

IMAGINE MAILING LIST

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| COLLABORATORS |
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| <i>ACTION</i> | <i>NAME</i> | <i>DATE</i> |
| WRITTEN BY | | July 20, 2024 |
| <i>SIGNATURE</i> | | |

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Chapter 1

IMAGINE MAILING LIST

1.1 IMAGINE MAILING LIST NUMBER V60

This GUIDE File was generated by an
 IMAGINE MAILING LIST PROCESSOR
 Written By Joop van de Wege
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+-----oOO-(-)-OOo-----+
|
| This is the Imagine Mailing List (imagine@email.sp.paramax.com) Archive #60 |
| covering messages from Mar 01 1995 to Mar 31 1995. |
|
| If you have any questions or problems with this file, E-mail Joop vd Wege |
| at Joop.vandeWege@medew.ento.wau.nl |
| To join the IML, send email to: imagine-request@email.eag.unisysgsg.com |
| and in the subject line type in: subscribe |
|
| Thanks goes to: Neil Miller for the Imagine Mailing List Processor |
| Nik Vukovljak for the archives |
+-----oOO-(-)-OOo-----+
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1.4 MSG-1 Subject: Transparency bug...

Subject: Transparency bug...
Date: Wed, 01 Mar 1995 14:29:59
From: milan@Dieppe.artmediatech.nl (Milan Polle)

Hi,

this has probably been mentioned before but,
when using an uneven number of transparant layers, Imagine's mist
doesn't work behind it.

I was using three transparant square surfaces in my tunnel anim
(as layers for seperate anims) and a black fog to add depth to my
bright tunnel. When there where three layers, the fog didn't work
anymore.

So I decided to make a texture for the depth effect (A zbuffer2 texture
depending on the distance from the camera, I will probably upload it
soon). But it had the same problem with the three layers.

So it seems the ray's hitpoint or the camera position info goes to
waste when tracing through a transparant layer. Very weird stuff.

Oh yeah, I'm using Imagine3.0.

Also I used Mike River's alpha texture, it's very complex but can do
lots of neat stuff ((x)fade textures (even the bumps), combine seperate
R, G, B elements of different textures, use tinting, use textures/brushes
as alpha channels for combining others etc.) really powerful stuff for
just one texture, check it out, it's way cool.

Only, I discovered the using -1 (current attributes) as the buffer number
doesn't work (after saving the object, I think, are you checking for
exactly -1 ?).

I am working on a reply for the replies to my wishlist (already made the reply twice, but it got destroyed by the network two times, STAY AWAY FROM QUICKNET!!!).

Okay, I will shut up now, see y'all later...

Milan

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1.5 MSG-2 Subject: Re: Imagine crashes

Subject: Re: Imagine crashes
Date: Thu, 02 Mar , 1995:00
From: gregory denby <gdenby@twain.helios.nd.edu>

Peter Borchers writes:

>...trying to add bones to the neck...
>...The neck consists of +-50 sections, and from what I understand
> of bones, I need an axis for each section...
>...This is when Imagine crashes...

If the sections of the lamp neck are from an extrusion, you do not need 50 axes, one for each extruded section. My experience with bones was that each bone axis needed at least two cross sections on which to operate, although the "small" section could be part of the "large" section in the next bone down the hierarchy. However, I'd guess that you need three axes tops to make the neck bend right if it is an extrusion. You might even get away with two. Its hard to describe bones just using words, but remember this; the small bone section flexes, so if most of your lamp neck is made into small bones it will flex snake like. However, if the "head" of the lamp is not placed into another bone sub-group, but left part of the neck's small bone group, it too will flex.

Hope this didn't add to the confusion,
Greg Denby
gdenby@darwin.nd.edu

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1.6 MSG-3 Subject: IML Tidbits

Subject: IML Tidbits
Date: Thu, 02 Mar 1995 02:18:34
From: 129275 J PADFIELD <CS9H4PJQ@swansea.ac.uk>

> Just a quick note to say that I will still email my compilation
> of the IML Tidbits to those who would like it. Just send me a
> note via private email (note: its size is about 130 K).

I'd like a copy please.

Cheers, Ratty

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1.7 MSG-4 Subject: Chinalake ftp

Subject: Chinalake ftp
Date: Thu, 02 Mar 1995 08:07:19
From: El Guapo! <fubar@netcom.com>

The address is:

avalon.chinalake.navy.mil

I just tried it to make sure that was right and
saw a message saying it would be moving soon to:

avalon.vislabs.navy.mil

Cris. {fubar@netcom.com}

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1.8 MSG-5 Subject: Wireframe

Subject: Wireframe
Date: Thu, 02 Mar 1995 19:16:39
From: MCADOO <MCADOO@edinboro.edu>

When using the Stage Editor-make animation feature is the playback time
in real time or just playback time. If I timed it right 180 frames played
back in approx time of around 2 secs. If I render these frames in the
Project Editor will the time be different or will it be 30frames/sec.

Direct from my keyboard to your screen

mcadoo@vax.edinboro.edu

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Currently it's:

avalon.chinalake.navy.mil

and there's a mirror of some stuff at:

wuarchive.wustl.edu
/pub/graphics/graphics/objects/chinalake

Ron@dvcorp.com

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1.11 MSG-8 Subject: Transparency Bug...

Subject: Transparency Bug...
Date: Fri, 03 Mar 1995 02:41:47
From: mdrivers@tbag.tscs.com (Mike Rivers)

MP> Hi,

MP> Also I used Mike River's alpha texture, it's very complex but can do
MP> lots of neat stuff ((x)fade textures (even the bumps), combine seperate
MP> R, G, B elements of different textures, use tinting, use
MP> textures/brushes
MP> as alpha channels for combining others etc.) really powerful stuff for
MP> just one texture, check it out, it's way cool.
MP> Only, I discovered the using -1 (current attributes) as the buffer
MP> number
MP> doesn't work (after saving the object, I think, are you checking for
MP> exactly -1 ?).

Use -2. The texture converts some of the floating point numbers to integers, unfortunately when you reload an object, -1 becomes something like -.9999 which is in turn truncated to 0 by the texture code. Since the texture only looks for a negative number you can use -2 to be safe.

| Commodore failure. Press mouse button to continue |
| Guru Meditation \$35000000 Task : \$00000CBM |

Vermin - roadkill on the information superhighway

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1.12 MSG-9 Subject: Re: Wireframe

Subject: Re: Wireframe
Date: Fri, 03 Mar 1995 03:18:06
From: jgoldman@acs.bu.edu

>
> When using the Stage Editor-make animation feature is the playback time
> in real time or just playback time. If I timed it right 180 frames played
> back in approx time of around 2 secs. If I render these frames in the
> Project Editor will the time be different or will it be 30frames/sec.

This depends entirely on how you playback the final animation...

This next bit might get real obvious purely because a fundamental understanding must be made. You may know this, of course...

If your machine is capable of playing back 30 frames in one second then your animation will playback at 30fps. That's the only way it can work. It's a bit obvious, but that's it.

"Real-time" is a loaded term. Conventionally, it means 30fps, because of the frames used in NTSC television. In film, "real-time" can be considered 24fps. "Real-time" more accurately means the rate at which an animation looks normal.

The Stage Editor animation preview function can playback wireframes at various frame rates (speeds). The fact that 180 frames took ~2 secs means that the preview animation box is running at ~90fps. That's playback time.

Now, if you time your animation to look normal at this frame rate then you'll have timed the animation to 90fps, not 30fps... You'd also be running "real-time" at 90fps ('cause your animatioon looks normal).

A major distinction must be made between the way you time an animation and the rate at which it is played back.

Let's go to your example. If you playback the animation at 30fps then it will look three times slower than it does in the animation preview box (which is running at 90fps). If you originally made the animation look "normal" when viewed in the animation preview box then it will look slow when rendered and played back at 30fps. Again, obvious, but true.

I always render 24bit frames with Imagine, convert to another format (usually DCTV) with another program (ifftodctv or Rend24), compile the animation with yet another program (makeanim, Rend24, MainActor), and playback with still another program (Viewtek or View)...

But, I have an Amiga, so it's much less painful than it sounds ;)...

Viewtek, on my machine, is quite capable of playing back ANIM7 DCTV animations in full-screen, full-color ("realtime"), 30fps. I don't know how robust Imagine's own viewer is, as I've never used it in all the years I've been using Imagine...

So, there's no definitive answer to your question.

Keep in mind, however, that the higher the frame rate you time your animation to, the harder it will be for your hardware to play it back correctly. It's much more difficult to playback a 90fps timed animation at 90fps than a 30fps timed animation at 30fps.

Sorry if any of this came out sounding stupid... It was not my intention.

Hope it helps...

Jeff -->

E-Mail: jgoldman@acs.bu.edu

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1.13 MSG-10 Subject: Re: Wireframe

Subject: Re: Wireframe
Date: Fri, 03 Mar 1995 07:18:45
From: Mike McCool <mikemcoo@efn.org>

Hey J,

Great post, you, in response to MCADOO's query about wireframe speed. I assume he knows how to use the slider in the control window of the wireframe preview anim player to slow his anims down to a viewable rate.

