object's points scaled.

George
debeaugw@songs.sce.com

1.396   MSG-393 Subject: Re: Amiga & pc

Subject: Re: Amiga & pc
Date: Thursday, 24 August 1995 10:43:10
From: Adam Watkin <adam@wonderland.apana.org.au>

> I own both an Amiga 4000/40 and a PC DX4 100 and the PC is around 5

> times faster rendering, buying a P90 upwards will speed things up
> even more. The only problem with the PC Imagine is you cant press
> a key and jump from program to program (a revolutionary program
> called Windows 95 will do this, yeah right!).
>

        You know I dont want to start another platform war but if Imagine
did work under any form of Windows you could switch between programs.
Windows 3.1, Windows NT and Windows 95 would do all that quite happily. I
wonder though, how long is it to take for Win Imagine? There are about 10
or so windows raytracers out there, even 3DStudio works under Win95
(Something I forgot to check when I made that comparison a while ago, it
never worked under NT or 3.1 for me, but it worked under 95). 3DStudio
MAX (Basically a rewrite but essentially release 5) is coming soon which I
think is going to be Win95/NT. Lightwave 4.0 is a 95/NT thing too, plus
you can run it on a DEC Alpha :).

Adam.

                              Thread   383
                        -=> RETURN TO CONTENTS!<=-

1.397   MSG-394 Subject: Re[2]: Merge Points

Subject: Re[2]: Merge Points
Date: Thursday, 24 August 1995 12:01:48
From: Drew_Perttula@altabates.com

    I remember having mixed results with the following technique, but it
    just may work: pick points, A-t for transformation, Position, change
    the number you want and ONLY HIT RETURN ON THAT NUMBER. As I said, I
    forget if that works.

_____ Reply Separator _____

Subject: Re: Merge Points
Author: SGiff68285@aol.com at ALTERNET
Date: 8/23/95 11:53 PM

I second the wish for a tolerance feature in merge points. I have a feature
that I would like to see in IM 4.x. Sometimes you have a row of points that
are out of alignment on any axis or possibly all axis. It would be nice if
you could select all of the points and force them to move to the same x y or
z coordinant. For example if you wanted to move all points on a curvy line
to -50 on the Y axis. It would ignore the X and Z positions and leave them
as they were.

Stephen

1.398   MSG-395 Subject: Re: Merge Points

Subject: Re: Merge Points
Date: Thursday, 24 August 1995 14:08:58
From: Richard Heidebrecht <rheidebr@freenet.niagara.com>

On Thu, 24 Aug 1995 SGiff68285@aol.com wrote:

> I second the wish for a tolerance feature in merge points. I have a feature
> that I would like to see in IM 4.x. Sometimes you have a row of points that
> are out of alignment on any axis or possibly all axis. It would be nice if
> you could select all of the points and force them to move to the same x y or
> z coordinant. For example if you wanted to move all points on a curvy line
> to -50 on the Y axis. It would ignore the X and Z positions and leave them
> as they were.
>
> Stephen

Actually, you can do this already. First, pick the points that you want
to move to the same coordinate. Next, you scale the points down in just
one direction, until they're flat, and then move the points to where you
want them. You now have you points aligned on a specific coordinate.

    ~Rick Heidebrecht~

1.399   MSG-396 Subject: Re: Impulse!!! Webpage??? Suggestion....

Subject: Re: Impulse!!! Webpage??? Suggestion....
Date: Thursday, 24 August 1995 14:10:48
From: Richard Heidebrecht <rheidebr@freenet.niagara.com>

On Thu, 24 Aug 1995, Dave Wilson wrote:

>
>   I just saw a message from someone about Impulse's
> Compuserve area where you can download all sorts of stuff

```
> (or maybe it's just pictures).  Impulse, if your listening, take
> this suggestion and do whatever you want with it.
>
>                  You guys are running a great operation but I'm
> thinking you could do something new (and not changes to
> the software which is fabulous).  Why don't you guys open
> a web page that could act as advertising for you guys; suggestions
> forum from users (like the IML); object and etc. library where
> users could upload their latest greatest object, picture, anim, idea,
> problem, whatever.
>

I second that, great idea Dave!


   ~Rick Heidebrecht~
```



```
                        Thread        204
                   -=> RETURN TO CONTENTS!<=-
```


1.400   MSG-397 Subject: 040 patch for Imagine? CyberPatch?

```
Subject: 040 patch for Imagine? CyberPatch?
Date:     Thursday, 24 August 1995 20:11:04
From:     Mikael Ostergren <Mikael.Ostergren@p36.anet.canit.se>


   ------------------------------------------------------------------------
```


```
Any one heard of a program called CyberPatcher? What I've read: it could patch
the FP version of Imagine so it uses the 040 more effectively. It says it
patches out the FP 030 instructions so the FP emulation in 68040.library isn't
accessed.

I realy doubt this one... :-) I saw a comment about this in amiga.hardware on
usenet.

bye, micce

     .--
     | FidoNet: 2:201/411.36    Internet: micce@p36.anet.canit.se |
     | CompuServe: 100303,2117  Internet: micce@aktiv.se (work)   |
                                              Amiga 4000/040 --'
```

```
                        Thread        429
                   -=> RETURN TO CONTENTS!<=-
```


1.401   MSG-398 Subject: Re: Bad chunk size - help!!

Subject: Re: Bad chunk size - help!!
Date: Thursday, 24 August 1995 21:44:42
From: Mike McCool <mikemcoo@efn.org>

Hey Marty,

        You didn't mention your platform, though I assume, from your
reference to dxf, that you're an i-beamer. I'm an outsider to that
platform,--but if by chance you are on an amiga, I find that sometimes I
can load an offending object into PixelPro3d, simply save it again, and
somehow it's fixed. (I've also had luck sometimes loading an object into
an earlier/later version of Imagine than the one I generated it with).

        Don't know what this will do to your states/texture data, but it
may be worth a try, if only to salvage a beautiful object. If you're not
on amiga, take/send your damaged dxf file to an amiga friend and see if he
can load/fix it for you.

        (I've heard mention of several object processors for the ibm side,
but I can't recall their names).

        Good luck. Your object sounds like it will be worth whatever
trouble it takes.

                           Thread   403
                    -=> RETURN TO CONTENTS!<=-

1.402   MSG-399 Subject: Re: Bad chunk size - help!!

Subject: Re: Bad chunk size - help!!
Date: Friday, 25 August 1995 00:13:20
From: Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>

   The Bad Chunk Size error message is usually due to your object
exceeding the maximum number of polygons or edges that Imagine will
accept. You probably did some editing when you loaded in your object
before saving it out. Yes, it is interesting that you can create an
object that is too complex for Imagine to load in, while you are in
Imagine. I don't know of anything right off that would allow you to
salvage your object with all of the state information but you could
probably recover your original basic object by loading it into something
like PixelPro2, if you have an Amiga, and saving out with edge reduction.
You could also try Interchange (there is a version out for Windows now)
and use the point reduction tool. If you know somebody with 3DS, they
could read it straight in or even Lightwave. Your situation does bring up
an interesting question, though. How does Imagine save a bones/state
object out to DXF? DXF is not really equipped to carry this type of
information. That might be the source of the problem, too.

On Fri, 25 Aug 1995, Martin Keitel wrote:

>
> Arghh!!
>
> I've been working on a walking panther, and I lost it. I saved it over
> the previous version, and when I tried to reload it, I got the message
> "Error: Bad chunk size".
> This has happened to me previosly, and I know I should always make a
> backup of the important object files (though earlier this happened with
> Imagine 2.0), but well, I just didn't.
> Now I'm sure someone else has faced this same thing (bug?) too. Is there
> any way to fix the object file (it still seems to be the right size), so
> that it can be loaded again? I only have a DXF version of the shape, but
> all texture/subgroups/bones/states data is only in the corrupted file.
>
> The first person who knows how to fix the file, will receive the
> walking panther object and a full project showing it walk (with a tree
> object and nice ground attributes as a bonus). I can mail it as an
> attachement or as an UUencoded text file.
>
> Thanx.
>
> Marty K
>
> P.S. I'm not currently on the list (I just subscribed), so it might be
> better that you answer by private e-mail (too).
>

                          Thread   443
                    -=> RETURN TO CONTENTS!<=-

1.403   MSG-400 Subject: Bad chunk size - help!!

Subject: Bad chunk size - help!!
Date: Friday, 25 August 1995 03:04:27
From: Martin Keitel <mk-tel@sik.ppoy.fi>

Arghh!!

I've been working on a walking panther, and I lost it. I saved it over
the previous version, and when I tried to reload it, I got the message
"Error: Bad chunk size".
This has happened to me previosly, and I know I should always make a
backup of the important object files (though earlier this happened with
Imagine 2.0), but well, I just didn't.
Now I'm sure someone else has faced this same thing (bug?) too. Is there
any way to fix the object file (it still seems to be the right size), so
that it can be loaded again? I only have a DXF version of the shape, but
all texture/subgroups/bones/states data is only in the corrupted file.

The first person who knows how to fix the file, will receive the
walking panther object and a full project showing it walk (with a tree
object and nice ground attributes as a bonus). I can mail it as an
attachement or as an UUencoded text file.

Thanx.

Marty K

P.S. I'm not currently on the list (I just subscribed), so it might be
better that you answer by private e-mail (too).

                              Thread   399
                        -=> RETURN TO CONTENTS!<=-

1.404   MSG-401 Subject: Re: 040 patch for Imagine? CyberPatch?

Subject: Re: 040 patch for Imagine? CyberPatch?
Date: Friday, 25 August 1995 10:10:02
From: Joop.vandeWege@MEDEW.ENTO.WAU.NL (joop van de wege)

>Any one heard of a program called CyberPatcher? What I've read: it could
>patch the FP version of Imagine so it uses the 040 more effectively. It says
>it patches out the FP 030 instructions so the FP emulation in 68040.library
>isn't accessed.

Nonsense, it is used for the 060 to speedup some often used but software
implemented instructions by buffering the right sequence.

The 68040.library just makes sure that the FPU instructions that the 040
doesn't know are emulated like fsin etc.

If you would drop the library completely then things wouldn't work at all.

It might be that CyberPatcher patches the 040.library to use more efficient
versions of the routines contained in the 040.library.

Greetings Joop

                              Thread   412
                        -=> RETURN TO CONTENTS!<=-

1.405   MSG-402 Subject: Re: Bad chunk size - help!!

Subject: Re: Bad chunk size - help!!
Date: Friday, 25 August 1995 14:15:00
From: Martin Keitel <mk-tel@sik.ppoy.fi>

On Thu, 24 Aug 1995, Ted Stethem wrote:

>   The Bad Chunk Size error message is usually due to your object
> exceeding the maximum number of polygons or edges that Imagine will
> accept.

Doesn't sound sensible. I have been editing and overwriting this female
human-object for a long time, and it once did the same stunt without no
obvious reason. This object is far more complicated and has more polygons
than the panther.

> salvage your object with all of the state information but you could
> probably recover your original basic object by loading it into something
> like PixelPro2, if you have an Amiga, and saving out with edge reduction.

Yes, I have an Amiga 4000. I don't have PixelPro2. But I'll try PP1 (this
was already suggested to me).

> an interesting question, though. How does Imagine save a bones/state
> object out to DXF? DXF is not really equipped to carry this type of
> information. That might be the source of the problem, too.
>
The dxf file I have of the object is only the shape (I saved only the
shape just to test if I can load the dxf object into Lightwave). And it
load fine into Imagine. It just happens that the shape is only about half
(maybe less) of the work that went into the walking creature.

I'm pretty sure, the number of polygons or edges is not the problem. But
it can be, that there are overlapping edges or something like that.

Thanks anyway.

Marty

                              Thread   398
                        -=> RETURN TO CONTENTS!<=-

1.406   MSG-403 Subject: Re: Bad chunk size - help!!

Subject: Re: Bad chunk size - help!!
Date: Friday, 25 August 1995 17:09:45
From: datctva@primenet.com (DThompson)

Probably what has happened here is that the data was corrupted as you were
writing it. Go look at the size of the file. If it looks really small to
you, it's corrupted. Junk it. If it doesn't or you can't tell, try loading

it into an old version of Imagine, like 2.9. It sounds odd, but sometimes
the older versions are more forgiving and will load the object (I know
forgiving is not a very technical term but I'm just an animator, not a
programer). It worked for me once, but all I got back was the shape and
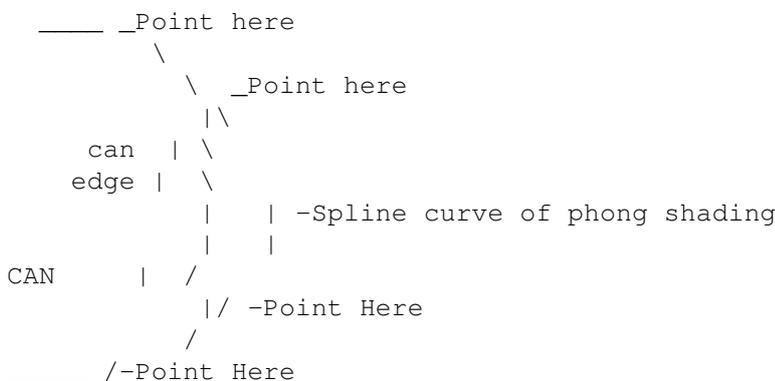nothing else.