It was good to hear from someone else who doesn't use Imagine to make animations. I haven't used Imagine's make-movie function since the 1.0 days. It seems so clunky, compared to the facility with which Imagine renders 24bit frames. I think I quit using it at first because it was so demanding, and wouldn't let me interrupt a sequence and then go back to it without having to start over (that is if I invoked the "ok to delete frames once they're done" button, which I usually did, not having my ten terrabyte drive in those days).

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1.14 MSG-11 Subject: Re: Link-It

Subject: Re: Link-It
Date: Fri, 03 Mar 1995 07:47:46
From: Nikola Vukovljak <nvukovlj@extro.ucc.su.OZ.AU>

On Mon, 13 Feb 1995, Ayalon Hermony wrote:

> Hello,
>
> It's a serial port connection, up to 115000 baud.
> You get about 10K per/sec transfer, so moving IFF24 pic takes about a minute,
> not much fan to move 100 frames, not to mention more.

>
> Heard of a prog name LinkIt that should be a parallel connection, so
> should be much faster.
>
> But have no more info on that, anyone?
>
> Someone posted a while ago, he's going to try it and talk about it later,
> but never seen more info, maybe I missed it.
>
> If anyone has an address, price, mail-order info on LinkIt, please post.
>
> Thanks.
>

I originally posted a few months back now that I was about to receive
'Link-It' from Legendary Design Technologies.

It is meant to be a parallel link for PC-Amiga PC-PC Amiga-Amiga.

Well, even though I ordered the product in late October, I never received it.
The company was very quick to charge my M/C though.

Since early November I have called them and faxed them numerous times. At
first I got a couple of excuses that they were having difficulty getting
the cable parts in. Then, around Christmas, the package was meant to be
shipping. Well, I didn't receive it. So I called again and then faxed
them a letter in which I expressed what I thought of their service.
I haven't heard from the since. Well, ~3 weeks ago I moved to cancel the
charge on my M/C which my bank is in process of doing.
Since then I have called Safe Harbour - from what I have heard a
reputable US Amiga dealership and enquired about Link-It. They told me
that it hadn't started shipping!

I know that I won't be dealing with Leg. Design Tech. direct again.
I still want Link-It and would like to get it as it is the cheapest
solution for transferring the files between the 2 platforms.

Has anyone got the package or has anyone else had any experience in
dealing with LDT ?

Nik.
nvukovlj@extro.ucc.su.oz.au

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1.15 MSG-12 Subject: 3d meshes of tree and plants

Subject: 3d meshes of tree and plants
Date: Fri, 03 Mar 1995 11:27:46
From: Peter Thisted <pthisted@login.dknet.dk>

Hi there :-)

This is my first posting to the list.

I am sorry to say that I do not use the program Imagine, but I have got the impression that users in general was welcome.

I have a problem in making my new house project look realistic, because tree and plants are missing in the scenario.

Any one who can help me ? (dxf-dwg-3ds file type).

I have tried the site avalon.vislab.navy.mil without any result.

Peter Thisted

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1.16 MSG-13 Subject: Co-processors and imagine 2.0 on the pc

Subject: Co-processors and imagine 2.0 on the pc
Date: Fri, 03 Mar 1995 16:54:01
From: surentrr@vax.sbu.ac.uk

Hello there , this is my first posting to the list :)
I am using Imagine 2.0 on a 386dx with 4MB ram and a 80387 co-processor.
I was wondering ... would replacing my 80387 with a Weitek co-processor give a quicker rendering time and what is the performance gain?
Also do all programs which use a co-pro automatically speed up when a Weitek chip is used, or does the program have to specifically support the Weitek chip. I remember this chip being used a couple of years ago on CAD platforms, I can buy one locally for about 15% of the original cost but cannot try it out in the shop since they dont sell 386's anymore
Thanks .

Ramesh Suren e-mail : surentrr@vax.sbu.ac.uk

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1.17 MSG-14 Subject: Re: Wireframe

Subject: Re: Wireframe
Date: Sat, 04 Mar 1995 02:53:38
From: torgeir.holm@tbc.bbs.no (TORGEIR HOLM)

> It was good to hear from someone else who doesn't use Imagine to
> make animations. I haven't used Imagine's make-movie function since
> 1.0 days. It seems so clunky, compared to the facility with which
> renders 24bit frames. I think I quit using it at first because it was
> demanding, and wouldn't let me interrupt a sequence and then go back to
> without having to start over (that is if I invoked the "ok to delete

>frames once they're done" button, which I usually did, not having my
>terabyte drive in those days).

Another reason for not using Imagine to make anims is the quality. I find that using ADPro (with ProControl) or ImageFX gives me a much higher quality in the final anim. It also adds a lot of control, which you don't get using Imagine.

Torge!r - torgeir.holm@tbc.bbs.no

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1.18 MSG-15 Subject: DTA and Imagine.

Subject: DTA and Imagine.
Date: Sat, 04 Mar 1995 02:55:27
From: ray@kolvir.demon.co.uk (Ian Brown)

Hello World,

In the good old days, when I used POVray, its single clock variable and days of experimentation to produce my TGA files, I animated them with a program called DTA. (This is all PC based).

Now I'm using Imagine 2.0 (3 is 'in the post'), which also says it produces 24-bit Targas. These look fine in PaintShop Pro, but when animated with DTA have a bar of static along the top, and wrap around the screen so that the right/left edge of the image is in the middle of the right hand half of the screen.

Does anyone know why, or have a suggested fix for this problem?
Ta, Ian.

```
--
/-----\
| "So what if it's a 486-33MHz PC with 4MB. It plays Doom doesn't it?" |
|-----|
| ray@kolvir.demon.co.uk --- Ian Brown. |
\-----/
```

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1.19 MSG-16 Subject: Re: DTA and Imagine.

Subject: Re: DTA and Imagine.
Date: Sat, 04 Mar 1995 05:43:05
From: dalamar@MIT.EDU (Craig Andera)

> Now I'm using Imagine 2.0 (3 is 'in the post'), which also says
>it produces 24-bit Targas. These look fine in PaintShop Pro, but when
>animated with DTA have a bar of static along the top, and wrap around
>the screen so that the right/left edge of the image is in the middle of

>the right hand half of the screen.

I've used 2.0, 3.0, 3.1, and now 3.2, all using DTA to compile animations, and have never seen this problem. I suspect that making sure you have the most current version of DTA will correct the problem. The version I have is version 2.0.8, dated 10/93. I know you can download DTA from the net, but I don't know exactly where. I suspect somewhere on SimTel. An Archie search should do the trick.

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1.20 MSG-17 Subject: 3.1/3.2 Question

Subject: 3.1/3.2 Question
Date: Sat, 04 Mar 1995 06:19:01
From: Curcio Nicholas <curcion@db.erau.edu>

Hi all! I was just wondering if someone with 3.1 or 3.2 could check to see if Impulse fixed there Index of Refraction bug. The bug was, if you don't remember the discussion, that even small values of IOR (like 1.1) would cause very exaggerated effects when rendered.

Thanx in advance,

Nik

curcion@erau.db.erau

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1.21 MSG-18 Subject: Re: DTA and Imagine.

Subject: Re: DTA and Imagine.
Date: Sat, 04 Mar 1995 06:22:59
From: Shane Davison <davisoc@cs.uregina.ca>

> most current version of DTA will correct the problem. The version I have is
> version 2.0.8, dated 10/93. I know you can download DTA from the net, but I
> don't know exactly where. I suspect somewhere on SimTel. An Archie search
> should do the trick.

There is a newer version and the newest version can always be found on ftp.povray.org in pub/povray/utils as dtaxxxx.zip. Mr. Mason (Dave) was the one who told me about the 'most new' site.

--

Shane Davison (tsml)
davisos@cs.uregina.ca

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1.22 MSG-19 Subject: Re: 3.2 is here!

Subject: Re: 3.2 is here!
Date: Sat, 04 Mar 1995 06:55:55
From: Charles Blaquiere <blaq@io.org>

> From: William Eric Donoho <donoho@iglou.com>

> Got my Imagine 3.2. (IBM version) To all wondering, here's a summary of
> what you get:

Do you know if Impulse has fixed the bug where a States object would only remember one set of texture axes, regardless how many textures you applied?

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1.23 MSG-20 Subject: Sway

Subject: Sway
Date: Sat, 04 Mar 1995 07:24:42
From: Charles Blaquiere <blaq@io.org>

> From: m.rubin9@genie.geis.com

> Has anyone gotten the Sway EFX to work? I've found it erratic and
> there isn't a mention of it in the manual. Anything special about
> axis placement or the like that maybe I'm missing?

Sway will make all the children of a parent oscillate; the parent stays put. So, the proper way to use Sway is to create a bunch of objects (e.g. blades of grass), add an axis, select the axis, multi-select all, and group. This will group the grass to the invisible axis, Save the group. Load into Stage. Add Sway to the group in Action. Result: grass swaying in the breeze.