Dave Thompson

                          Thread   407
                    -=> RETURN TO CONTENTS!<=-

1.407   MSG-404 Subject: Straight phong highlights

Subject: Straight phong highlights
Date: Friday, 25 August 1995 18:04:51
From: DaveGrafix@aol.com

Regarding the thread a while back about creating realistic phong highlights
on the sides of a glass, etc.--I think I figured it out! I'm a novice user,
so forgive me if this has already been stated.

It appears to me that the phong shading uses a spline curve to determine the
shape of the highlight. JEEZ! This is going to be harder to articulate than
Lumbient's pentagon doors! Especially since I'm not as familiar with Imagine
terminology as y'all. Anyway, try to bear with me. Say you're trying to
create a pop can, and you want a straight versus an elliptic highlight on the
side of the can. You could create hard edges where the curved surfaces meet
the flat side of the can, but a real can doesn't look like that. (at least I
don't think so) The problem is that when a curved surface meets a flat one,
the phong shading curve doesn't change abruptly. It compensates gradually
until it reaches the next point. (I know that does't make sense--let me try
to illustrate it)

```
    ____ _Point here
          \
           \ _Point here
           |\
      can  | \
     edge |  \
           |   | -Spline curve of phong shading
           |   |
 CAN      | /
           |/ -Point Here
          /
 _____ /-Point Here
```

You can see how the spline overshoots the edge of the can, making Imagine
render it to appear as if the straight edge was curved also.

MY SOLUTION:
Add several transition points right after the joint place for the curved &

smooth surfaces. This way the spline is restricted and you get a nice soft
edge transitioning to a FLAT highlight along the flat side of the can. I did
this in the Forms editor on some simple objects I'll include here. Just
create you're object with flat edges, go into add points mode and add a few
extra ones. This way there is no possibility that the points you add will be
out of alignment with the top and bottom points of the flat edge.

```
     _____ _Point here
           \
            \  _Point here
             |_Add several extra Points here
       can  |
      edge |  FLAT EDGE!
              |
              |
 CAN      |_Add several extra Points here
            | -Point Here
          /
 _____ /-Point Here
```

Here are two VERY SIMPLE grouped objects that illustrate my point. The one on
the left has the extra transition points added, the one on the right doesn't.
To see the effect, I quickrendered with horizontal and vertical light
settings at zero and placed my view EXACTLY in front of the two objects.
Anyway, I hope this wasn't a TOTAL waste of your & my time!!

Thanks for your patience with this long-winded message,

DaveGrafix@aol.com
_____cut here_____
section 1/1   file test.iob   [Wincode v2.2]

--> ATTACHEMENT: test.iob <--
sum -r/size 11641/8364

section 1/1   file test.iob   [Wincode v2.2]
_____cut here_____

                          Thread   406
                   -=> RETURN TO CONTENTS!<=-

1.408   MSG-405 Subject: RE:Veloctiy in v4.0 ???

Subject: RE:Veloctiy in v4.0 ???
Date: Friday, 25 August 1995 19:47:03
From: Charles Blaquiere <blaq@io.org>

> From: The Prophet <jbk4@email.psu.edu>
>
>
> To make it easier, Impulse should implement a graphical control

> box that displays a spline curve that represents the velocity
> scaling. It would aid the user-friendliness of the prg.

Mucho agreement here. A wonderful improvement would be a rewrite of the
spline routines, using all the parameters (tension, continuity, bias)
supported in many other programs; this would give us much better control
over spatial spline curves, used for modelling and animation.

Then, Impulse could put those new splines to work in a new Envelope
window, essentially a spline editor limited to 2-D; time would run from
the window's left edge to its right, and the vertical component would
represent morph value. The Envelope window should be called from a button
found in every Action Editor bar. A thumbnail of the spline would be a
nice bonus, to appear right in the bar's requester without having to
click on the Spline button all the time. Oh, and a few buttons that would
be useful would be: load/save envelope (to use the same settings in
another Action bar), Linear (a straight line from beginning to end), 3.x
Velocity (uses two numeric fields to create the same effect as the
current Velocity Scaling method -- backward compatibility is always a
good thing), and Default (loads a spline saved in the Imagine directory
as "Default.spl"; the default version installed with Imagine would be a
simple ease-in/ease-out, similar to what we get now with both Velocity
Scaling values set to zero; you could overwrite it with your own, of
course)

                          Thread   435
                      -=> RETURN TO CONTENTS!<=-

1.409   MSG-406 Subject: Re: Straight phong highlights

Subject: Re: Straight phong highlights
Date: Friday, 25 August 1995 22:24:58
From: beeton@SEDSystems.ca

FROM too long. Original FROM is 'beeton@SEDSystems.ca (Gary Beeton, SED Systems
Inc., Saskatoon, Canada)'

--------------------- Original Message Follows ---------------------

>Regarding the thread a while back about creating realistic phong highlights
>on the sides of a glass, etc.--I think I figured it out! I'm a novice user,
>so forgive me if this has already been stated.
>
>It appears to me that the phong shading uses a spline curve to determine the
>shape of the highlight.

Not quite. I believe Imagine does averaging between adjacent faces,
not splines. However, your technique holds water (so to speak) either
way.

Gary

beeton@SEDSystems.ca

1.410   MSG-407 Subject: Re: Bad chunk size - help!!

Subject: Re: Bad chunk size - help!!
Date: Friday, 25 August 1995 22:33:12
From: Martin Keitel <mk-tel@sik.ppoy.fi>

On Fri, 25 Aug 1995, DThompson wrote:

> Probably what has happened here is that the data was corrupted as you were
> writing it. Go look at the size of the file. If it looks really small to
> you, it's corrupted. Junk it. If it doesn't or you can't tell, try loading
> it into an old version of Imagine, like 2.9. It sounds odd, but sometimes
> the older versions are more forgiving and will load the object (I know
> forgiving is not a very technical term but I'm just an animator, not a
> programer). It worked for me once, but all I got back was the shape and
> nothing else.
>
Yes. That's right. It loaded into 2.0, but only the shape and the bone
axis' (without the bone settings of course).

The object loads into Imagine 2.0, Vertex2.0 (I downloaded the demo from
aminet) and propably Pixel 3d Pro too. And I can select the different
states in action editor! And the file has the correct size (about 300 Kb,
130 saved from Imagine 2 without the states and subgroups) - so not much
can be corrupt.
The value in the beginning of the file, which tells the size, is 8 bytes
smaller than the actual size. But I think that is correct, because the
rest of the file after this data _is_ 8 bytes smaller than the whole file.
Whatever I have been told by IML'ers (thank you all, folks), I think this
is a bug in Imagine 3+.

Impulse, are you listening? :-)

Marty

1.411   MSG-408 Subject: Re: Compuserve

Subject: Re: Compuserve
Date: Saturday, 26 August 1995 09:58:05
From: Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>

   Compu$erve is a subscription service that you pay for logon time, pay
for higher baud rates, pay for extra areas, etc. Any modem you buy
usually comes with a "free" Compu$erve offer and any computer store
should be able to give you their ubcriber'$ phone number. Oh, BTW, be
$ure to have your credit card ready when you log-on becau$e that i$ the
only way to open your account.

The most often seen message on Compu$erve:

You have left ba$ic $ervice$

On 26 Aug 1995, Granberg Tom wrote:

> Hi.
>
> I cant seem to get any respons from you guys and gals, have you banned me from

> the list, or what?
>
> If not, here are a request/wish I want some help with.
> I hear a lot of talk about Impulse's account on Compuserve. And I wonder how I

> can get there, you know, adresses etc.
>
> Thanks.
>
> later
> Tom Renderbrandt Granberg
>

                            Thread   382
                     -=> RETURN TO CONTENTS!<=-

1.412   MSG-409 Subject: IML-FAQ#08 - What's new

Subject: IML-FAQ#08 - What's new
Date: Saturday, 26 August 1995 13:08:26
From: G.Scibilia@Agora.stm.it

Hi Imagineers,

this is the latest Imagine Mailing List FAQ #08, I hope U enjoy it!
I'm still waiting response from many IML fellows, I have got about 15/20kb
of newest stuff I havent included into this release, maybe next time;) Keep
up the good work fellows, hear You soon!

Uuencoded files follow (Aminet/gfx/3d ready, I hope;)))

```
Last Update   : August 25, 1995 Friday
Issue Number  : 8
What's New    : Section 1, No 1.   Added HTML home pages list
                Section 2, No 25.  Spin and Sweep: how them work
                Section 2, No 26.  Modeling hands, feet, etc...
                Section 2, No 27.  Realistic neon lights
                Section 2, No 28.  Getting a checkered plane with checks
                                     of different textures
                Section 2, No 29.  Bright light reflecting off thousands
                                     of tiny particles suspended in air
                Section 2, No 30.  Bones can
                Section 2, No 31.  Inverse kinematics
                Section 2, No 32.  Inverse kinematics excitement
                Section 6, No 8.   Depth of field
                Section 7, No 16.  Oct-tree level
                Section 8, No 13.  Spaceship shield Attribute
                                     (Essence)
                Section 8, No 14.  Spaceship shield (Imagine v2.9)
                Section 8, No 15.  Ground cover (Imagine v2.9 or higher)
                Section 8, No 16.  Steam engine attribute
                                     (Imagine v2.9 and higher)
                Section 8, No 17.  Fun with Fuzz texture:
                                     Wispy Smoke, Scattered Cumulus Clouds
                                     (Imagine v2.9 and higher)
                Section 8, No 18.  Water attribute
                Section 8, No 19.  Castle brick attribute (Essence)
                Section 8, No 20.  Cloth attribute (Essence)
                Section 8, No 21.  Fabric (Imagine v2.9 or higher)
                Section 9, No 4.   Imagine v3.0 / v3.1 high res video
                                     change update
                Section 9, No 9.   N.U.R.B.S.


 /\_
|   | "G.Scibilia@Agora.stm.it"
| O | "cn01@novell.dima.unige.it"
|   | "2:332/211.24@FidoNet.org"
| O | "Imagine Mailing List,IML FAQer"                    ae(-_^)ue
|___|                                 _    __   ___  _____Wizard signing off
```

Thread   413
-=> RETURN TO CONTENTS!<=-

1.413   MSG-410 Subject: Where are you!

Subject: Where are you!
Date: Saturday, 26 August 1995 13:08:30
From: Granberg Tom <tom.granberg@tv2mail.TV2.no>

Hi!
I know this is'nt the right place for this but I have no other choice!?
I want you, Shinobi to send me a mail with your adress taged to it, so I can
send you mail directly. Please!

From your "kinda" new pal in the Viking land.
Tom Renderbarndt.

Ps. say hello to Dan "TD" from me!

                              Thread   339
                       -=> RETURN TO CONTENTS!<=-

1.414   MSG-411 Subject: Compuserve

Subject: Compuserve
Date: Saturday, 26 August 1995 13:13:35
From: Granberg Tom <tom.granberg@tv2mail.TV2.no>

Hi.

I cant seem to get any respons from you guys and gals, have you banned me from
the list, or what?

If not, here are a request/wish I want some help with.
I hear a lot of talk about Impulse's account on Compuserve. And I wonder how I
can get there, you know, adresses etc.

Thanks.

later
Tom Renderbrandt Granberg

                              Thread   424
                       -=> RETURN TO CONTENTS!<=-

1.415   MSG-412 Subject: Re: 040 patch for Imagine? CyberPatch?

Subject: Re: 040 patch for Imagine? CyberPatch?
Date: Saturday, 26 August 1995 23:15:05
From: Ian M Smith <iansmith@ncinter.net>

On Fri, 25 Aug 1995, joop van de wege wrote:
> If you would drop the library completely then things wouldn't work at all.
>
> It might be that CyberPatcher patches the 040.library to use more efficient
> versions of the routines contained in the 040.library.

The 040.library emulation isn't the problem. When a program like Imagine
accesses a function like sin() that does not exist on an 040, it causes
an interupt that the 040.library catches. THAT is a major performance
hit. So although the 040 is faster than an 882, it runs about the same
speed for some operations because of the overhead.

Now, a program compiled for the 040 that only uses it's built in
functions will run very fast. But on an 030 it will run slow. You can
optimize for the 030 or the 040, but not both.

Perhaps this patch program finds all the FTP calls in ine Imagine pinary
and replaces them with library calls to the 040.library to get rid of all
the traps and interupts.. THAT would be a definate speed increase.

--
IanSmith@ncinter.net   Visit Below!
My HP48/Imagine/ImageMaster Page --> http://www.ncinter.net/~iansmith/
Come and stop by Africa Imports --> http://www.cybernet.net/~africa/

                        Thread   241
                  -=> RETURN TO CONTENTS!<=-

1.416   MSG-413 Subject: IML-FAQ#08 Now Online

Subject: IML-FAQ#08 Now Online
Date: Saturday, 26 August 1995 23:16:47
From: Ian M Smith <iansmith@ncinter.net>

I just put the finishing touches on the HTMLized version of the Imagine
Mailing List FAQ #8. They are now online on my Web page. Enjoy!

--
IanSmith@ncinter.net   Visit Below!
My HP48/Imagine/ImageMaster Page --> http://www.ncinter.net/~iansmith/
Come and stop by Africa Imports --> http://www.cybernet.net/~africa/

                        Thread   321
                  -=> RETURN TO CONTENTS!<=-

1.417   MSG-414 Subject: Selective

Subject: Selective "UNPICK"
Date: Sunday, 27 August 1995 01:37:18
From: NEWKIRK@delphi.com

Here's something I've found on IM2.0, don't know for sure if it passed
through to later versions.
When Multi-Picking, for instance, 45 edges to "Make Sharp" and one edge
(or more) are mis-picked, you CAN deselect that pick, regardless of how
recently it was picked: Re-Pick it, then "Unpick", all the while holding
shift or however you use multi-pick. Keeping this in mind, you can multi-
pick to your heart's content, then UnPick any Oopses when you wish.
Joel
BTW, Unpick Last, and since the edge/point/face last picked was a re-pick,
it's now the "last".

                          Thread   132
                     -=> RETURN TO CONTENTS!<=-

1.418   MSG-415 Subject: Re: Logo textures

Subject: Re: Logo textures
Date: Sunday, 27 August 1995 01:46:28
From: yrod@ozemail.com.au

Hi Paul and all,

A while back I asked for some good ideas for an animation I would leave
on the computers at work when I left there.
The animation ended up being this,
The company Logo, with the monster.itx coloured a brown colour, (to look
like excretement 8->), that "beamed in" via the Beam-me-up.itx then
exploded with flames and everything.
Don't use this for your demo reel (unless you did this to the Windows95 logo)

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!"

On Tue, 22 Aug 1995, Paul Thompson wrote:

> I'm putting together a new demo reel, and this time I plan to include a
> few logo fly-bys. My question is, to those of you who do logo fly-bys to
> pay the rent inbetween larger jobs, what textures do you apply? Chrome,
> gold, steel-blue? Flat, brushed, peened? I'd like to be unique and
> original, yet maintain that I can do whatever the industry requires.

```
>
> Thanks for your input!
>
> Paul
>
>
```

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


1.419   MSG-416 Subject: Windows95

```
Subject: Windows95
Date:     Sunday, 27 August 1995 01:54:32
From:     yrod@ozemail.com.au
```


```
   ----------------------------------------------------------------------
```

```
Well, well, well,
Windows95 was released in Australia on the 25th, and wasn't it fantastic.
Everywhere you looked there were people going on about Windows95. The
news had it as there opening story, saying things like "this new computer
software is set to be one of the greatest inventions of the 20th Century",
people were queing out side of the shops at midnight, waiting for the
doors to open and these stores ranged from Compter stores, to Department
stores to local Video stores!
If this keeps up more people will be using Windows-bloody-95 than
drinking Coke or eating McDonalds.
I want shares in Microsoft!

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          476
                  -=> RETURN TO CONTENTS!<=-
```


1.420   MSG-417 Subject: Re: Bad chunk size - help!!

```
Subject: Re: Bad chunk size - help!!
Date:     Sunday, 27 August 1995 07:31:16
From:     bilboyce@iconz.co.nz (Bill Boyce)
```


```
   ----------------------------------------------------------------------
```


```
>The object loads into Imagine 2.0, Vertex2.0 (I downloaded the demo from
>aminet) and propably Pixel 3d Pro too. And I can select the different
```

>states in action editor! And the file has the correct size (about 300 Kb,
>130 saved from Imagine 2 without the states and subgroups) - so not much
>can be corrupt.
>The value in the beginning of the file, which tells the size, is 8 bytes
>smaller than the actual size. But I think that is correct, because the
>rest of the file after this data _is_ 8 bytes smaller than the whole file.
>Whatever I have been told by IML'ers (thank you all, folks), I think this
>is a bug in Imagine 3+.
>
>Impulse, are you listening? :-)
>
>Marty
>
Impulse knows, and as done for ages. I had this happen once with a 1.5MB
object (!!!), and rang Imagine (in something of a panic, as you would
guess) and was told "Yeah, it (Imagine) does that sometimes with large
objects. Always has."
I couldn't believe it. They had no answer. As with you, I did manage to load
my object into V2.0 Imagine and recover the data, sans states etc. What
version of Imagine do have? Has anyone had this happen since 2.9/3.0 (when
I last struck it)?

I did have older backups, and I guess that's the lesson - Trust No-one!
Backup, backup, backup.

A word to the wise :

My object directories ALWAYS look like this now :

Fish.1.obj
Fish.2.obj
Fish.3.obj
etc, etc.

I just save each revision with a new suffix, deleting old ones
when they get really old, or at the end of the project, or I run out of space.
Also helps if your object goes bad for slicing purposes, or you head off
in a wrong direction modelling it.

                            Thread   422
                      -=> RETURN TO CONTENTS!<=-

1.421   MSG-418 Subject: Re: 040 patch for Imagine? CyberPatch?

Subject: Re: 040 patch for Imagine? CyberPatch?
Date: Sunday, 27 August 1995 07:42:01
From: bilboyce@iconz.co.nz (Bill Boyce)

>
>>Any one heard of a program called CyberPatcher? What I've read: it could
>>patch the FP version of Imagine so it uses the 040 more effectively. It says

>>it patches out the FP 030 instructions so the FP emulation in 68040.library
>>isn't accessed.
>
>Nonsense, it is used for the 060 to speedup some often used but software
>implemented instructions by buffering the right sequence.
>
>The 68040.library just makes sure that the FPU instructions that the 040
>doesn't know are emulated like fsin etc.
>
>If you would drop the library completely then things wouldn't work at all.
>
>It might be that CyberPatcher patches the 040.library to use more efficient
>versions of the routines contained in the 040.library.
>
As far as I know, Imagine has been optimized for the '040 since V2.9. Seem
to remember some mention of it in the 2.9 docs. Hence no '030 (specific)
code, anyway. Anyone confirm that?

                             Thread   401
                      –=> RETURN TO CONTENTS!<=–

1.422   MSG-419 Subject: Re: 040 patch for Imagine? CyberPatch?

Subject: Re: 040 patch for Imagine? CyberPatch?
Date: Sunday, 27 August 1995 11:14:47
From: jbk4@email.psu.edu (The Prophet)

>As far as I know, Imagine has been optimized for the '040 since V2.9. Seem
>to remember some mention of it in the 2.9 docs. Hence no '030 (specific)
>code, anyway. Anyone confirm that?

I can confirm that it is NOT. The C code may be highly optimized itself
but you get processor specific at compile time. If Imagine were compiler
optimized for the 040, it would not run on anything lower than an 040. It
would be like running the FP version of Imagine without having a math
coprocessor.

I would very much like to see 040 and 060 compiler optimized versions of
Imagine 4.0. Just get rid of the Integer version. You are severely
penalized if you've got no math coprocessor at all.

Jaeson K.
  ____   ____   _   _
 (| \   (/   \   ( )   _ /)
)|)_   __   /   /_   _   __ /   __ (X_)
 (| /~ \ /_) /---~/) /)/   )/~\ /_)   / _
)ll/ l/ __ (/   (/   (_//__//   / __   (___)
(_____)   (___/   (___)

Jaeson Koszarsky   Amiga 3000+
----------------   -----------

cyberprophet@psu.edu   68040/30Mhz
jbk4@email.psu.edu   24Megs-1GIG
jason@chaos.ezgate.com   OS3.1

                              Thread   420
                      -=> RETURN TO CONTENTS!<=-

1.423   MSG-420 Subject: Re: 040 patch for Imagine? CyberPatch?

Subject: Re: 040 patch for Imagine? CyberPatch?
Date: Sunday, 27 August 1995 12:58:42
From: Joop.vandeWege@MEDEW.ENTO.WAU.NL (joop van de wege)

Ian Smith wrote:
>Perhaps this patch program finds all the FTP calls in ine Imagine pinary
>and replaces them with library calls to the 040.library to get rid of all
>the traps and interupts.. THAT would be a definate speed increase.
That would be a major feat since you would certainly run into problems with
short (2 byte) FPU instruction being replaced with Jump2SubRoutine calls
which are almost always 6 bytes long.
That would mean disassembling Imagine, replacing instructions, reassembling.
Just forget it. I have had a look at Imagine to find the magic screensize
locations and correctly disassembling is almost to not impossible.

And Bill wrote:
>As far as I know, Imagine has been optimized for the '040 since V2.9. Seem
>to remember some mention of it in the 2.9 docs. Hence no '030 (specific)
>code, anyway. Anyone confirm that?
Well I could have a look with Resource and see if I can find the fsin/fcos
instructions, or patch 040.library to keep a count of how many times fsin is
trapped by which program.

If you want to speed up Imagine on a 040 then just move the vbr into FAST
ram, that alone should help some since the traps are no longer done through
sloooow CHIP memory.

Joop

                              Thread   418
                      -=> RETURN TO CONTENTS!<=-

1.424   MSG-421 Subject: Re: Problems

Subject: Re: Problems
Date: Sunday, 27 August 1995 13:16:56
From: Roger Straub <straub@csn.net>

On Sun, 27 Aug 1995, Christoffer Vikstom wrote:

> Hi! Im a newbie on both Imagine and this mailing list. I have experienced=
=20
> some problems since i bought Imagine 3.0 and have the following questions=
:
>=20

You came to the right place.

>=20
> 3. When i bought Imagine 3.0 it was missing a texture. The "Lensflar.itx"=
=20
> simply wasnt there. When i called the company i bought it from they told =
me=20
> that it was a miss by impuls and that the PC version doesnt include it.
> Question goes: Are they right, or do i have a defect copy, and if they ar=
e=20
> wrong, how can i get this file?

The Lensflar.itx texture was renamed, so as not to be confused with the=20
Action FX of the same name. It is now called Twinkle.itx, and should be=20
in your textures drawer.

>=20
> I would be very grateful=20
> if somebody could answer=20
> these simple questions.
>=20
> Thanks in advance!
>=20
> Christoffer Vikstr=F6m
> (ulf.christofer.vikstrom@mailbox.swipnet.se)
>=20
>=20

See ya,
=09Roger

                              Thread   430
                       -=> RETURN TO CONTENTS!<=-

1.425   MSG-422 Subject: Re: Bad chunk size - hel

Subject: Re: Bad chunk size - hel
Date: Sunday, 27 August 1995 13:43:38
From: Marc Reinig <72410.77@compuserve.com>

I have 3.3 PC, and have discovered that it will do it spontaneously sometimes

so I ALWAYS save important stuff regularly with new names, clear the detail
editor, and reload the new named object/group to make sure it is alright.

I had one problem object that had states. I could take a good version of it
that had no visible problems, load it set it to one of its existing states,
save it under a new name, and reload that newly named object and it had a
good chance of being corrupted with either new points at (or existing points
moved to) an x, y, or z of 31,000+. Looked very strange!

I had a similar problem recently and GreG T. and Tim Wilson made two
suggestions that have pretty much eliminated my problems lately:

  1. With objects that started as DXF, use check object and merge them
     several times immediately after loading the DXF data.

  2. Merge after any significant modeling in Imagine and always before
     saving after modeling.

Remember, you or Imagine can still create problems in your data and not know
it. But when you save it and try to reload, it may be different than
what you last saw, or Imagine might say, "Uh, Uh, Uh. Bad chunk size!" or
something just as sweet. Merge seems to be a good protection against those
problems. And of course, as Bill Boyce says "Backup, backup, backup."

–Marco

                         Thread   165
                    –=> RETURN TO CONTENTS!<=–

1.426   MSG-423 Subject: Problems

Subject: Problems
Date: Sunday, 27 August 1995 15:40:40
From: ulf.christofer.vikstrom@mailbox.swipnet.se

FROM too long. Original FROM is 'ulf.christofer.vikstrom@mailbox.swipnet.se (Chr
istoffer Vikstom)'

-------------------- Original Message Follows --------------------

Hi! Im a newbie on both Imagine and this mailing list. I have experienced=20
some problems since i bought Imagine 3.0 and have the following questions:

1. When i try to render an animation in "Hires" and "TrueColor" the=20
animation is turned into a moving color-blur and it is only renderd in=20
"Lores"(320x240) instead of "Hires"(640x480). Im running on a PC and i have=
=20
two animation options. Either the FLC format or Imagines own anim format.=20
Question goes: How do i do, or what am i doing wrong?

2. In the Projekt editor of Imagine 3.0 there is a menu called SVGA (or=20

something like that). There i can check all my "SVGA view modes", but when i=
=20
try it only tells me that i have none available and that it will use default=
=20
instead(320x200). I have a "Cirrus logic 5428" video card with 1 Mb video=20
memory and are therefor capable of viewing truecolor in hires(640x480).=20
Question goes: How do i get video modes, are they missing or are my hardware=
=20
insufficient?