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1.24 MSG-21 Subject: Wireframe

Subject: Wireframe
Date: Sat, 04 Mar 1995 07:59:39
From: Charles Blaquiere <blaq@io.org>

> From: MCADOO <MCADOO@edinboro.edu>

> When using the Stage Editor-make animation feature is the playback time
> in real time or just playback time. If I timed it right 180 frames played
> back in approx time of around 2 secs. If I render these frames in the
> Project Editor will the time be different or will it be 30frames/sec.

As others have replied, playback speed of a rendered animation is a function of your computer's horsepower. Playback speed of a "Make anim" preview, however, should be constant, since we're talking 320x200, ONE bitplane animation. You've hit one of my favorite gripes about using Imagine in a professional setting: it's impossible to know what frame rate the quick preview plays at, so tweaking the timing of an animation is impossible. There just is no way to ensure preview playback at precisely 30 fps, or any other speed for that matter. You can vary the speed, but to what value? Your guess is as good as mine.

I've been asking Impulse for a long time to:

- 1) Time the quick preview playback at 30 fps by default
- 2) Add a "frames/sec" display field to the animation controller, allowing me to accurately control playback speed (for those cases when I'm animating at 20 fps, say)

This is the kind of functionality which professionals need, and for which there is no real or convenient workaround, that gets ignored while they implement a Top 25 Attributes requester for people too lazy to create their own "Attributes" directory. Bleagh.

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1.25 MSG-22 Subject: Imagine related CD-ROMs

Subject: Imagine related CD-ROMs
Date: Sat, 04 Mar 1995 15:22:49
From: Andrew Nunn <apn@moby.demon.co.uk>

Hi all,

One of the UK public domain companies is advertising several Imagine/Lightwave and raytracing cd-roms? They are as follows:

Imagine CD
The Light Rom
Imagine 3 Enhancer

Raytracing Vol 1
Raytracing Vol 2

So does anyone have any of these? Are they different, or is it just the Aminet, Avalon etc stuff collected onto one disk?

Andrew Nunn
apn@moby.demon.co.uk

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1.26 MSG-23 Subject: Imagine

Subject: Imagine
Date: Sat, 04 Mar 1995 18:33:16
From: darren priestnall <darren@hanger.demon.co.uk>

Great mailing list, I find the collection of Imagine user's over such a wide range of platform's give's a unique wealth of knowledge of Imagine.

I'm using Imagine 3.1 on the Amiga and I've constructed a space ship with several light axis grouped to the ship. These light emitting axis are located at the back of the ship just outside the back thruster's but I can't get the lens flare effect I'm after.

I get a great lens flare if I use the original lens flare from Imagine 3.0 but not the new effect from 3.1 which indicates that there's something between the camera and the light axis...but there isn't.

Any ideas what's stopping the flair effect.

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1.27 MSG-24 Subject: Re: Quicktime, MPEG, .AVI creators?

Subject: Re: Quicktime, MPEG, .AVI creators?
Date: Sat, 04 Mar 1995 19:17:41
From: Jeremy Peter Hopkin <jph@Cs.Nott.AC.UK>

>Try FTP.NETCOM.COM. I believe this is where the MPEG utilities are. The
>ones I have at home are CMPEG which takes .TGA images and compresses them
>into MPEG-1 format. You can also find there the MPEG CODEC software which
>gives you the ability to create MPEG-2 files. It also has more config
>options, includes the MPEG FAQ and source.

Whereabouts are these two utils? I had a "wander" around, but the place is big and everything's just be reorganised.

I be very grateful if you could give me the directories it is in.

Cheers,

Jeremy

I woke up this morning, had a coffee, a cigarette, and a quickrender.

I know what you're thinking, quickrenders are bad for you.

; -)

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1.28 MSG-25 Subject: Imagine

Subject: Imagine
Date: Sat, 04 Mar 1995 19:55:06
From: Charles Blaquiere <blaq@io.org>

> From: darren priestnall <darren@hanger.demon.co.uk>

> I'm using Imagine 3.1 on the Amiga and I've constructed a space
> ship with several light axis grouped to the ship.
> These light emitting axis are located at the back of the ship
> just outside the back thruster's but I can't get the lens flare
> effect I'm after.

>

> I get a great lens flare if I use the original lens flare from
> Imagine 3.0 but not the new effect from 3.1 which indicates that
> there's something between the camera and the light axis...but
> there isn't.

>

> Any ideas what's stopping the flair effect.

Perhaps the light-emitting axes have the "No lens flare" button turned on? (Attributes/Light) I tried recreating your situation, and the lens flare came through. I was using the fx31/globals/lensflar effect.

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1.29 MSG-26 Subject: UNIVESA Drivers for PC

Subject: UNIVESA Drivers for PC
 Date: Sat, 04 Mar 1995 21:31:42
 From: Sharky <sharky@aloha.com>

Hi Folks!

Just got my copy of Imagine 3.2PC and found that I can't use the enhanced resolution modes with my ATI Graphics Wonder card. Could someone point me off to the location of the UNIVESA driver on the net? I'm hoping this'll work so I can hop up to 800x600 and above...

Thanks in advance!

Aloha,

Sharky

sharky@aloha.com/CIS#70614,2011 ___ v Home Page : http://aloha.com/~sharky
 WebSurfer & Fun Guy,Funky ___/ \ >*< Hawaii Related Links and Etcetera's
 WWW Page Designs, ___/) | ^ 3D Modelling & Animation Art,Objects,
 Tech. Planning /_____/ } \ NOTE:Pages still under construction
 ~~~~~ (\_\_\_\_ALOHA!\_\_\_\_) ~~~~~

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## 1.30 MSG-27 Subject: Texture axis morphing

Subject: Texture axis morphing  
 Date: Sat, 04 Mar 1995 21:38:46  
 From: w.graham6@genie.geis.com

The texture axis position is not morphable thru States, but you can morph it by copying the object, renaming it, and moving the 2nd object's texture axis. Then simply morph the objects as in Imagine 2.0 and earlier.

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## 1.31 MSG-28 Subject: Wireframe

Subject: Wireframe  
 Date: Sat, 04 Mar 1995 22:15:17  
 From: w.graham6@genie.geis.com

For Amiga users, I highly recommend Magic Lantern for animation creation. It will enforce a playback rate, assuming your machine is capable of that speed. It also will let you sync sound to an animation, and when these

animations are played back on a slower machine, it will drop frames ala Quicktime, to stay in sync with the sound file. It multitasks nicely, takes up very little ram, and is available from Terra Nova Development, P.O. Box 2202 Ventura, California 93002-2202. Definately worth the \$60.

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### 1.32 MSG-29 Subject: States Animation

Subject: States Animation  
Date: Sat, 04 Mar 1995 22:57:30  
From: Curtis White <cwhite@teleport.com>

Well, after about 8 months of doing stills, I have decided to try some of Imagine's more advanced features (States and Bones). I did the bones example in the manual and got it working fine in the detail editor. My problem is this. Now that I have it working in the detail editor, what do I do to get it to work in the stage editor so that I can render it in the Project editor? The manual is very vague on how to get states (bones) to the final rendering stage. I know how to do normal keyframe animation, but can't seem to figure out how to get the object in different states into other frames besides the first. I am probably being ignorant and I would guess this has been asked many times before, but I must have missed it and don't know where to look to find this info. I would really appreciate any help on this. BTW, I am using the PC version of Imagine 3.2.

Thanks,

Curt