3. When i bought Imagine 3.0 it was missing a texture. The "Lensflar.itx"=20
simply wasnt there. When i called the company i bought it from they told me=
=20
that it was a miss by impuls and that the PC version doesnt include it.
Question goes: Are they right, or do i have a defect copy, and if they are=
=20
wrong, how can i get this file?

I would be very grateful=20
if somebody could answer=20
these simple questions.

Thanks in advance!

Christoffer Vikstr=F6m
(ulf.christofer.vikstrom@mailbox.swipnet.se)

                          Thread   428
                    -=> RETURN TO CONTENTS!<=-

1.427   MSG-424 Subject: Compuserve

Subject: Compuserve
Date: Monday, 28 August 1995 00:14:47
From: Torgeir Holm <torgeirh@powertech.no>

On 26-Aug-95 14:13:35, Granberg Tom wrote:

>I cant seem to get any respons from you guys and gals, have you banned me
>from the list, or what?

>If not, here are a request/wish I want some help with.
>I hear a lot of talk about Impulse's account on Compuserve. And I wonder how
>I can get there, you know, adresses etc.

All the mail I send to you bounces, Tom. Maybe you should have the TV2 guys
fix the server again, or something...

Hmmmmm, what's the point of me writing this if he can't read it?

Torge!r

```
                        Thread        408
                   -=> RETURN TO CONTENTS!<=-
```

1.428   MSG-425 Subject: Jurassic Park

Subject: Jurassic Park
Date: Monday, 28 August 1995 05:25:27
From: dvwilson@tibalt.supernet.ab.ca (Dave Wilson)


```
       --------------------------------------------------------------------------
```

          Wow, I've just watched the making of Jurassic Park.
My clothes are just soaked from drooling over all the stuff ILM
did for that show. You should see thier rendering farm, it's huge.
There nust be at least 40 systems side by side, no monitors,
doing nothing but rendering. The amount of detail they included
on their objects is amazing. For inspiration I suggest everyone
go out and rent this "Making Of" tape. You won't regret it (well
maybe abit due to massive inferiority complex buildup). Oh, well.

          Damn, now what the heck was the point of this note?
```
{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}
{}   Dave Wilson - aka: The Highlander     {}
{}     dvwilson@tibalt.supernet.ab.ca       {}
{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}
{}   President - BrainWave Productions     {}
{}      Music, Grafx, And Animations      {}
{}    "t e C h n o L O g y   i S   g o D !"    {}
{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}
```

```
                        Thread        426
                   -=> RETURN TO CONTENTS!<=-
```

1.429   MSG-426 Subject: Re: Jurassic Park

Subject: Re: Jurassic Park
Date: Monday, 28 August 1995 10:08:59
From: Mike McCool <mikemcoo@efn.org>


```
       --------------------------------------------------------------------------
```

Hey Dave,

     Yeah, he went all out for the lizards in that movie. Now, if
he'd just come up to speed with his music, and get out of that high
school anthem rut . . . :)

```
                        Thread          66
                  -=> RETURN TO CONTENTS!<=-
```

1.430   MSG-427 Subject: RE:Mail bounce

```
Subject: RE:Mail bounce
Date:     Monday, 28 August 1995 11:57:37
From:     Granberg Tom <tom.granberg@tv2mail.TV2.no>
```

```
   ------------------------------------------------------------------------
```

Hi Torgeir!
Your last mail I got, it didnt bounce. So it seems to be alright now. But, yeah

we have had a minor problem with our server in the last two weeks. But I hope
it's fixed now. And thanks again Torgeir for informing me of this, and if it
happens again please bend my ear.

Later

Tom Renderbrandt

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                        Thread          456
                  -=> RETURN TO CONTENTS!<=-
```

1.431   MSG-428 Subject: Problems

```
Subject: Problems
Date:     Monday, 28 August 1995 14:21:00
From:     mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)
```

```
   ------------------------------------------------------------------------
```

-> From: ulf.christofer.vikstrom@mailbox.swipnet.se (Christoffer Viks=tom-> 2. I
n the Projekt editor of Imagine 3.0 there is a menu called SVG=A (-> something l
ike that). There i can check all my "SVGA view modes", =but-> try it only tells
me that i have none available and that it will u=se-> instead(320x200). I have a
 "Cirrus logic 5428" video card with 1 M=b v-> memory and are therefor capable o
f viewing truecolor in hires(640x=480-> Question goes: How do i get video modes,
 are they missing or are m=y h-> insufficient?Both your problems should be solve
d by installing UniVesa first. Itis a shareware VESA driver that allows Imagine
to access all yourvideo modes supported by your card.-> 3. When i bought Imagine
 3.0 it was missing a texture. The "Lensfl=ar.-> simply wasnt there. When i call
ed the company i bought it from the=y t-> that it was a miss by impuls and that
the PC version doesnt includ=e i-> Question goes: Are they right, or do i have a
 defect copy, and if =the-> wrong, how can i get this file?Lensflare is not a ←
    texture, it is an Effect and should be in yourEFFECTS directory ca
lled Lensflar.ifx (not .itx).   ^^^   /----------
--------------------   ___ ___ ___ ___ | 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 - G
raFX Haus BBS - Santa Barbara, Ca - (805) 683-1388
```

                          Thread   421
                   -=> RETURN TO CONTENTS!<=-

1.432   MSG-429 Subject: Re: 040 patch for Imagine? CyberPatch?

```
Subject: Re: 040 patch for Imagine? CyberPatch?
Date:     Monday, 28 August 1995 17:45:04
From:     Mikael Ostergren <Mikael.Ostergren@p36.anet.canit.se>
```

  ----

1 Jan 70 skrev The Prophet detta:

 >> As far as I know, Imagine has been optimized for the '040 since V2.9.
 >> Seem to remember some mention of it in the 2.9 docs. Hence no '030
 >> (specific) code, anyway. Anyone confirm that?

 TP> I can confirm that it is NOT. The C code may be highly optimized
 TP> itself but you get processor specific at compile time. If Imagine were
 TP> compiler optimized for the 040, it would not run on anything lower than
 TP> an 040. It would be like running the FP version of Imagine without
 TP> having a math coprocessor.

 TP> I would very much like to see 040 and 060 compiler optimized versions
 TP> of Imagine 4.0. Just get rid of the Integer version. You are severely
 TP> penalized if you've got no math coprocessor at all.

I sugested this for about 1 year ago and got a mail directly from Impulse
(Halvorson) telling me not too spread rumors about that Imagine wasn't optimized

for 040. I was newbie then, so I didn't dare to continue my questions about it.
Now I think a 040 optimized version would scream! I tried recompiling a screen
blanker module for the blanker "Before The Dark". It was compiled for 030,FPU
before. Compiling it for the 040FP more than doubled its speed.

```
     .--
     | FidoNet: 2:201/411.36    Internet: micce@p36.anet.canit.se |
     | CompuServe: 100303,2117  Internet: micce@aktiv.se (work)   |
                                             Amiga 4000/040 --'
```

                          Thread   419
                   -=> RETURN TO CONTENTS!<=-

1.433   MSG-430 Subject: Re: Problems

Subject: Re: Problems
Date: Monday, 28 August 1995 22:38:39
From: RobSampson@aol.com

In a message dated 95-08-28 12:24:54 EDT, you write:

>-> 3. When i bought Imagine 3.0 it was missing a texture. The "Lensflar.
>-> simply wasnt there. When i called the company i bought it from they t
>-> that it was a miss by impuls and that the PC version doesnt include i
>-> Question goes: Are they right, or do i have a defect copy, and if the
>-> wrong, how can i get this file?

If I remember right the texture got renamed to twinkle. Try looking for
that.

                    Thread   265
                  -=> RETURN TO CONTENTS!<=-

1.434   MSG-431 Subject: Compuserve

Subject: Compuserve
Date: Monday, 28 August 1995 22:39:58
From: Charles Blaquiere <blaq@io.org>

Impulse's Internet address on CompuServe is 76004.1767@compuserve.com.
You'll be talking to Mike himself.

I must add my own perception of CompuServe (CIS) to those already posted
here: even though the Internet costs me $0.26/hour, compared to
$4.80/hour or so for CIS, I still log onto CIS like clockwork. It offers
a high signal/noise ratio, certainly higher than the IML, for example.
When you pay that much for your online time, you tend not to spend it
writing juvenile, pointless messages. This means I don't have to waste
time reading those, either. CIS is a real goldmine of information.

I feel that for the time being, both CIS and the Internet have a place
in my life.

                    Thread   411
                  -=> RETURN TO CONTENTS!<=-

1.435   MSG-432 Subject: Computer software graphics

Subject: Computer software graphics
Date: Monday, 28 August 1995 22:44:02
From: Charles Blaquiere <blaq@io.org>

> From: Earle5@aol.com
>
> I am looking for user friendly software that will allow me to scan in a
> copy of a house suvey ie; basic floor plan, and make structural changes
> to the property to include electrical and plumbing alterations.I would
> like to be able to show the proposed changes in 3-D and in addition to
> all this I want to be able to export these changes in a cadd format, DXF.
> for example.Can you help, I would appreiciate any info you have, thanks
> in advance for your help.

I would steer you towards the new breed of easy-to-use 3-D CAD software
aimed specifically at the home user wishing to undergo some renovation.
No specific name comes to mind, but these would be much easier to get
into than a full-blown 3-D program such as Imagine, especially given its
interface, which rewards longtime users rather than novices. The
inexpensive 3-D home renovation packages probably won't offer
document-scanning features, but they should allow you to manually enter
floor plans relatively easily. That's my opinion. Sometimes you don't
need a Cuisinart when a simple kitchen knife will do.

                          Thread   385
                   -=> RETURN TO CONTENTS!<=-

1.436   MSG-433 Subject: Re: Impulse!!! Webpage??? Suggestion....

Subject: Re: Impulse!!! Webpage??? Suggestion....
Date: Monday, 28 August 1995 22:47:24
From: Charles Blaquiere <blaq@io.org>

Im my conversation with Mike Halvorson earlier this month, he told me
that Impulse is busy creating such a home page. Should prove quite a
popular site with the IML crowd.

                          Thread   396
                   -=> RETURN TO CONTENTS!<=-

1.437   MSG-434 Subject: A3000 speed hack

Subject: A3000 speed hack
Date: Tuesday, 29 August 1995 11:42:03
From: Darryl_Lewis@comlink.mpx.com.au (Darryl Lewis)

About a week ago some people were asking about the file on aminet about
increasing the speed of the A3000.
You basically cut a track and give the chips faster clock speeds.
After reading about the questions, I dug up the file (it had been sitting
on my harddisk for over a year), printed it out (while your modifying the
computer you can't call it up again till your finished!), took a deep
breath, and started.
You'll need a fine scaple to cut the tracks. I only cut them out by about a
1mm, just in case it didn't work and I had to lay a piece of wire back on
hte track. Luckly I didn't need to.
I used a fine tip soldering iron.

Completed the modifications, turned the machine on, and bingo! it worked.
I did a few test renders and there is a speed increase. It's not quite
double, but is perhaps 1/3 faster. This would probably go up if you have a
detailed scene, as mine was just the imagine cow.

Hehe... I now have one very fast machine :-)

Darryl

-- Via DLG Pro v1.0

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                #####\            _                 /#####
                #( )# |          _( )__            | #( )#
                ##### |         /_    /            | #####
                #" "# |      ___m/I_ //_____       | #" "#
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                #m.m# |   /" \ ///###\\ / "\   | #m.m#
                #####/    ######/     \######   \#####

                          Thread        441
                    -=> RETURN TO CONTENTS!<=-
```


1.438   MSG-435 Subject: Recent FAQ

Subject: Recent FAQ
Date: Tuesday, 29 August 1995 12:02:06
From: Mike McCool <mikemcoo@efn.org>

Anybody else have trouble decoding the recently mailed Faq#8? All four

parts of the file seemed to be corrupted, at least on my end. UUxt kept
gagging on them.

(Thanx).

                                    Thread   439
                            -=> RETURN TO CONTENTS!<=-

1.439   MSG-436 Subject: CD-ROM's

Subject: CD-ROM's
Date: Tuesday, 29 August 1995 20:40:54
From: mikael@pip.dknet.dk

I saw this ad in PC Format , Issue 48 for some interesting CD's.

3D STUDIO =A319.99
=09CD145 - Imagine, Lightwave & Real 3d. From 24bit
=09club Scotland. Exclusivity for this CD. You
=09will also find deticated animations for Retina
=09and Opal Vision cards, a selection of EGS util-
=09ities and rendered textures in a variety of
=09formats. 3D Arena is one of the better cdroms
=09with some very tasty textures and objects.

TEXTURES =A339.99
=09CD115 - 1.3 GIG of textures designed for artists.
=09Nearly 1,000 24 Bit textures in numerous file
=09formats including IFF, TARGA, JPG, PICT, TIFF and
=09SGI. All are presented with thumbnail renderings
=09on 640x400 index images for easy previewing, its
=09perfect for use with 3D programs like Lightwave
=09& can be used to create bump maps.

PD SOFT
1 Bryant Avenue,
Southend-On-Sea,
Essex,
SS1 2YD,
UK.
Email: pdsoft@mymagic.demon.co.uk

They accept: VISA, Mastercard, SWITCH and Access.
=09

                                    Thread   88
                            -=> RETURN TO CONTENTS!<=-

1.440   MSG-437 Subject: Re: A3000 speed hack

```
Subject: Re: A3000 speed hack
Date:     Tuesday, 29 August 1995 21:00:34
From:     jbk4@email.psu.edu (The Prophet)
```

```
    ----------------------------------------------------------------------
```

>Any hacks for a 4000?

The A4000's speed problem revolves around its memory access
design. Because of the slow memory access, any hack to up
the clock speed of the 040 will only result in minimal speed
improvements. Check out some of the speed comparisons in VTU.
They examined the Doubler upgrade that puts a 50Mhz processor
in your 4000. The speed increase is less than dramatic.

You need an excelerator card that has onboard memory to see
greater performance.

One hack(or upgrade option) that Impulse could provide is a
compiler optimized version of Imagine for the 040 and 060
processors. I'd like to see some of my upgrade program money
going towards that effort.

Jaeson K.