```
=====
=          Do not follow where the path may lead.          =
= Go instead where there is no path and leave a trail.     =
=====
```

Curtis White

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### 1.33 MSG-30 Subject: Group Projects & F/X ?

Subject: Group Projects & F/X ?  
Date: Sun, 05 Mar 1995 01:50:17  
From: Shane Davison <davis@cs.uregina.ca>

Hi all,

Just curious as to what happened with all those group projects that were mentioned on the IML: the diner ? the newsletter ? etc... I mean, are they still in progress ?

Also, does anyone have or could point me in the direction of C code for special f/x's ? Something to be used with ISL so I can fully test it (most of my scenes are fairly simple and don't require the use of any external utilities). I'd even appreciate code that is similar to the special f/x's that Imagine already has so I could also learn something while having fun :).

Anyway, hope you have/had a good weekend !

--

Shane Davison (tsml)  
davisos@cs.uregina.ca

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### 1.34 MSG-31 Subject: Vcolor

Subject: Vcolor  
Date: Sun, 05 Mar 1995 04:04:12  
From: eths1306@ele.etsmtl.ca

Hi,

I am using Imagine 3.0 for PC with a VColor XL, 24 bits video card from P.C. Logic. The video chip is Cirrus CL5426.

My problem is that Imagine doesn't recognise it as a VESA card, even though it is VESA compatible! Does any one has ideas about what should I do?

thanks

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### 1.35 MSG-32 Subject: Re: Realistic static

Subject: Re: Realistic static  
Date: Sun, 05 Mar 1995 08:12:33  
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

From: Kaspar Stromme <kxsl56@psu.edu>

> Does anybody have any good ideas how to emulate a television set  
> in the AM hours ? :)  
> My digitizer won't touch the stuff, since it's not a real signal...

---

> I'd hate to try to make brushmaps of the stuff, there must be an  
> easier way?

If you have ADPro, Displace Pixel does a good job of moving pixels around and it can be done with Arexx to create frames, beats doing it by hand.

Bob.

--

: Robert (Bob) Byrne : A3000/25 : vox Ph: +61 66 864324 :  
: rbyrne@3dform.edex.edu.au : : Ballina, NSW Australia :

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### 1.36 MSG-33 Subject: Re: States Animation

Subject: Re: States Animation  
Date: Sun, 05 Mar 1995 11:23:50  
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

. My problem is this. Now that I have it working in the  
> detail editor, what do I do to get it to work in the stage editor so  
> that I can render it in the Project editor? The manual is very vague  
> on how to get states (bones) to the final rendering stage. I know  
> how to do normal keyframe animation, but can't seem to figure out how  
> to get the object in different states into other frames besides the  
> first.

Well, this is pretty easy actually. Say you have 3 states in a bone object that bends ST1 (state 1) is the objects straight ST2 is it bent half way and ST3 is it bent completely.

You have to bend this in 30 frames. Add the object at frame 1 and set the States Name to ST1. if you want it to hold in the straight position for the first 5 frames then set the start frame to 1 and end frame to 5. If you want it to start to bend at frame 2 then just set the end frame to 1 too.

For this example we will have it start at frame 2.

Now add the same object at frame 2, but set the State Name to ST2 and set the frame range to start frame 2 end frame 15. This will make the states morph from ST1 to ST2 in 15 frames. Now add the same object at frame 16 and set States Name to ST3 and the start frame to 16, end frame to 30.

This will make a 30 frame animation of your bone object bending. Its that easy. Of course this could be easier if Impulse made a way of just changing the states and not having to reload the same object in again and again. Which seems to be were you may have been getting confused.

All of these objects need to be loaded into the same actor bar and you should never use the Default object in the actual animation process as it

---

can cause problems.

Oh if you had wanted the object to hold in the ST2 state for say 5 frames after it morphed to ST2 at frame 15, then you would just load in the object again for frames 16 to 21 and set the State Name to ST2. Then load it in again for frames 22 to 30 and set States Name to ST3 to continue the morph from ST2 to ST3 for the rest of the frames.

Hope this gets you started in the right direction..

=RRW=

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### 1.37 MSG-34 Subject: Re: States Animation

Subject: Re: States Animation  
Date: Sun, 05 Mar 1995 12:35:20  
From: Curtis White <cwhite@teleport.com>

> . My problem is this. Now that I have it working in the  
> > detail editor, what do I do to get it to work in the stage editor so  
> > that I can render it in the Project editor? The manual is very vague  
> > on how to get states (bones) to the final rendering stage. I know  
> > how to do normal keyframe animation, but can't seem to figure out how  
> > to get the object in different states into other frames besides the  
> > first.  
>  
> Well, this is pretty easy actually. Say you have 3 states in a bone object  
> that bends ST1 (state 1) is the objects straight ST2 is it bent half way and  
> ST3 is it bent completely.  
>  
> You have to bend this in 30 frames. Add the object at frame 1 and set the  
> States Name to ST1. if you want it to hold in the straight position for  
> the first 5 frames then set the start frame to 1 and end frame to 5. If  
> you want it to start to bend at frame 2 then just set the end frame to 1 too.  
>  
> For this example we will have it start at frame 2.  
>  
> Now add the same object at frame 2, but set the State Name to ST2 and set  
> the frame range to start frame 2 end frame 15. This will make the states  
> morph from ST1 to ST2 in 15 frames. Now add the same object at frame 16 and  
> set States Name to ST3 and the start frame to 16, end frame to 30.  
>  
> This will make a 30 frame animation of your bone object bending. Its that  
> easy. Of course this could be easier if Impulse made a way of just  
> changing the states and not having to reload the same object in again and  
> again. Which seems to be were you may have been getting confused.  
>

Yep, this is where I was getting confused.

> All of these objects need to be loaded into the same actor bar and you  
> should never use the Default object in the actual animation process as it

---

> can cause problems.

I was using the DEFAULT for frame 1 and it would not let me change the TO frame number.

>  
 > Oh if you had wanted the object to hold in the ST2 state for say 5 frames  
 > after it morphed to ST2 at frame 15, then you would just load in the  
 > object again for frames 16 to 21 and set the State Name to ST2. Then load it  
 > in again for frames 22 to 30 and set States Name to ST3 to continue the  
 > morph from ST2 to ST3 for the rest of the frames.  
 >  
 > Hope this gets you started in the right direction..  
 >  
 > =RRW=  
 >  
 >

This definately helps. Thanks! Now I can go play.

Curt

```
=====
=          Do not follow where the path may lead.          =
= Go instead where there is no path and leave a trail.    =
=====
```

Curtis White

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### 1.38 MSG-35 Subject: DTA & Imagine... Fixed.

Subject: DTA & Imagine... Fixed.  
 Date: Sun, 05 Mar 1995 13:22:26  
 From: ray@kolvir.demon.co.uk (Ian Brown)

I downloaded DTA 2.2 beta and tried it again. No problems this time, thanks to all.

Ian.

```
--
/-----\
| "So what if it's a 486-33MHz PC with 4MB. It plays Doom doesn't it?" |
|-----|
| ray@kolvir.demon.co.uk --- Ian Brown. |
\-----/
```

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### 1.39 MSG-36 Subject: TEXTURE AXIS MORPH

Subject: TEXTURE AXIS MORPH  
Date: Sun, 05 Mar 1995 13:48:47  
From: greg.tsadilas@hofbbs.com

> The texture axis position is not morphable thru States...

Yes it is! You have to click on the TEXTURE/BRUSH button wh

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### 1.40 MSG-37 Subject: Re: States Animation

Subject: Re: States Animation  
Date: Sun, 05 Mar 1995 15:13:01  
From: MGL <mischa@cats.ucsc.edu>

Curtis White asked about animnation of states etc. try the action editor!

-----  
M G L

phat 3D renders

mischa@cats.ucsc.edu  
-----

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### 1.41 MSG-38 Subject: Re: Vcolor

Subject: Re: Vcolor  
Date: Mon, 06 Mar 1995 03:18:11  
From: "Daniel T. Edwards" <dedwards@scs.unr.edu>

There are drivers that will make DOS aware of your VESA capabilities. You'll have to find one of these. UniVesa (I think) is one of them... That might be available on the net... Otherwise, call P.C.Logic. They might have it for you your specific board. Check the drivers disks that came with your board, because

you might already have it!

// James R. Walker WalkerVision Videographics //  
// dedwards@pogonip.scs.unr.edu //

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---

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## 1.42 MSG-39 Subject: ISL News

Subject: ISL News  
Date: Mon, 06 Mar 1995 07:38:10  
From: grieggs@netcom.com (John Grieggs)

Hi.

New version of ISL!

Version 3.0b9 includes several bug fixes, and a new method of handling unknown effects. This new effect handling allowed me to modify my shareware policy: The un-registered version of ISL now will destage and restage any effect! But, it will not provide the nice syntax for them that you get with the registered version. Hopefully this will make ISL a lot more useful to the curious, while still providing a reason to actually register. :-)

The new version is available on ftp.netcom.com, as:

```
ftp.netcom.com:/ftp/pub/gr/grieggs/ISL/ISL3_0B9.ZIP      PC
ftp.netcom.com:/ftp/pub/gr/grieggs/ISL/ISL3_0b9.LHA     Amiga
```

Note that ftp.netcom.com became a lot easier to get into recently.

Also, I went on the continuing upgrade program. The dozen or so new effects in 3.1 and 3.2 are what motivated me to add the unknown effect handling. I'll probably hold off on sending out upgrades to registered users until I've got the syntax in for all the new effects. If you're a registered user who is in need of one of the bug fixes, send me mail and I'll run one off for you.

Attached is an excerpt from the history file.

\_john

--snip--snip--snip--snip--snip--snip--snip--snip--snip--snip--snip--

03-05-95 - ISL 3.0b9

Added support for unknown effects. Effects which are not known to ISL may now be passed through destage and restage in a hex-based, generic format. The unregistered version of ISL now uses this for all effects. This is a Good Thing - it means the unregistered version now supports effects, just not as nicely as the registered version.

Added support for LENSES (CAMR subchunk). Thanks to Steve Lombardi for pointing it out.

02-25-95 - ISL 3.0b8

Fixed bug in destage involving backdrop names. Thanks to Paul Thompson for reporting it.

---

Added support for QUICKEDGES object flag.

02-20-95 - ISL 3.0b7

Fixed problem with large stages on the PC. Thanks to Jim Shields for finding the bug and helping me to duplicate it.

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### 1.43 MSG-40 Subject: Dare Imagine

Subject: Dare Imagine  
 Date: Mon, 06 Mar 1995 09:48:37  
 From: Calcolo Numerico 01 <CN01@novell.dima.unige.it>

cc: davis@cs.uregina.ca  
 cc: plucas@vt.edu (Perry Lucas)  
 cc: Imagine Mailing List

>Subject: IML Tidbits...  
 >

>Sorry to post this, but to anyone that is interested in helping/  
 >creating the IML Tidbit books/www/ag please contact me at  
 >plucas@vt.edu Seems that there are a lot of people wanting to  
 >do this and seems senseless for all of us to be covering the same  
 >ground over again.

Hi fellows,

I can send my contribute, I've a partial file format for Imagine Staging files, I realized this file spec personally, hope this can help all Imagine fellows, let me know.

I posted many months ago (I think may/june 1994) a little tutorial to realize a sea-shell shape, I can give my contribution with a dos and amiga command line utility to adjust 'PC red shifted atts' into normal attrib files, also.

Last but not least I can also realize a dos-based Amiga Guide reader, I prefer a dos reader, windooze is rubbish:)

By the way, could someone post me a copy of 'Dare Imagine', thx.

```

/\_
| O |    RET
|   | MAILING    ENDP                T-H-A-N-X
| O |    STACK    200H                ae(-_^)ue
|___| END        MAILING             _ _ _ _ _ Wizard signing off
    
```

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## 1.44 MSG-41 Subject: Several things.. [New obj!]

Subject: Several things.. [New obj!]  
Date: Mon, 06 Mar 1995 12:23:05  
From: CarmenR@cup.portal.com

Hello Imagine folks...

First thing I'd like to say is that I've released another public domain object for Imagine. Imagine 3 and Essence2 recommended. It's SpaceDock, the jumbo-sized space station from the trek films. You can get it from aminet [gfx/3dobj]. The filename is SDock1-IM.LHA. If you remember my enterprise D object I made a while back, you'll know you're in for a real treat.

The next thing is I have some questions about these new versions of Imagine [3.2 now?]. I'd like to upgrade, but I want to be sure this bug has been fixed first.. It's where you have an opaque object, and the camera looking at this object. And in between the normal object and the camera are more than two BRIGHT objects with transparent values. Whenever there are three or more filter objects on top of each other in a scene, the objects get muddy looking. This bug has been with Imagine since the beginning I believe. I was surprised to see it in v3. I was happy they got rid of the 'object not reflecting the environment map behind filter objects' bug tho. Does anyone know if the 'more than two object filter bug' has been fixed? I'd really like to know this.

I also noticed that PROPERTIES in states don't get remembered unless you also select SHAPE and GROUPING as well. Maybe it only needs one of the others, but I just used both to be sure. The "properties" I was changing was changing colours of faces from state to state. I never really went into the attributes requestor, so maybe that had something to do with it.

Here's something I'd like to be added to Imagine: The ability to select X, Y or Z values when adding action bars in the action editor. Recently, I'm running into more and more situations where this feature would save a lot of hassle, and make editing an already finished project a snap. The bars themselves would then be split up into three bars, one's bottom touching the other's top, etc.. And when the user clicks on the bar in INFO mode, he/she is presented with the option of adding "x" buttons [like in the attributes requestor] to any of the three values they wish to add to the scrip. Each of the X,Y and Z values would have it's own spline/knot controls as well. When someone uses the POSITION BAR function in the STAGE EDITOR's pulldown menu, this same requestor would pop up, probably with all three [X,Y,Z] values enabled by default. This would also provide better feedback that the POSITION, ALIGNMENT or SIZE bar has indeed been altered. As it is now, the pointer briefly goes to "busy," and that's all the feedback ya get.

The briefest example I can give for how this would be an advantage would be a bouncing ball. Z values can dictate the bounce of a ball. The first bounce can then be COPIED and PASTED to give as many bounces as desired. THEN, the user can add a single, non-spline X and Y position value at the end of each bounce [when the ball hits the ground] to have the ball move about the environment during the course of the animation. Although the current way wouldn't be THAT big of

a deal to set this up [making the ball bounce around], think of how much of a pain it would be to have to modify where the ball bounces to, so that it meets your client's rapidly shifting whims. To do this now, you have the X and Y values to change at the end of each bounce, but also all the intermediate X and Y values that are being defined during the bounce -that would only be used to define the Z of the bounce if this feature were to be added. I know that using STATES would be a good solution for this. But this is just one example. And separate X, Y and Z tweaking could also be used for things like tracking to objects, or following a path. This would be a simple way to train a gun-turret on a take to always aim at another object, but without becoming disconnected with the base of the tank. Oops, that's 'tank' not 'take.' Any comments on this?

That's all I can think of now.. I hope you enjoy exploring the SpaceDock object as much as I enjoyed creating it. CYA!

Carmen Rizzolo - Crazy Artist  
CarmenR@cup.portal.com

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## 1.45 MSG-42 Subject: Re: Transparancy bug...

Subject: Re: Transparancy bug...  
Date: Mon, 06 Mar 1995 12:59:32  
From: cjo@esrange.ssc.se

Milan Polle wrote;

>when using an uneven number of transparant layers, Imagine's mist  
>doesn't work behind it.

I seems that some things doesn't work correctly when seen through an uneven number of transparent layers. A few months ago the IML came to the conclusion that reflections and such didn't show on a reflective object that was behind a transparent plane. The sollution was making the "plane-object" having both a front- and a backside to it. As most things do in real life ;) I suppose Impulse didn't think the Imagine users to be so stupid as to making things "simple and memory conservant" by only using half the amount of faces ;)

My advice: use an even number of layers!

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

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**1.46 MSG-43 Subject: Re: Wireframe**

Subject: Re: Wireframe  
 Date: Mon, 06 Mar 1995 15:21:40  
 From: cjo@esrange.ssc.se

> I've been asking Impulse for a long time to:  
 > 1) Time the quick preview playback at 30 fps by default

Why 30? Why NTSC? I live in Europe and use PAL and therefore 25 fps!

<sigh>

Nobody ever thinks about poor me, everyone always thinks about themselves.

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

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**1.47 MSG-44 Subject: Add44k**

Subject: Add44k  
 Date: Mon, 06 Mar 1995 15:59:23  
 From: a00448@dtic.ua.es (ERNESTO POVEDA CORTES)

I have find the Add44k program in an old coverdisk of CU Amiga. If anyone wants it i can uencode it and send to the list.