```
  _____          _____           _          _
 ( |   \        ( /   \         ( )        _ / )
 )|   )_   __    /   /_   _  __  /   __   ( X_)
( |   /~ \ /\_)  /---~/ ) / )/   )/~\ /\_)   / _
 )ll/  l/ \__ (/    (/   (_//__//  / \__  (___)
(_____)         (___/        (___)
```

```
Jaeson Koszarsky              Amiga 3000+
----------------              -----------
cyberprophet@psu.edu          68040/30Mhz
jbk4@email.psu.edu            24Megs-1GIG
jason@chaos.ezgate.com        OS3.1

                              Thread        438
                    -=> RETURN TO CONTENTS!<=-
```

1.441   MSG-438 Subject: Re: A3000 speed hack

```
Subject: Re: A3000 speed hack
Date:     Tuesday, 29 August 1995 21:43:36
From:     craigh@fa.disney.com
```

```
    ----------------------------------------------------------------------
```

Any hacks for a 4000?

                                Thread   471
                          -=> RETURN TO CONTENTS!<=-

1.442   MSG-439 Subject: Recent FAQ

Subject: Recent FAQ
Date: Tuesday, 29 August 1995 23:32:10
From: ulrik@inet.uni-c.dk (ulrik)

>Anybody else have trouble decoding the recently mailed Faq#8? All four
>parts of the file seemed to be corrupted, at least on my end. UUxt kept
>gagging on them.

>(Thanx).

Yes, same thing here.

Ulrik Al Brask

                                Thread   450
                          -=> RETURN TO CONTENTS!<=-

1.443   MSG-440 Subject: Re: Wish List

Subject: Re: Wish List
Date: Wednesday, 30 August 1995 00:09:13
From: Kent Marshall Worley <mumu@america.net>

On Tue, 15 Aug 1995, Robert Byrne 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.
    Kent Worley

                        Thread   297
                  -=> RETURN TO CONTENTS!<=-

1.444   MSG-441 Subject: A3000 speed hack

Subject: A3000 speed hack
Date: Wednesday, 30 August 1995 00:47:07
From: NEWKIRK@delphi.com

Re Darryl Lewis's post about the 3000 speed boost:
since the 'hack' requires simply cutting traces, I assume it involves
essentially clocking the processor at a higher speed than shipped. One
severe potential problem with this is heat build-uup and eventual chip
failure, from running the chip higher than it's rated speed. I'd suggest
checking the actual rating on the chip, and run some benchmarks to try to
determine the "actual" speed achieved, then, if you have tough fingers,
touch the processor and see how long it takes to smell burning flesh.
There is a tolerance in each chip regarding clock speed, but driving
past it's rating CAN sometimes blow the chip, depending on many factors,
including percent speed increase, internal temperature within the computer
housing, and the actual tolerance of the individual processor in question.
2 cents worth
Joel
PS:
You can get chip-mount fans and cooling fins (heat sinks) for Pentiums,
if such a device could be fitted to a 68020/030 it would certainly decrease
the chances of overheat and increase the possible clock speed below the
"pop point" of the chip.

                        Thread   437
                  -=> RETURN TO CONTENTS!<=-

1.445   MSG-442 Subject: Re: Geodesic dome

Subject: Re: Geodesic dome
Date: Wednesday, 30 August 1995 02:37:54
From: imag-l@phx.phxmedia.com (Imagine Users Mailing List)

>
> 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)
> >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


```
                        Thread          488
                  -=> RETURN TO CONTENTS!<=-
```


1.446   MSG-443 Subject: Re: Bad chunk size - help!!

```
Subject: Re: Bad chunk size – help!!
Date:     Wednesday, 30 August 1995 03:31:26
From:     Duncan <dunc@eraser.demon.co.uk>
```

Hi Martin,

```
>
> I've been working on a walking panther, and I lost it. I saved it over
> the previous version, and when I tried to reload it, I got the message
> "Error: Bad chunk size".
```

 this happened to me a couple of days ago :(i was editing the attributtes
of an object in the stage (it was FX-ing) and i saved the object over the
'old' object and went to another frame to have a look at it and i got the
same error
 i pressumed that the half particaled/exploded object had saved wrongly
over the old file –as the same points would be in more than one place

so it could not be reloaded (i havent really explained this well have
i ?) -the particle effect was/does seem to calculate each frame from
the first and not the previous frame so ermm what ia i talking about
 ?? i dont know how to 'mend' it anyway

 Duncan

                         Thread   402
                  -=> RETURN TO CONTENTS!<=-

1.447   MSG-444 Subject: '040 Optimizations (Re: 040 patch for Imagine? Cyber-Patch?)

Subject: '040 Optimizations (Re: 040 patch for Imagine? CyberPatch?)
Date: Wednesday, 30 August 1995 06:26:31
From: Cedric Georges Chang <changc9@rpi.edu>

On Aug 28, 6:45pm, Mikael Ostergren wrote:
> I sugested this for about 1 year ago and got a mail directly from Impulse
> (Halvorson) telling me not too spread rumors about that Imagine wasn't
> optimized for 040. I was newbie then, so I didn't dare to continue my
> questions about it.

One aspect of Imagine that does not seem to be '040 optimized are the textures.
My mouse pointer, which usually moves smoothly no matter what programs
are running in the background, is jumpy when rendering certain Imagine
textures (such as fire). I know that when I write programs with a lot of
sine and cosine functions, the mouse pointer also becomes jumpy. I was told
that this was due to interrupts that are created because the FPU on the
'040 does not have trig functions. I assume that an optimized version of the
textures would be able to avoid the interrupts, though I'm not sure how
much time this would save. As a side note, the Essence textures come with
'040 versions; apparently Apex felt that there was enough of a speed
difference to include '040 specific textures.

Cedric
--

Cedric Chang   Mechanical Engineer   // Amiga 3000 '040
changc9@rpi.edu   Rensselaer Polytechnic Institute \X/ CgFx/EGS Piccolo
----

                         Thread   475
                  -=> RETURN TO CONTENTS!<=-

1.448   MSG-445 Subject: Re: A3000 speed hack

Subject: Re: A3000 speed hack
Date: Wednesday, 30 August 1995 08:25:47
From: bilboyce@iconz.co.nz (Bill Boyce)

>
>>Any hacks for a 4000?
>
>The A4000's speed problem revolves around its memory access
>design. Because of the slow memory access, any hack to up
>the clock speed of the 040 will only result in minimal speed
>improvements. Check out some of the speed comparisons in VTU.
>They examined the Doubler upgrade that puts a 50Mhz processor
>in your 4000. The speed increase is less than dramatic.

Apparently the 3640 (the CPU card in the 4000) is tightly
tied to 25MHz, so there is no easy way to overclock it.
There has been much discussion on this in the Newsgroups.
The other chips on the card, and the way it talks to the
motherboard would go bonkers (sorry for the technical language),
from memory.

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1.449   MSG-446 Subject: Re: '040 Optimizations (Re: 040 patch for Imagine? CyberPatch?

Subject: Re: '040 Optimizations (Re: 040 patch for Imagine? CyberPatch?
Date: Wednesday, 30 August 1995 08:28:46
From: bilboyce@iconz.co.nz (Bill Boyce)

SUBJECT too long. Original SUBJECT is 'Re: '040 Optimizations (Re: 040 patch for
 Imagine? CyberPatch?)'

-------------------- Original Message Follows --------------------

>On Aug 28, 6:45pm, Mikael Ostergren wrote:
>> I sugested this for about 1 year ago and got a mail directly from Impulse
>> (Halvorson) telling me not too spread rumors about that Imagine wasn't
>> optimized for 040. I was newbie then, so I didn't dare to continue my
>> questions about it.
>
>One aspect of Imagine that does not seem to be '040 optimized are the textures.

>My mouse pointer, which usually moves smoothly no matter what programs
>are running in the background, is jumpy when rendering certain Imagine

>textures (such as fire). I know that when I write programs with a lot of
>sine and cosine functions, the mouse pointer also becomes jumpy. I was told
>that this was due to interrupts that are created because the FPU on the
>'040 does not have trig functions. I assume that an optimized version of the
>textures would be able to avoid the interrupts, though I'm not sure how
>much time this would save. As a side note, the Essence textures come with
>'040 versions; apparently Apex felt that there was enough of a speed
>difference to include '040 specific textures.
>
>Cedric

Hmmm. The other post on reassembling a screen blanker got me thinking.
The textures are just small programs which Imagine calls, so they
could be dissasembled and reassembled for the 040??? Anyone game/capable?
Or am I way off base??

                         Thread   497
                    -=> RETURN TO CONTENTS!<=-

1.450   MSG-447 Subject: PC Essence

Subject: PC Essence
Date: Wednesday, 30 August 1995 09:20:00
From: Paul Rance <paul@rance.demon.co.uk>

Has anyone purchased Essence for the PC yet? I received an info pack
from Apex a while back and I'm probably going to buy them. Thing
is I lost the order form, anyone know a price to upgrade from the
Amiga textures to PC.
Also, any ideas if Forge is available for PC aswell?

thanks

Paul R

----
 email: paul@rance.demon.co.uk

 gallery web page http://metro.turnpike.net/P/paulr/index.html
----

                         Thread   499
                    -=> RETURN TO CONTENTS!<=-

1.451   MSG-448 Subject: Re: Wish List

Subject: Re: Wish List
Date: Wednesday, 30 August 1995 09:40:57
From: Fernando D'Andrea <DANDREA@aton.inf.ufrgs.br>

On 29 Aug 95, Kent Worley wrote:
> On Tue, 15 Aug 1995, Robert Byrne 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.
>   Kent Worley
>
I think you need is a "file comment" editor, not a text editor. But
while Impulse do not release this, you can use Dopus to do this.

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

                              Thread   462
                         -=> RETURN TO CONTENTS!<=-

1.452   MSG-449 Subject: Re: Recent FAQ

Subject: Re: Recent FAQ
Date: Wednesday, 30 August 1995 11:09:19
From: Ian M Smith <iansmith@ncinter.net>

On Tue, 29 Aug 1995, Mike McCool wrote:
> Anybody else have trouble decoding the recently mailed Faq#8? All four
> parts of the file seemed to be corrupted, at least on my end. UUxt kept
> gagging on them.

Decoded fine for me... I have both an lha and a zip compressed version
of the FAQ#8 on my Web page. Plain ASCII or my HTML converted version.
Take your pick! :-)

--
IanSmith@ncinter.net   Visit Below!
My HP48/Imagine/ImageMaster Page --> http://www.ncinter.net/~iansmith/
Come and stop by Africa Imports --> http://www.cybernet.net/~africa/

                              Thread   198

1.453   MSG-450 Subject: Re: Recent FAQ

Subject: Re: Recent FAQ
Date: Wednesday, 30 August 1995 12:17:49
From: Mike McCool <mikemcoo@efn.org>

Hey Ulrik, (et al),

     Well, of four responses, two seemed to have trouble just as I
did. Guess we'll have to wait for it to show up down on aminet. Thanks,
you, for responding.

On Wed, 30 Aug 1995, ulrik wrote:

>
> >Anybody else have trouble decoding the recently mailed Faq#8? All four
>
> Yes, same thing here.

1.454   MSG-451 Subject: Re: Wish List

Subject: Re: Wish List
Date: Wednesday, 30 August 1995 12:17:54
From: Marc Reinig <72410.77@compuserve.com>

Kent Worley writes:

>>

   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.

>>

I would like to see this extended to objects and attributes as well as
projects.

-Marco

1.455   MSG-452 Subject: Re: A3000 speed hack

Subject: Re: A3000 speed hack
Date: Wednesday, 30 August 1995 12:29:53
From: Mike McCool <mikemcoo@efn.org>

Hey you,

     Great wake-up call, about being wary of heat-up in a hacked
3000. Frankly, this has been my reason for holding back on the hack.
But someone else gave the address of an outfit that sells heavier-output
cooling fans. Maybe it's time to upgrade my fan before I re-wire my cpu
chip.

     Thanks, you.

1.456   MSG-453 Subject: Re: '040 Optimizations (Re: 040 patch for Imagine? CyberPat

Subject: Re: '040 Optimizations (Re: 040 patch for Imagine? CyberPat
Date: Wednesday, 30 August 1995 13:01:30
From: Joop.vandeWege@MEDEW.ENTO.WAU.NL (joop van de wege)

>Hmmm. The other post on reassembling a screen blanker got me thinking.
>The textures are just small programs which Imagine calls, so they
>could be dissasembled and reassembled for the 040??? Anyone game/capable?
>Or am I way off base??
No, you're quite close, but there is more to it then you think.
I'll admit that I'm guilty ;)

I did disassemble the textures, when there was no information available for
them from Impulse.
You run into the same problems as with the main executable except that the
textures are actually manageble concering its size and complexity.
You would need to replace any calls to fsin with the correct lower level fpu
instructions, e.g. use a table lookup if you want to be real fast but a bit
sloppy on precision.

Hmm, Impulse seems to read this list too and I don't think they will be very
happy about this discussion, but I really would like to demonstrate that
ImagineFP isn't 040 optimized. I wonder if one could demand a recompiled 040
version if it isn't already.

Joop

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1.457   MSG-454 Subject: Re: Creating landscapes

Subject: Re: Creating landscapes
Date: Wednesday, 30 August 1995 16:19:23
From: Charles Blaquiere <blaq@io.org>

> From: mikael@pip.dknet.dk
>
>
> I found a way on how to make easy landscapes, using Fractint (I use
> Fractint 19.2). Start Fractint, make Plasma, save image. From main menu

Or, you can create a 2-D, greyscale bitmap using Essence noise textures,
or even Imagine's own Dirt applied to a white plane, and Quickrender.
Then, apply this brushmap to a detailed plane using the Applique
function. To get more than 10x10 points on the plane, Fracture it a few
times before Appliquing.

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1.458   MSG-455 Subject: Imagine LT

Subject: Imagine LT
Date: Wednesday, 30 August 1995 16:31:48
From: Charles Blaquiere <blaq@io.org>

> From: Dave Wilson <dvwilson@tibalt.supernet.ab.ca>
>
>   I work at a local computer store and we just got a
> couple of copies of Imagine LT.
> I'm using one as a demo and I've gone through the documents but there
> doesn't seem to be
> any sort of upgrade offer.

To upgrade from Imagine L/t to the full 3.0 version costs $200 US. To
get on the constant upgrade program, i.e. to upgrade to version 4.0, but
also receive all interim version up to and including 4.0, costs you an
additional $100 US, if you have the full 3.0.

So: $200 to go from L/t to 3.0
    $300 to go from L/t to 3.3, and then 4.0

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1.459   MSG-456 Subject: Re:Merge Points

Subject: Re:Merge Points
Date: Wednesday, 30 August 1995 16:44:09
From: Charles Blaquiere <blaq@io.org>

> From: gregory denby <gdenby@vyasa.helios.nd.edu>
>
> I sometimes have this problem, and I believe that it may be due to very
> small changes in the point co-ordinates caused when Imagine rounds
> numbers when translating or scaling objects. Merge seems to only work
> when the points are exactly together, i.e. 3,3,3 & 3,3,3; not
> 3,3,3,&3,3,2,9999.

Here's an idea: set the grid to something small enough to have no
visible effect, but not too small. 0.01 would be a good value, Then snap
all points to the grid. This would force all, or almost all, pairs of
similarly-located points to the exact same coordinates. You could then
Merge the points. The only time this wouldn't work, would be when one
point is closer to grid intersection A, and its companion is closer to
grid intersection B. But this would be rare, as the grid setting (0.01)
is so much larger than the presumed error (1/65536)

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1.460   MSG-457 Subject: Re: Merge Points

Subject: Re: Merge Points
Date: Wednesday, 30 August 1995 16:46:52
From: Charles Blaquiere <blaq@io.org>

> From: SGiff68285@aol.com
>
> It would be nice if you could select all of the points and force them to
> move to the same x y or z coordinant. For example if you wanted to move
> all points on a curvy line to -50 on the Y axis. It would ignore the X
> and Z positions and leave them as they were.

You can already do this! Just multi-select the desired points and enter
Transform/Position. The XYZ fields will show the coordinates of the
first selected point. Just enter -50 in the Y field; if you don't modify
the other coordinates, Imagine will detect no change, and will not
change those values for all the other points, either. The Y position
will be the only one affected.

<div align="center">

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-=> RETURN TO CONTENTS!<=-

</div>

1.461   MSG-458 Subject: Quickie (multiple stages)

Subject: Quickie (multiple stages)
Date: Wednesday, 30 August 1995 16:51:49
From: Charles Blaquiere <blaq@io.org>

> From: cjo@esrange.ssc.se
>
> <grinning at all PC users> I simply copied the staging file (which can be
> found in your PROJECT.IMP directory), renamed it to "staging.original",=20
> went back to Imagine and modified the scene, saved changes, etc... And I
> can do this for as many times as I want. When I want to go back to a=20
> previous setup I simply copy the "staging.whatever" to "staging".
>
> Now, there is another way to do all this, which even works on a PC!! ;)
....
> nevertheless, go to "action", increase the number of frames, extend the=20
> action bars for your objects, add new bars for the cameras position and=20
> alignment in your new frame, save changes, got to "stage", modify the=20
> camera (don't forget to select "position bar" and "alignment bar" from
> the=20 menues) and save changes. Voila!

Great technique, Conny, and one that might not occur to everyone. The
only comment I would add: don't rename your staging file to
"staging.bak", as this name is temporarily used by Imagine when Saving
Changes. (I use "staging.old" when I want to keep a backup copy of my
settings)

<div align="center">

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-=> RETURN TO CONTENTS!<=-

</div>

1.462   MSG-459 Subject: RE: Wish List