```
+-----+
| 'Do not underestimate the power of the Force.' |
| | |
| email: a00448@dtic.ua.es --> Ernesto Poveda Cortes (I am not a number :) |
+-----+
```

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**1.48 MSG-45 Subject: RE: 3d meshes of tree and plants**

Subject: RE: 3d meshes of tree and plants  
 Date: Mon, 06 Mar 1995 16:21:47  
 From: Peter Thisted <pthisted@login.dknet.dk>

Hi there :-)

On my request, alan\_gordie@ml.com (Alan Gordie) provided me with a program called LPARSER3.zip.

I can recommend this program - it looks very nice by first view.

By the way i am using 3d-studio R2 on a DOS-computer.

Peter Thisted  
pthisted@login.dknet.dk

Peter Thisted

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## 1.49 MSG-46 Subject: Re: Imagine related CD-ROMs

Subject: Re: Imagine related CD-ROMs  
Date: Mon, 06 Mar 1995 17:59:46  
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

In article <9503041237.AA003iq@moby.demon.co.uk>  
Andrew Nunn <apn@moby.demon.co.uk> writes:

> One of the UK public domain companies is advertising several Imagine/Lightwave  
> and raytracing cd-roms? They are as follows:  
>  
> Imagine CD  
> The Light Rom  
> Imagine 3 Enhancer  
> Raytracing Vol 1  
> Raytracing Vol 2  
>  
> So does anyone have any of these? Are they different, or is it just the Aminet  
,  
> Avalon etc stuff collected onto one disk?

Hello Andrew,

I only have LightROM V1.0 and can recommend it. It has a large range of  
Imagine objects, pics to use as brushmaps etc. I don't know how the prices  
compare over there but I paid AUS\$90 and think it's good value.  
BTW. LightROM V2 will be out soon but will not include any Imagine objects.

Bob.

--

: Robert (Bob) Byrne : A3000/25 : vox Ph: +61 66 864324 :  
: rbyrne@3dform.edex.edu.au : : Ballina, NSW Australia :

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## 1.50 MSG-47 Subject: IMLarc59 on Aminet

Subject: IMLarc59 on Aminet  
Date: Mon, 06 Mar 1995 18:55:14  
From: Joop.vandeWege@MEDEW.ENTO.WAU.NL (joop van de wege)

Hi Everyone,

Well the subject says it all, but I'll repeat it anyway.

IMLarc59 is available on Aminet in the gfx/3d directory (or should within a day or 2)

Just like always, 2 version are available:

- IMLarc59.lha which contains a plain text archive with the messages sorted on date
- IMLarc59guide.lha which contains the AmigaGuide file format with the messages sorted on date AND threads, for easy reading

Size of both is about 210KB and contains 462 messages.

Greetings Joop

Thread 50  
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## 1.51 MSG-48 Subject: Making 3d trees and plants

Subject: Making 3d trees and plants  
Date: Mon, 06 Mar 1995 19:06:49  
From: surentrr@vax.sbu.ac.uk

This is a reply to Peter Thisted, who posted a enquiry about making plants and trees :

Hi , There is a program called L-Parser which produces organic looking objects in a variety of formats (DXF-POV-vivid-RAW).It comes with samples of trees ,plants and abstract objects. This is the only program I know of which produces the kind of objects you require. It has a quite a steep learning curve and therefore may require quite a bit of time and dedication to produce the result your after . Still for seasoned veterans it can bring a bit of \*sparkle\* to your scenes. It also produces mutations which can turn an ordinary plant into something which looks like its been under radiation.

Its available on compuserve and the internet .Try the povray.org site

I hope I've been of assistance : Ramesh Suren

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## 1.52 MSG-49 Subject: Imagine related cd-roms

Subject: Imagine related cd-roms  
Date: Mon, 06 Mar 1995 20:39:40

---



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

## 1.54 MSG-51 Subject: Essence

Subject: Essence  
Date: Mon, 06 Mar 1995 20:48:06  
From: surentrr@vax.sbu.ac.uk

A quick question :

Q: what is this Essence I frequently read about , Is it available for the PC . I'm using Imagine ver 2.0 on a 386 +4MB .

Thanks in advance . Ramesh Suren (DO FAQ'S require FAA freq.asked.answers!)

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## 1.55 MSG-52 Subject: Par's Revenge!

Subject: Par's Revenge!  
Date: Tue, 07 Mar 1995 00:53:27  
From: Lumbient@aol.com

I need a par! Can anyone tell me of a place that I can get one used? I dont have \$2000. Is there any other card that can output to tape for around \$500-\$1000? I have all these nifty anims and noone can see them because flc's look stupid! I have too many colors in one anim.

P.S. Is it true that Essence is porting to PC? (Rumor on AOL)

---Lumbient (GOD OF  
LIGHTbulbs)

Thread 314  
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## 1.56 MSG-53 Subject: DXF

Subject: DXF  
Date: Tue, 07 Mar 1995 01:51:13  
From: Carsten Bach <infoflex@inet.uni-c.dk>

I am using the 5.0 version of corel draw. And it should be possible to save things in dxf format, but every time i try to load it into imagine (3.1) i get the error no usable data found.

Is there a work around ? Or a PD SW dxf converter either PC or amiga ?

---

Arne Voigt  
Copenhagen Denmark

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## 1.57 MSG-54 Subject: Re: Several things.. [New obj!]

Subject: Re: Several things.. [New obj!]  
Date: Tue, 07 Mar 1995 04:53:37  
From: Michael Hazlett <tarkin@earthlight.co.nz>

On Mon, 6 Mar 1995 CarmenR@cup.portal.com wrote:

> Hello Imagine folks...  
>  
> First thing I'd like to say is that I've released another public  
> domain object for Imagine. Imagine 3 and Essence2 recommended. It's  
> SpaceDock, the jumbo-sized space station from the trek films. You can

WOW! Carmen Long time no hear :) Good to see your back at it...Take it easy.

Mike

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## 1.58 MSG-55 Subject: Re: Essence

Subject: Re: Essence  
Date: Tue, 07 Mar 1995 05:13:34  
From: Curtis White <cwhite@teleport.com>

> A quick question :  
>  
> Q: what is this Essence I frequently read about , Is it available for the  
> PC . I'm using Imagine ver 2.0 on a 386 +4MB .  
>  
> Thanks in advance . Ramesh Suren (DO FAQ'S require FAA freq.asked.answers!)  
>  
>

Essence is a set of procedural textures for Imagine. Currently it is not available for the PC, but last I knew, they were working on porting them to the PC. I have sent about 5 email messages to Steve Worley to find out the status of them and have gotten no response.

---

They are really great from what I have seen (a friend with the Amiga version). I will definately buy them when they come out, but good luck getting a response on their status. Apparently Steve is not that interested in selling them when they do come out.

Thanks,

Curt

```
=====
=           Do not follow where the path may lead.           =
= Go instead where there is no path and leave a trail.      =
=====
```

Curtis White

Thread 133  
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## 1.59 MSG-56 Subject: Several things.. [New obj!]

Subject: Several things.. [New obj!]  
Date: Tue, 07 Mar 1995 06:15:52  
From: Charles Blaquiere <blaq@io.org>

> From: CarmenR@cup.portal.com

> The next thing is I have some questions about these new versions of  
> Imagine [3.2 now?]. I'd like to upgrade, but I want to be sure this  
> bug has been fixed first.. It's where you have an opaque object, and the  
> camera looking at this object. And in between the normal object and the  
> camera are more than two BRIGHT objects with transparent values.  
> Whenever there are three or more filter objects on top of eachother in  
> a scene, the objects get muddy looking. This bug has been with Imagine  
> since the beginning I believe. I was surprised to see it in v3. I was  
> happy they got rid of the 'object not reflecting the environment map  
> behind filter objects' bug tho. Does anyone know if the 'more than  
> two object filter bug' has been fixed? I'd really like to know this.

Ummm Carmen, could this be caused by Imagine hitting its Resolve Depth limit? Try upping the value in the Preferences editor to see if it clears things up. (No pun intended)

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## 1.60 MSG-57 Subject: Spaddock

---

Subject: Spaddock  
 Date: Tue, 07 Mar 1995 08:39:46  
 From: plucas@vt.edu (Perry Lucas)

All I can do is look at the pretty JPEG and all I can say is wow. This definately out does the the NCC1701D object.

I want to play with the objects, but I don't have essence I or II for the pc yet...sniff sniff. Anyways, KUDOS...

--Perry

```

                                     _/_/|
                                     \o.O;
-----oOO =(____)= OOo-----
Perry J.Lucas
Emails: plucas@vt.edu                "PJ" on Diversity University
       plucas@raven.cybercom.com     Telnet: moo.du.org 8888
       lucasp@erau.db.erau.edu
HTML Homepage: http://erau.db.erau.edu:80/~lucasp

```

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## 1.61 MSG-58 Subject: Rendering Engine

Subject: Rendering Engine  
 Date: Tue, 07 Mar 1995 15:44:59  
 From: colin white <cwhite@pine.shu.ac.uk>

Could anyone please offer some advice on the following project:-

I am trying to animate the four strokes of a cylinder engine (Compression,ignition,exhust etc), but the problem is animating it. How is it possible to have one end of the connecting rod following a rotary path (connected to the cam on the big end), while the other end (connected to the cylinder head), following a linear path i.e up and down.

As far as I can see the cycle editor is not capable of such an animation.

Thanks in advance

Colin White...

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## 1.62 MSG-59 Subject: Re: Rendering Engine

Subject: Re: Rendering Engine  
 Date: Tue, 07 Mar 1995 18:12:14  
 From: cjo@esrange.ssc.se

Colin White wrote;

>I am trying to animate the four strokes of a cylinder engine  
 >(Compression,ignition,exhust etc), but the problem is animating it. How is  
 >it possible to have one end of the connecting rod following a rotary path  
 >(connected to the cam on the big end), while the other end (connected to  
 >the cylinder head), following a linear path i.e up and down.  
 > As far as I can see the cycle editor is not capable of such an animation.

Which version of Imagine are you using?

A grouped object and a couple of states in v3.x ought to do the trick.  
 (Who needs the cycle-editor? ;)

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

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## 1.63 MSG-60 Subject: Communications Decency Act of 1995 (fwd)

Subject: Communications Decency Act of 1995 (fwd)  
 Date: Tue, 07 Mar 1995 19:45:02  
 From: cjo@esrange.ssc.se

My dear fellow imagineerers.

The following message has got nothing to do with Imagine whatsoever but I'm posting it here anyway since it is of such importance.

If someone wants to flame me for it, fine, but I would be most dissapointed if anyone did.

So, please read on and most important of all; VOTE!!!

-----  
 The following describes how to sign a petition opposed to "The Communications Decency Act of 1995."

----- Forwarded Message -----

A matter has come to my attention of the utmost importance to all of us online.

Simply put, a couple of senators have proposed a particularly

---

heinous piece of legislation titled the "Communications Decency Act of 1995" (Senate Bill S. 314). Basically, the bill would subject all forms of electronic communication -- from public Internet postings to your most private email -- to government censorship. The effects of the bill onto the online industry would be devastating -- most colleges and private companies (AOL, Compuserve, etc.) would probably have to shut down or greatly restrict access, since they would be held criminally liable for the postings and email of private users.

Obviously, this bill is designed to win votes for these senators among those who are fearful of the internet and aren't big fans of freedom of speech -- ie., those who are always trying to censor "pornography" and dirty books and such. Given the political climate in this country, this bill might just pass unless the computer community demonstrates its strength as a committed political force to be reckoned with. This, my friends, is why I have filled your mailbox with this very long message.

A petition, to be sent to Congress, the President, and the media, has begun spreading through the Internet. It's easy to participate and be heard -- to sign it, you simply follow the instructions below which boil down to sending a quick email message to a certain address. That's all it takes to let your voice be heard. (You know, if the Internet makes democracy this accessible to the average citizen, is it any wonder Congress wants to censor it?)

Finally, PLEASE forward this message to all your friends online. The more people sign the petition, the more the government will get the message to back off the online community. We've been doing fine without censorship until now -- let's show them we don't plan on allowing them to start now. If you value your freedoms -- from your right to publicly post a message on a worldwide forum to your right to receive private email without the government censoring it you need to take action NOW. It'll take fifteen minutes at the most, a small sacrifice considering the issues at hand. Remember, the age of fighting for liberty with muskets and shells is most likely over; the time has come where the keyboard and the phone line will prove mightier than the sword -- or the Senate, in this case.

Here's what you have to do to sign the petition:

send an e-mail message to: S314-petition@netcom.com  
the message (NOT the subject heading) should read as follows:

SIGNED <your online address> <your full name> <U.S. Citizen> (y/n)

eg. SIGNED lsewell@leland.Stanford.EDU Laura Sewell YES

If you are interested in signing the petition, I would highly suggest investigating the details of the situation. You can find out more on the Web at <http://www.wookie.net/~slowdog> or in the newsgroup comp.org.eff.talk

----- end Forwarded Message -----

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|  |                |  |                                     |  |
|--|----------------|--|-------------------------------------|--|
|  | Conny Joensson |  | Swedish Space Corp. Estrange        |  |
|  | Kiruna         |  | Satellite operations - Telecom Div. |  |
|  | Sweden         |  | cjo@estrance.ssc.se                 |  |

---

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## 1.64 MSG-61 Subject: Re: Communications Decency Act of 1995 (fwd)

Subject: Re: Communications Decency Act of 1995 (fwd)

Date: Wed, 08 Mar 1995 01:25:44

From: Douglas Rudd <rudd@plk.af.mil>

<Snip>

> A matter has come to my attention of the utmost importance to all  
> of us online.

>

> Simply put, a couple of senators have proposed a particularly  
> heinous piece of legislation titled the "Communications  
> Decency Act of 1995" (Senate Bill S. 314). Basically, the  
> bill would subject all forms of electronic communication --  
> from public Internet postings to your most private email --  
> to government censorship. The effects of the bill onto the  
> online industry would be devastating -- most colleges and  
> private companies (AOL, Compuserve, etc.) would probably have  
> to shut down or greatly restrict access, since they would be  
> held criminally liable for the postings and email of private  
> users.

<Snip>

Well, we don't have to watch what we say, only what we think. This kind of tripe is the very antithesis of the Bill of Rights and cuts deep at the heart of what every freedom loving person in the world believes in. It should be noted that recently, the Democrats tricked the Republicans in the house into voting (and soundly defeating) some liberal sounding legislation that turned out to be the Fourth Amendment to the Constitution. This as reported on NBC news. Our freedom was earned with blood and will be given away with lies and apathy. DAMN!

"The Nazi whom we once did abhor is now gemielikeiter(sp?). He woos Miss Liberty with grace and rigor, a kiss of the hand and a click of the heel -- before he clicks the trigger!"

That quote from a 30 year old record album has landed with full impact.

Doug Rudd  
rudd@plk.af.mil

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## 1.65 MSG-62 Subject: Anyone out there?

Subject: Anyone out there?  
Date: Wed, 08 Mar 1995 02:14:13  
From: Joe Cotellesse <joe@ensoniq.com>

I haven't gotten any email in two days (not that I think I am important) and wanted to make sure my outside connection was still alive.

Joe C.

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## 1.66 MSG-63 Subject: X-rays

Subject: X-rays  
Date: Wed, 08 Mar 1995 07:54:06  
From: m.rubin9@genie.geis.com

One of my students just constructed a beautiful dining room set with a table lamp. The weird thing is that the light from the lamp goes right through the table top and lights up the floor and chair seats below. And the table has no filter value and no maps or textures at all. Even weirder is that even after we cloned the table top and put a second one below the first the light STILL shines through!

Is there any weird bug that causes otherwise normal objects to act like they are transparent? Yikes!!

A3000 w/14 Megs and a P,P&S '040.

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## 1.67 MSG-64 Subject: GVP '040

Subject: GVP '040  
Date: Wed, 08 Mar 1995 08:56:40  
From: m.rubin9@genie.geis.com

Two months ago I posted problems I was having running a GVP 40Mhz '040 in an A3000 - mainly when running Imagine. A couple of folks posted their experiences (negative) with this board, but I had just gotten mine to apparently run OK, so I didn't save those posts. And now I'm having more problems.

Is anyone running this board in a 3000?

---

Can you run Imagine for more than an hour without it crashing?  
Is the problem heat related and can it be solved by adding an  
additional fan?  
Now Select Solutions wants me to send it back to GVP for repair, but  
GVP seems not to really exist.  
I really need more info to determine whether this board is just a  
lemon or what?

Help!

Jon Rubin

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## 1.68 MSG-65 Subject: Re: GVP '040

Subject: Re: GVP '040  
Date: Wed, 08 Mar 1995 10:11:44  
From: "Anime a day..." <b7655@hopi.dtcc.edu>

On Wed, 8 Mar 1995 m.rubin9@genie.geis.com wrote:

>  
>  
> Is anyone running this board in a 3000?  
> Can you run Imagine for more than an hour without it crashing?  
> Is the problem heat related and can it be solved by adding an  
> additional fan?  
> Now Select Solutions wants me to send it back to GVP for repair, but  
> GVP seems not to really exist.  
> I really need more info to determine whether this board is just a  
> lemon or what?  
>  
> Help!  
>  
> Jon Rubin  
>

In the old days I had to put a pack of ice on my 1200 baud modem for it  
to dial with 'tone' , without it, it wouldn't last 2 hours before  
dialling with 'pulse' so ANYTHING is possible when it is heat related.

I would put some heat sinks and another fan on it and see from there..  
if that doesn't help then it seems that the heat problem is capacitor  
related (guessing) and it is a voltage problem... (limited engineering  
experience, so someone please back me up on that)

I bought my 4000 from Select and they helped me out in times of need  
(when a PD 'game' destroyed my rigid block on the HD and I had to  
re-identify it .. we saved about 99% of all the data.. THANK GOD, and  
THANK SELECT!!!)

Hope for the best...

Bill

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## 1.69 MSG-66 Subject: Re: X-rays

Subject: Re: X-rays  
 Date: Wed, 08 Mar 1995 13:59:33  
 From: erwin@lr9pstn.lr.tudelft.nl (Erwin Zwart)

Hi m.rubin9,

> at all. Even weirder is that even after we cloned the table top and  
 > put a second one below the first the light STILL shines through!  
 >  
 > Is there any weird bug that causes otherwise normal objects to act  
 > like they are transparent? Yikes!!

Are you sure to switch on 'cast shadows' in the action editor?  
 It's in the Lightsource actor bar.

Erwin

```
--
+-----+
| Erwin Zwart      E.Zwart@LR.TUdelft.NL   Faculty of Aerospace Engineering |
| phone: +31-15-158278 (or 140034)         Delft University of Technology |
| fax   : +31-15-158503                     The Netherlands           |
+-----+
```

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## 1.70 MSG-67 Subject: Re: X-rays

Subject: Re: X-rays  
 Date: Wed, 08 Mar 1995 15:11:01  
 From: plucas@vt.edu (Perry Lucas)

>  
 >One of my students just constructed a beautiful dining room set  
 >with a table lamp. The weird thing is that the light from the lamp  
 >goes right through the table top and lights up the floor and chair  
 >seats below. And the table has no filter value and no maps or textures

>at all. Even weirder is that even after we cloned the table top and  
 >put a second one below the first the light STILL shines through!  
 >  
 >Is there any weird bug that causes otherwise normal objects to act  
 >like they are transparent? Yikes!!  
 >  
 >A3000 w/14 Megs and a P,P&S '040.  
 >  
 What render mode are you using, scanline or Ray Trace? What version are  
 you using? and are you sure there aren't any other lingering light sources  
 around?  
 --Perry

```

                                     _/_/|
                                     \o.O;
-----oOO=(____)=OOo-----
Perry J.Lucas                               U
Emails: plucas@vt.edu                       "PJ" on Diversity University
        plucas@raven.cybercom.com          Telnet: moo.du.org 8888
        lucasp@erau.db.erau.edu
HTML Homepage: http://erau.db.erau.edu:80/~lucasp

```

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## 1.71 MSG-68 Subject: Re: X-rays

Subject: Re: X-rays  
 Date: Wed, 08 Mar 1995 16:48:14  
 From: cjo@esrange.ssc.se

Hi again m.rubin9,

>> at all. Even weirder is that even after we cloned the table top and  
 >> put a second one below the first the light STILL shines through!  
 >>  
 >> Is there any weird bug that causes otherwise normal objects to act  
 >> like they are transparent? Yikes!!  
 >Are you sure to switch on 'cast shadows' in the action editor?  
 >It's in the Lightsource actor bar.

Also:  
 Are you sure that you are 'raytracing' the image?  
 If you do a 'scanline' you won't get any shadows.