```
Subject: RE: Wish List
Date:    Wednesday, 30 August 1995 17:13:02
From:    Charles Blaquiere <blaq@io.org>
```

```
   ----------------------------------------------------------------------------
```

```
> 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.
```

```
If you're using an Amiga, do what I do: in your startup-sequence, ASSIGN
Imagine: to whatever directory holds your Imagine work. Then, within
Imagine, always make sure that every object, texture, brushmap...
reference always starts with the Imagine: device. This will make every
project you create totally portable; when you copy your files over to
another computer, all you need to do is ASSIGN Imagine: to the new
directory location, and everything will render just as it did on your
home machine.
```

```
If you're on a PC, I can't help you. Sorry.
```

```
                              Thread          460
                         -=> RETURN TO CONTENTS!<=-
```

1.463   MSG-460 Subject: RE: Wish List

```
Subject: RE: Wish List
Date:    Wednesday, 30 August 1995 17:13:02
From:    Charles Blaquiere <blaq@io.org>
```

```
   ----------------------------------------------------------------------------
```

```
> 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.

If you're using an Amiga, do what I do: in your startup-sequence, ASSIGN
Imagine: to whatever directory holds your Imagine work. Then, within
Imagine, always make sure that every object, texture, brushmap...
reference always starts with the Imagine: device. This will make every
project you create totally portable; when you copy your files over to
another computer, all you need to do is ASSIGN Imagine: to the new
directory location, and everything will render just as it did on your
home machine.

If you're on a PC, I can't help you. Sorry.

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1.464   MSG-461 Subject: RE:Soccer ball

Subject: RE:Soccer ball
Date: Wednesday, 30 August 1995 17:22:34
From: Granberg Tom <tom.granberg@TV2.no>

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 real

polygon modeled soocer ball made by Veiwpoint, so I'm sorry I cant give it away.

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.

                          Thread   298
                    -=> RETURN TO CONTENTS!<=-

1.465   MSG-462 Subject: RE: Wish List

```
Subject: RE: Wish List
Date:    Wednesday, 30 August 1995 19:20:28
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.

<div align="center">

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-=> RETURN TO CONTENTS!<=-

</div>

1.466   MSG-463 Subject: Re: Football (Soccer)

```
Subject: Re: Football (Soccer)
Date:    Wednesday, 30 August 1995 21:42:46
From:    yrod@ozemail.com.au
```


```
    -------------------------------------------------------------------------
```

On Wed, 23 Aug 1995, Roger Straub wrote:


```
>
>
> On Thu, 24 Aug 1995, Bill Boyce wrote:
>
> >
> > Try creating a sphere and add RadHex (?) texture. Looks a lot like a soccer
> > ball.
> > You may have to use the texture twice to get black and white hex's.
> >
> >
>
> This won't work, because soccer balls have black hexes and white
> pentagons, or is that vice-versa? Anyway, nobody that I know of has
> devised a texture or brushmap that will do a believable, rotatable soccer
> ball.
>
> See ya,
>     Roger
>
```

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.

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   384
                    -=> RETURN TO CONTENTS!<=-

1.467   MSG-464 Subject: Imagine mailing list

Subject: Imagine mailing list
Date: Wednesday, 30 August 1995 22:22:45
From: IBS <ibs@ilink.nis.za> (00749640)

Hi,

What is this all about ?
I believe it is an interesting e-mail address.

Cheers
  Dylan Anderson

E-Mail: ibs@ilink.nis.za

....waiting for your response

                              Thread   467
                    -=> RETURN TO CONTENTS!<=-

1.468   MSG-465 Subject: Geodesic dome

Subject: Geodesic dome
Date: Wednesday, 30 August 1995 22:42:09
From: NEWKIRK@delphi.com

I'm trying to create, or locate, a Geodesic Dome object (A La Bucky Fuller)
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

                              Thread   477
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1.469   MSG-466 Subject: Re: Wish List

Subject: Re: Wish List
Date: Thursday, 31 August 1995 01:09:17
From: greggh@dialup06.odyssey.apana.org.au (Gregory Helleren)

> 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.

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.

Love Peace and Palm Trees
Gregg

--
+--///\/\/_Amiga Technologies_/\/\+
  Gregory Helleren   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   480
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1.470   MSG-467 Subject: Re: Imagine mailing list

Subject: Re: Imagine mailing list
Date: Thursday, 31 August 1995 03:06:20
From: SGiff68285@aol.com

I have been trying to subscribe to the IML. I am dumping AOL, and am using a
local access provider. I have sent several subscribe requests to IML over
the last week or so and no response. Please If anyone knows what the correct
address to subscribe to or the reason why I have not been subscribed. My new
address is SGiff@airmail.net. Please advise.

Help! AOL prices are killing me, I need to send them to the recycle bin!

P.S. Windows 95 is great, and it runs Imagine with one touch of a button,
(only in dos mode) however it is still nice not to have to do it quickly. I
was running 3 animations full speed downloading graphics off of the Net and
looking through the filemanager. No problem.

s.g.

                            Thread   51
                     -=> RETURN TO CONTENTS!<=-

1.471   MSG-468 Subject: Re: Geodesic dome

Subject: Re: Geodesic dome
Date: Thursday, 31 August 1995 03:14:54
From: SGiff68285@aol.com

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)
>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.

s.g.

                            Thread   495
                     -=> RETURN TO CONTENTS!<=-

1.472   MSG-469 Subject: Re: Geodesic dome

Subject: Re: Geodesic dome
Date: Thursday, 31 August 1995 06:53:52
From: Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>

   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)

> > >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 wil
l
> > 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
>
>

1.473   MSG-470 Subject: Re: '040 Optimizations (Re: 040 patch for Imagine? CyberPat

Subject: Re: '040 Optimizations (Re: 040 patch for Imagine? CyberPat
Date: Thursday, 31 August 1995 07:04:22
From: Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>

On Thu, 31 Aug 1995, Bill Boyce wrote:

> >Hmm, Impulse seems to read this list too and I don't think they will be very

> >happy about this discussion, but I really would like to demonstrate that
> >ImagineFP isn't 040 optimized. I wonder if one could demand a recompiled 040

> >version if it isn't already.
> >
> >Joop
> >
> 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 '040
> 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.

1.474   MSG-471 Subject: Re: A3000 speed hack

Subject: Re: A3000 speed hack
Date: Thursday, 31 August 1995 08:16:47
From: Darryl_Lewis@comlink.mpx.com.au (Darryl Lewis)

> Any hacks for a 4000?

Yeah. A cyberstorm 060 :-)

Na, the A4000's are fast enough as it is! I'll swap you my modified A3000T
for your A4000 if you like.
Darryl

-- Via DLG Pro v1.0

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                          Thread        452
                    -=> RETURN TO CONTENTS!<=-
```

1.475   MSG-472 Subject: Re: A3000 speed hack

Subject: Re: A3000 speed hack
Date: Thursday, 31 August 1995 08:28:44
From: Darryl_Lewis@comlink.mpx.com.au (Darryl Lewis)

 NEW> Re Darryl Lewis's post about the 3000 speed boost:
 NEW> since the 'hack' requires simply cutting traces, I assume it
 NEW> involves
 NEW> essentially clocking the processor at a higher speed than shipped.

Not the processor, the FPU. This hack only speeds up floating point calcs,
so things that use a lot of them are faster-such as Imagine.
As for clocking the FPU at a faster speed than recommend, read the docs
that come with the hack. The go into some detail about what the speed
rating really means. I worked for a company that manufactured IC's
(FERRANTI) that what the docs say is essentially correct.
(You also used to be able to increase the crystal clock speed in AT's by
about 20%. I haven't tried it on the new 486 or Penties - any one want to
give me one to find out :-)

 NEW> checking the actual rating on the chip, and run some benchmarks to
 NEW> try to
 NEW> determine the "actual" speed achieved, then, if you have tough
 NEW> fingers,
 NEW> touch the processor and see how long it takes to smell burning
 NEW> flesh.

Try touching a 486 or Pentie. They run a lot (a hell of a lot) hotter!

 NEW> There is a tolerance in each chip regarding clock speed, but driving

 NEW> past it's rating CAN sometimes blow the chip, depending on many
 NEW> factors,
 NEW> including percent speed increase, internal temperature within the
 NEW> computer
 NEW> housing, and the actual tolerance of the individual processor in
 NEW> question.

Most IC's can survive a lot of punishment now days. Once again check out
the docs on why it works, it answers all this.

 NEW> You can get chip-mount fans and cooling fins (heat sinks) for
 NEW> Pentiums,
 NEW> if such a device could be fitted to a 68020/030 it would certainly
 NEW> decrease
 NEW> the chances of overheat and increase the possible clock speed below
 NEW> the
 NEW> "pop point" of the chip.

Good idea! For about $12 Australian I can get a cooling fan. For a bit
less, just add a heat sink with out the fan. I think I'll put just a heat
sink on the FPU and perhaps the '030 aswell.
Darryl

-- Via DLG Pro v1.0

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                           Thread          369
                      -=> RETURN TO CONTENTS!<=-
```


1.476   MSG-473 Subject: Revolving light

Subject: Revolving light
Date: Thursday, 31 August 1995 09:49:53
From: Peter Borcherds <prb@iafrica.com>

Hi there

I'm having trouble creating a revolving light (ala Emergency vehicle)
- I am making an animation of a room which has hanger-type doors opening,
and I want to make a warning light which flashes when the doors open.
 That is easily done by making the object alternatively bright, but I
want to get the effect of an emergency vehicle type light which
reflects off the walls, and which causes a flare when it points
directly at the camera. If anyone has any idea what I am talking

about (I've just woken up, sorry : ^)) please help mail me
personally at the following address - prb@iafrica.com   - I am not on the
list at the moment.

Talking about that, has anybody have any idea what is going wrong
with the IML at the moment. I have tried subscribing threes times,
each time I get a return receipt - so it is getting through - I got a
path test once - I sent a reply, and that was the last I heard. I
have been on the list since January, but have since changed
providers, so I need to re-subscribe. Any help?

Thanks guys........

Cheers........

Peter Borcherds   prb@iafrica.com
===
              Greetings from the Southern Hemisphere
        Amiga 4000/030 68882/50mhz 10mb Ram 540mb HD
===

                        Thread   21
                   -=> RETURN TO CONTENTS!<=-

1.477   MSG-474 Subject: Re: '040 Optimizations (Re: 040 patch for Imagine? CyberPat

Subject: Re: '040 Optimizations (Re: 040 patch for Imagine? CyberPat
Date: Thursday, 31 August 1995 09:58:35
From: bilboyce@iconz.co.nz (Bill Boyce)

>Hmm, Impulse seems to read this list too and I don't think they will be very
>happy about this discussion, but I really would like to demonstrate that
>ImagineFP isn't 040 optimized. I wonder if one could demand a recompiled 040
>version if it isn't already.
>
>Joop
>
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 '040
versions? Isn't it just a compiler flag?

                        Thread   470
                   -=> RETURN TO CONTENTS!<=-

1.478   MSG-475 Subject: Re: '040 Optimizations (Re: 040 patch for Imagine? Cy-berPatch?

```
Subject: Re: '040 Optimizations (Re: 040 patch for Imagine? CyberPatch?
Date:     Thursday, 31 August 1995 10:13:55
From:     rbyrne@3dform.edex.edu.au (Robert Byrne)
```

```
    --------------------------------------------------------------------------
```

SUBJECT too long. Original SUBJECT is 'Re: '040 Optimizations (Re: 040 patch for
 Imagine? CyberPatch?)'

-------------------- Original Message Follows --------------------

Hello Cedric, on Aug 30 you wrote:

> One aspect of Imagine that does not seem to be '040 optimized are the
> textures.

< deleted >

> As a side note, the Essence textures come with
> '040 versions; apparently Apex felt that there was enough of a speed
> difference to include '040 specific textures.

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

```
                          Thread          446
                      -=> RETURN TO CONTENTS!<=-
```

1.479   MSG-476 Subject: Re: Windows95

```
Subject: Re: Windows95
Date:     Thursday, 31 August 1995 10:17:46
From:     "Anime a day..." <b7655@hopi.dtcc.edu>
```

```
    --------------------------------------------------------------------------
```

On Sun, 27 Aug 1995 yrod@ozemail.com.au wrote:

> Well, well, well,
> Windows95 was released in Australia on the 25th, and wasn't it fantastic.
> Everywhere you looked there were people going on about Windows95. The
> news had it as there opening story, saying things like "this new computer
> software is set to be one of the greatest inventions of the 20th Century",
> people were queing out side of the shops at midnight, waiting for the
> doors to open and these stores ranged from Compter stores, to Department

> stores to local Video stores!

   Around here.. the strangest place I saw Windoze 95 being sold was at a
Trading Card/Collectables store... ????

Bill

                              Thread   256
                       -=> RETURN TO CONTENTS!<=-

1.480   MSG-477 Subject: Re: Geodesic dome

Subject: Re: Geodesic dome
Date: Thursday, 31 August 1995 10:18:37
From: bilboyce@iconz.co.nz (Bill Boyce)

>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)
>>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.
>
>s.g.
>
Bzzzt. Wrong. Geodesic domes have triangles all the same size. Sweet talk
someone with Lightwave – it does tesselated spheres as an option. I believe
this gives you a geodesic.

Bill

                              Thread   486
                       -=> RETURN TO CONTENTS!<=-

1.481   MSG-478 Subject: Beyond.zip

Subject: Beyond.zip
Date: Thursday, 31 August 1995 11:34:31
From: Ayalon Hermony <ila2024@zeus.datasrv.co.il>

Hello,

How can Beyond.zip be ftp?

Don't have WWW yet, so can't get it from the address given before.

Or, any kind soul there can email it to me? (ppplease...)

Thanks.

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

                        Thread   200
                   -=> RETURN TO CONTENTS!<=-

1.482   MSG-479 Subject: Re: PC Essence

Subject: Re: PC Essence
Date: Thursday, 31 August 1995 11:56:57
From: williamp@triode.apana.org.au

> Has anyone purchased Essence for the PC yet? I received an info pack
> from Apex a while back and I'm probably going to buy them. Thing
> is I lost the order form, anyone know a price to upgade from the
> Amiga textures to PC.

I ordered the upgrade from Apex ages ago,as soon as I recieved the
newsletter.Nothings shown up,my card HASN'T been debited and I haven't
been able to contact Apex via either email or the phone.Has anything
happened to Steve Worley,or did 3.3 introduce incompatibilities with the
essence PC textures – I'm wondering.

I believe the cross/upgrade was US$50 for the two volumes.

> Also, any ideas if Forge is available for PC aswell?

Not yet.

William John Porter
williamp@triode.apana.org.au

```
                          Thread             73
                      -=> RETURN TO CONTENTS!<=-
```

1.483   MSG-480 Subject: Re: Wish List

```
Subject: Re: Wish List
Date:     Thursday, 31 August 1995 12:20:23
From:     cjo@esrange.ssc.se
```

```
    -------------------------------------------------------------------------
```

Charles Blaquiere wrote;

```
>>From: Jeff Hanna <quarters@kesmai.com>=20
>>The current system of not knowing where textures, bitmaps, objects, etc..=
=20
>>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=20
>>3DStudio has) would clear this all up.
```

```
>If you're using an Amiga, do what I do: in your startup-sequence, ASSIGN=20
>Imagine: to whatever directory holds your Imagine work. Then, within=20
>Imagine, always make sure that every object, texture, brushmap...=20
>reference always starts with the Imagine: device. This will make every=20
>project you create totally portable; when you copy your files over to=20
>another computer, all you need to do is ASSIGN Imagine: to the new=20
>directory location, and everything will render just as it did on your home=
=20
>machine.
```

Why? Doesn't this just complicate things? Well, maybe not really, but...

```
What I do is to have the "projects"-, "objects"- and "textures"-directories=
=20
(and all other Imagine related directories) in the directory where Imagine=20
is located. Then all filerequests start from that directory, for example=20
"projects/yourname.imp/objects/ball" to get the object called "ball".
The blacky-way ;) would be "Imagine:projects/yourname.imp/objects/ball".
```

```
The few times that I have exchanged projects with other imagineers it has=20
proved that they use the same directory structure as I do.
```

```
Of course, this could get you into trouble once your harddrive starts to=20
get full and you want to save your projects onto another drive.
```

OK, that's my 2 cents/penny/pfenning/oere/whatever.

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

```
                          Thread            451
```

-=> RETURN TO CONTENTS!<=-

1.484   MSG-481 Subject: Here we go again...

```
Subject: Here we go again...
Date:     Thursday, 31 August 1995 12:42:45
From:     cjo@esrange.ssc.se
```

Yes, I know, I know, I promised never to promote my www page on this=20
mailing list ever again, but...

As some of you have noticed the Kiruna web server has been down for the=20
last two weeks, because the 2 GB HD crashed.

Today I installed (most of) the pages on another machine, so now they are=20
reachable again, but from a different URL; <http://kyla.kiruna.se/~cjo/>
(In case the "tilde" doesn't show up in this message, ie get filtered by=20
our mailing software, it should be just before "cjo", you know, "tilde" the=
=20
little "wave"-thingy...)

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

Thread   226
-=> RETURN TO CONTENTS!<=-

1.485   MSG-482 Subject: Another Geodisic dome idea

```
Subject: Another Geodisic dome idea
Date:     Thursday, 31 August 1995 13:06:00
From:     KEN_ROBERTSON@robelle.com
```

I haven't tried this (my 4-year old is currently hogging my Amiga
using Dpaint...) but how about this...

Chop a sphere in half, copy and paste it to the same position.
Latticize(sp?) the current copy of the hemi-sphere. Set the
colour to shiny metal, or whatever. Use alt-n to select the
next sphere, and make it mostly transparent, and render.

Here's a problem (to which there may be a solution...): The inner
hemi-sphere will use phong shading to try and curve the edges.

Using no phong will probably distort the ray-traced effect that you'd
like, I think.

Perhaps you can "make edges sharp" to all of the edges in the "window"
hemisphere, then fracture everything a couple of times.

Just a thought. (Now that I've described it, _I_ want to try it.
sounds cool...)

\KenR

                         Thread   355
                      -=> RETURN TO CONTENTS!<=-

1.486   MSG-483 Subject: Re: Merge Points

Subject: Re: Merge Points
Date: Thursday, 31 August 1995 13:53:33
From: Dave Rhodes <dave@darhodes.demon.co.uk>

Hi Charles etc.. (..and welcome back..)

> > It would be nice if you could select all of the points and force them to
> > move to the same x y or z coordinant. For example if you wanted to move
> > all points on a curvy line to -50 on the Y axis. It would ignore the X
> > and Z positions and leave them as they were.
>
> You can already do this! Just multi-select the desired points and enter
> Transform/Position. The XYZ fields will show the coordinates of the
> first selected point. Just enter -50 in the Y field; if you don't modify
> the other coordinates, Imagine will detect no change, and will not
> change those values for all the other points, either. The Y position
> will be the only one affected.

 This doesn't do it for me Charles, - however, the following (nearly) does.

 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. For some reason, our beloved puts them into a
kind of average position, between the frontmost and rearmost of the set
selected. If you examine the exact positions of them all, you'll see that
they're close, but not exactly on the same plane. I can't figure out a way
of making them go to a specific position though. I've tried shouting.

--

~==~
 Dave Rhodes - dave@darhodes.demon.co.uk - Yorkshire - England -
 ----

```
                              Thread        388
                      –=> RETURN TO CONTENTS!<=–
```

1.487   MSG-484 Subject: Re: PC Essence

```
Subject: Re: PC Essence
Date:     Thursday, 31 August 1995 14:07:14
From:     gregory denby <gdenby@vyasa.helios.nd.edu>
```

```
 William John Porter writes:
>I ordered the upgrade from Apex ages ago,as soon as I recieved the
>newsletter.Nothings shown up,my card HASN'T been debited and I haven't
>been able to contact Apex via either email or the phone.Has anything
>happened to Steve Worley,or did 3.3 introduce incompatibilities with the
>essence PC textures – I'm wondering.
```

```
I too ordered the Essence PC textures just as soon as I got the newsletter.
When nothing showed up in the mail after 10 days, I did e-mail Apex.
Steve replied that with the arrival of the re-worked 3.3 texture effects,
he had written a patch for Essence, and had his beta-testers giving it
a going over.  At that point, he seemed to think it was just a matter
of checking reliability.  Considering the delay, perhaps it was worse,
or perhaps he is adding some improvements to take full advantage of
the new texture handling.
```

```
At any rate, I sure hope he comes through soon, since my Ami's HD controller
died, the company that made it has had its phone dis-connected, and I now
find myself living full time in PC land.  As good as the Imagine textures are,
some thing Essence does just can't be replicated.
```

```
Greg Denby
```

```
                              Thread        479
                      –=> RETURN TO CONTENTS!<=–
```

1.488   MSG-485 Subject: Re: Imagine Tutorials

```
Subject: Re: Imagine Tutorials
Date:     Thursday, 31 August 1995 14:18:41
From:     "Scott J. Geertgens" <geertges@colorado.edu>
```

```
>
>  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

   For anyone interested, and who may not know about it, Steven Blackmon
has done just that with his stuff. I urge _everyone_ to check out
http://www.websharx.com/~kinda
He displays his amazing artwork, and then goes on to divulge many of his
'secrets'. Unfortunately, his page hasn't been updated since 8/5 due to
internet problems... :(

                                SJG

                          Thread   182
                       -=> RETURN TO CONTENTS!<=-

1.489   MSG-486 Subject: Re: Geodesic dome

Subject: Re: Geodesic dome
Date: Thursday, 31 August 1995 14:29:50
From: --Craig <dalamar@MIT.EDU>

>> 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.

>>
>> Jay Vaughan
>> jay@phxmedia.com
>>

Well, geometric considerations aside, the Wires texture will make
faces trasnparent while leaving edges opaque. It's an undocumented
texture that I think is only in 3.3.

Hope this is somewhat helpful.

  --Craig
dalamar@athena.mit.edu

                          Thread   501

1.490 MSG-487 Subject: The fractured dome

Subject: The fractured dome
Date: Thursday, 31 August 1995 16:07:00
From: KEN_ROBERTSON@robelle.com

Of course fracturing the hemisphere didn't work!

Silly me...what I really wanted was triangles within triangles,
but fracture didn't work at all. (I tried it out, finally.)

However, A latticize value of .25 makes the struts look pretty
good. For the windows part, I used a slightly smaller hemisphere
to let the struts stand out. Doesn't look half bad, but it is a little
round-looking.

Of course, a 5-sided faceted geodisic dome would be much cooler, but in a
3-sided facets are fine.
\KenR

1.491 MSG-488 Subject: Re: Geodesic dome

Subject: Re: Geodesic dome
Date: Thursday, 31 August 1995 16:56:55
From: Mike McCool <mikemcoo@efn.org>

Seems to me, if we opt for the simplest sphere,--with even fewer
sections than default--that the poly's will be exaggeratedly
visible--hence a geo dome?

(Just tried it, 12 circle sections and 6 vertical sections, then deleted
the lower half, and it looks like a perfect geo).

(Just rendered it, and it's a bit smooth looking. Woops, tried it again,
with phong shading OFF, and it's a perfect geo-dome).

1.492   MSG-489 Subject: Creating Lanscapes

```
Subject: Creating Lanscapes
Date:     Thursday, 31 August 1995 17:17:08
From:     mikael@pip.dknet.dk
```

>Or, you can create a 2-D, greyscale bitmap using Essence noise textures,
>or even Imagine's own Dirt applied to a white plane, and Quickrender.
>Then, apply this brushmap to a detailed plane using the Applique
>function. To get more than 10x10 points on the plane, Fracture it a few
>times before Appliquing.

It does require you have the Essence textures. Does anyone knows if the
Essence textures is available for the PC.

thanks mikael@pip.dknet.dk

```
                        Thread         282
                   -=> RETURN TO CONTENTS!<=-
```

1.493   MSG-490 Subject: Re: '040 Optimizations

```
Subject: Re: '040 Optimizations
Date:     Thursday, 31 August 1995 17:20:50
From:     jbk4@email.psu.edu (The Prophet)
```

>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 '040
>versions? Isn't it just a compiler flag?

An 030 option may not be worth it. One consideration in making different
versions is the actual speed gained by doing so. An 030/882 version may not be
significantly faster than running an 020/881 version on an 030/882. The odd
numbered motorola chips represent an upgrade to previous design. The even
numbers are new designs in the family, bigger improvements. 040 and 060 version
s
should be invested in.

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
```

                                Thread   370
                        -=> RETURN TO CONTENTS!<=-

1.494   MSG-491 Subject: Re: Geodesic dome

```
Subject: Re: Geodesic dome
Date:     Thursday, 31 August 1995 18:20:03
From:     Steve Gardiner <Steve@mg-plc.demon.co.uk>
```

```
Jay Vaughan wrote :
>
>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.
>
>j.
>
>Jay Vaughan
>jay@phxmedia.com
>
>
```

How about using Imagine 3.3's new Wire (or is it Grid ?) texture to colour the
edges and set the objects attribs to full transparency ? Am I off track or am
I right in thinking that this would do what you require ? Charles, any ideas ?

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

                                Thread   469
                        -=> RETURN TO CONTENTS!<=-

1.495   MSG-492 Subject: Creating Lanscapes

```
Subject: Creating Lanscapes
Date:     Thursday, 31 August 1995 18:20:12
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.

                          Thread   489
                    -=> RETURN TO CONTENTS!<=-

1.496   MSG-493 Subject: Re: Wish List

Subject: Re: Wish List
Date: Thursday, 31 August 1995 18:49:30
From: Charles Blaquiere <blaq@io.org>


```
   ----------------------------------------------------------------------
```

> From: cjo@esrange.ssc.se
>
>
> 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 few times that I have exchanged projects with other imagineers it has
> proved that they use the same directory structure as I do.
>
> Of course, this could get you into trouble once your harddrive starts to
> get full and you want to save your projects onto another drive.

....and that's my point: always cover your butt. Sooner or later, you
will get into a situation where the target machine's Imagine directory
is located on a drive that can't hold all those wonderful objects and
brushmaps you've been busy creating, and when that happens, you'll kick
yourself for not using a logical device.

It's a personal choice, obviously. Some people are more anal-retentive,
yours truly for example, while others prefer to save themselves the
trouble of locating "Imagine:" in their file requester, only to risk
encountering much larger trouble if they ever have to redefine every
brushmap and texture of every object used in an animation. To me, that
prospect is horrifying enough that I'd much rather define everything as
being stored in "Imagine:".

```
                              Thread        500
                     -=> RETURN TO CONTENTS!<=-
```

1.497 MSG-494 Subject: Imagine Tutorials

```
Subject: Imagine Tutorials
Date:    Thursday, 31 August 1995 19:04:00
From:    robert.buonincontro@canrem.com (Robert Buonincontro)
```

```
         ------------------------------------------------------------------------
```

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
---
 * DeLuxe2 1.12 #8947 * The Amiga Is Not A Religion! It's A Computer!
```

```
                              Thread        485
                     -=> RETURN TO CONTENTS!<=-
```

1.498 MSG-495 Subject: Re: Geodesic Dome

```
Subject: Re: Geodesic Dome
Date:    Thursday, 31 August 1995 20:15:00
From:    NEWKIRK@delphi.com
```

```
         ------------------------------------------------------------------------
```

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        491
```

1.499   MSG-496 Subject: Re: Merge Points

Subject: Re: Merge Points
Date: Thursday, 31 August 1995 20:42:54
From: Doug Smith <doug@defocus.demon.co.uk>

Hi gregory,\n\tYou wrote this about Re:Merge Points:
: (someone else said)
: I copied/pasted it, scaled it -1 along x and
: joined the two halves. I used merge, and did a check object afterwards. No
: double points showed up. But when I rendered it, it really looked bad,
: because it still had hard vertical lines going down the middle, just not
: everywhere.
: (snip)
:
: I sometimes have this problem, and I believe that it may be due to very
: small
: changes in the point co-ordinates caused when Imagine rounds numbers when
: translating or scaling objects. Merge seems to only work when the points
: are
: exactly together, i.e. 3,3,3 & 3,3,3; not 3,3,3,&3,3,2,9999.

The quick way to fix this is to :

mode->Pick Method->Dragbox
mode->Pick Points

drag a box round the faulty seam and multiselect the seam points

s - scale points
yz - Don't scale in y and z

then hold left mouse button down and drag left until you get a
scale factor of 0.0

space - accept change

then merge the object again.

you can also use this for flattening points along arbitrary lines,
(i.e ensuring that a curve is 2-D)
just move the axis and scale "locally"

Cheers,

Doug.
--Amiga 4000/40 2+8 - Not better just different
Oh god, I can't think of anything witty today, tomorrow maybe.

```
                        Thread        483
                   -=> RETURN TO CONTENTS!<=-
```

1.500   MSG-497 Subject: Re: '040 Optimizations (Re: 040 patch for Imagine? CyberPat

```
Subject: Re: '040 Optimizations (Re: 040 patch for Imagine? CyberPat
Date:    Thursday, 31 August 1995 21:21:41
From:    bilboyce@iconz.co.nz (Bill Boyce)
```


```
  -------------------------------------------------------------------------

>
>On Thu, 31 Aug 1995, Bill Boyce wrote:
>
>> >Hmm, Impulse seems to read this list too and I don't think they will be
very
>> >happy about this discussion, but I really would like to demonstrate that
>> >ImagineFP isn't 040 optimized. I wonder if one could demand a recompiled
040
>> >version if it isn't already.
>> >
>> >Joop
>> >
>> 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 '040

>> 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.
>
Nuts. Another nail in Imagines coffin for me, I'm afraid. Oh well, it still does
the job. Wonder if they compile it on the PC for 386sx, using a public domain
compiler they found somewhere :)
```


```
                        Thread        453
                   -=> RETURN TO CONTENTS!<=-
```


1.501   MSG-498 Subject: Re: Wish List

Subject: Re: Wish List
Date: Thursday, 31 August 1995 21:27:32
From: bilboyce@iconz.co.nz (Bill Boyce)

>Charles Blaquiere wrote;
>>If you're using an Amiga, do what I do: in your startup-sequence, ASSIGN
>>Imagine: to whatever directory holds your Imagine work. Then, within
>>Imagine, always make sure that every object, texture, brushmap...
>>reference always starts with the Imagine: device. This will make every
>>project you create totally portable; when you copy your files over to
>>another computer, all you need to do is ASSIGN Imagine: to the new
>>directory location, and everything will render just as it did on your home
>>machine.
>
>Why? Doesn't this just complicate things? Well, maybe not really, but...
>
>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 few times that I have exchanged projects with other imagineers it has
>proved that they use the same directory structure as I do.
>
>Of course, this could get you into trouble once your harddrive starts to
>get full and you want to save your projects onto another drive.

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 everthing 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??

                        Thread   493
                    -=> RETURN TO CONTENTS!<=-

1.502   MSG-499 Subject: PC Essence +

Subject: PC Essence +
Date: Thursday, 31 August 1995 21:28:00
From: m.rubin9@genie.geis.com

Also, has anyone heard anything further regarding "Understanding
Imagine 3.x?" Maybe it will become 4.x?

floater

```
                          Thread        484
                    -=> RETURN TO CONTENTS!<=-
```

1.503   MSG-500 Subject: Re: Wish List

```
Subject: Re: Wish List
Date:     Thursday, 31 August 1995 22:49:43
From:     jprusins@cybergrafix.com (John Prusinski)
```

```
>X-UIDL: 809816261.002
>From: greggh@dialup06.odyssey.apana.org.au (Gregory Helleren)
>X-Smtp-Client: Amiga PutMail 1.23 by Martin Lanza.
>Date: Thu, 31 Aug 95 00:09:17
>Reply-To: greggh@odyssey.apana.org.au
>To: imagine@email.sp.paramax.com
>Subject: Re: Wish List
>Organization: LaseRage, Western Australia
>
>> 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.
>
>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.
>
>Love Peace and Palm Trees
>Gregg
```

```
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...
```

John.

Thread   269
-=> RETURN TO CONTENTS!<=-

1.504   MSG-501 Subject: Re: Geodesic dome

Subject: Re: Geodesic dome
Date: Thursday, 31 August 1995 22:49:53
From: jprusins@cybergrafix.com (John Prusinski)

>>
>> 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)
>> >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
>>

>
>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.
>

I recently had a job modelling a geodesic sphere; I believe you can use the
same procedure, just cut the sphere in half. You need to make sure that
when you add the primitive you DON'T specify "stagger points", and I found I
needed to play with the number of sections to get the look right. Once you
have the object you want, "copy" and then "paste" it, select the new object,
and latticize it. This will provide you with the "ribs" for the sections.

John.

Thread   468
-=> RETURN TO CONTENTS!<=-