```

-----
| Conny Joensson | Swedish Space Corp. Esrange |
| Kiruna         | Satellite operations - Telecom Div. |
| Sweden         | cjo@esrange.ssc.se             |
-----

```

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## 1.72 MSG-69 Subject: Re: Rendering Engine

Subject: Re: Rendering Engine  
Date: Wed, 08 Mar 1995 18:40:46  
From: Soeren Birk Jacobsen <kurgan@imada.ou.dk>

This is a typical inverse kinematic problem, I think Imagine 3 has some (limited ) possibilities in this area (from what i've read)

Time is the fire in wich we burn..  
It's better to burn .. than to fade away.....

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## 1.73 MSG-70 Subject: Re: GVP '040

Subject: Re: GVP '040  
Date: Wed, 08 Mar 1995 19:36:47  
From: Michael Hazlett <tarkin@earthlight.co.nz>

On Wed, 8 Mar 1995 m.rubin9@genie.geis.com wrote:

>  
> Two months ago I posted problems I was having running a GVP 40Mhz  
> '040 in an A3000 - mainly when running Imagine. A couple of folks  
> posted their experiences (negative) with this board, but I had just

Well mine's crashed a few times when doing a huge anim non stop.

The big pisser is I heard that if I want to upgrade the memory I have to buy GVP Chips!! is that true???

MH

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## 1.74 MSG-71 Subject: My new PC (was: ATI Graphics card-something)

Subject: My new PC (was: ATI Graphics card-something)  
Date: Wed, 08 Mar 1995 20:59:18  
From: Jon Bagge <jon@vestnett.no>

Well, I got my PC. I didn't get an ATI though, I got an S3-based card. Called WinFast or something. It has an S3-964 chip and 2MB VRAM.

It can do 800x600x24 which is good for 3D images. I have Imagine 2.0

---

(from the PC Format Cover Disk.) It selects the correct resolution (unlike my friends PC, which views images in 640x400 no matter what), but it always shows them in 8-bit. If I exit the program and view the picture with a pictureviewer it turns out 24-bit like it should.

But Imagine insists on showing it in 256 colours instead.

Any way around this? Will an upgrade to this maybe?

And, btw, I bought a Pentium 75 (which I intend to attempt at 90Mhz) with 16Megs of RAM, and about 880MB of harddrive. No question it runs Imagine faster than my old A4000/040!

:-Jon

Only Pentium makes it possible! :))

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## 1.75 MSG-72 Subject: Re: Communications Decency Act of 1995 (fwd)

Subject: Re: Communications Decency Act of 1995 (fwd)  
Date: Wed, 08 Mar 1995 22:15:40  
From: Douglas Rudd <rudd@plk.af.mil>

>

>"The Nazi whom we once did abhor is now gemielikeiter(sp?).  
^^^^^^^^^^^^^^  
Gemutlichkeit sans Umlaut.

Also sans tense, if that makes any sense. Hey, that's a pun, son.  
Geez, kids today...

Doug Rudd  
rudd@plk.af.mil

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## 1.76 MSG-73 Subject: Re: X-rays

Subject: Re: X-rays  
Date: Wed, 08 Mar 1995 22:43:10  
From: Douglas Rudd <rudd@plk.af.mil>

>

>

> One of my students just constructed a beautiful dining room set

---

> with a table lamp. The weird thing is that the light from the lamp  
> goes right through the table top and lights up the floor and chair  
> seats below. And the table has no filter value and no maps or textures  
> at all. Even weirder is that even after we cloned the table top and  
> put a second one below the first the light STILL shines through!  
>  
> Is there any weird bug that causes otherwise normal objects to act  
> like they are transparent? Yikes!!  
>  
> A3000 w/14 Megs and a P,P&S '040.  
>  
>  
Are you in "trace" mode or "scanline"?

Doug Rudd  
rudd@plk.af.mil

---

The Amiga Guide to the Galaxy refers to Commodore's management as  
"A bunch of mindless jerks who will be the first to be lined up  
against the wall and shot when the revolution comes."

---

They will get my Amiga from me when they pry it from my cold, dead hands.

---

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## 1.77 MSG-74 Subject: Digest format

Subject: Digest format  
Date: Wed, 08 Mar 1995 23:09:36  
From: Mike Bandy <bandy@aplcomm.jhuapl.edu>

What do you think about getting the IML to go to digest format? I  
subscribe to several mailing lists (don't we all?) and it would sure make  
sorting out the various topics easier.

Dave, is it possible? What ML software are you running?

Mike

--

Mike Bandy bandy@aplcomm.jhuapl.edu  
Johns Hopkins University / Applied Physics Laboratory

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## 1.78 MSG-75 Subject: DXF

---





Subject: Re: GVP '040 /GVP Simms  
Date: Thu, 09 Mar 1995 02:12:44  
From: kxs156@psu.edu (Kaspar Stromme)

>The big pisser is I heard that if I want to upgrade the memory I have to  
>buy GVP Chips!! is that true??

Yep, GVP Simms are custom simms, usually 15-20% over regular simm prices.  
With the demise of GVP these simms could become scarce, and even pricier

BTW: If you own a GVP A530 and have it maxed out memorywise, and want more  
check out the A500 towerhack on Aminet. (top\_hk12.lha) In it, the author  
mentions he is working on another hack for the A530 that would allow the  
use of standard simms up to the 16MB type, for a total 32MB of FAST ram.  
Whoa!

-----  
Kaspar Stromme  
kxs156@email.psu.edu

40mhz68030/'882;9MB;340MB  
DCTV true-color system

PC-MAC = PoliticalCorrect-MindAbsentComputing  
-----

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## 1.82 MSG-79 Subject: Re: GVP '040

Subject: Re: GVP '040  
Date: Thu, 09 Mar 1995 04:07:14  
From: Mike McCool <mikemcoo@efn.org>

I'll try to keep the flame low, since this is IML and not the GVPsux  
mailing list,--but hey, how hard over the head do they have to hit us  
before we get the message!

I made a suggestion/query pertinent to a piece of their hardware I  
made the mistake of buying once, and the only response by way of user  
support I ever got was their newsletter, showcasing some guy who used his  
GVP to work on The StarWars project. Which,--in case all us Trekkies  
dozed off in hopes this had something to do with our favorite pablum--was  
one of the most colossal rip-off's ever foisted.

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## 1.83 MSG-80 Subject: Forwarded mail

Subject: Forwarded mail  
Date: Thu, 09 Mar 1995 04:07:20  
From: Leonardo Panella <MC8265@mclink.it>

---

Howdy! :-)

This message is a generic one sent out to all requesters of the Imagine Mailing List (IML).

My name is Dave Wickard. I am the administrator of the List.

To avoid having any bouncing mail trouble, and to avoid everyone on the List having to put up with bad mailers and such, I send this message out.

When you receive it, please respond to it immediately. When I receive your response, I know that the addresses and paths between you and the Mailing List are working fine. Then I immediately send you the Imagine Mailing List Guide. Also, I place you on the real List and you should begin getting your subscription promptly.

You will not be included on the IML itself until I have received your response!

Remember, the sooner you reply to this, the sooner you will get your Guide and hit the List.

Be ready for a fairly heavy traffic mailing list. As of late, we have been seeing from 20-30 posts per day. If your system does not allow you to receive mail at this rate, or you have a tendency to let your mailbox fill up, perhaps the IML is not for you. Naturally, that is between you, and your local System Administrator. I will however drop any account that bounces mail for more than a day due to no room in the mailbox. You will then need to resubscribe.

If for some reason, your reply to this message bounces back to you...the following addresses will reach me. They are listed in order of preference. Please don't email bomb me, just give the next ONE a try. :-)

Thanks for your interest in our Mailing List.

Dave Wickard (612) 456-2783 "It's not the SIZE of your image,  
dave@flip.eag.unisysgsg.com it's how you MANIPULATE it."  
dave@email.eag.unisysgsg.com -ancient proverb from Amiga Kama Sutra  
dave@shell.portal.com  
Sam\_Malone@cup.portal.com  
dwickard.EAGAN@mhs.eag.unisysgsg.com

.

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## 1.84 MSG-81 Subject: OHHH NOOO Flame war!!

Subject: OHHH NOOO Flame war!!  
Date: Thu, 09 Mar 1995 04:46:51  
From: "Anime a day..." <b7655@hopi.dtcc.edu>

On Wed, 8 Mar 1995, Jon Bagge wrote:

>  
>  
> And, btw, I bought a Pentium 75 (which I intend to attempt at 90Mhz) with  
> 16Megs of RAM, and about 880MB of harddrive. No question it runs Imagine  
> faster than my old A4000/040!  
>

But can you net surf WHILE you render???

> :-Jon  
> Only Pentium makes it possible! :))  
>  
>

b0nez

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## 1.85 MSG-82 Subject: Imagine 3.2

Subject: Imagine 3.2  
Date: Thu, 09 Mar 1995 04:53:07  
From: dalamar@MIT.EDU (Craig Andera )

I recently got my copy of Imagine 3.2 (PC). If there's interest, I could post the readme.doc that comes with it. It explains the new features, textures, and effect. Probably a copyright violation, but I doubt Impulse will sue me over what amounts to free advertising.

Although I'm pretty happy with it, I have noticed one thing that's a little annoying:

One project I'm rendering, at around 1.5 hours per frame, will not accept mouse or keyboard input while rendering. I can hit the cancel button only while "initialization" or "loading objects" is going on. During those times, the mouse responds properly. However, if I try to move the cursor during the "xx.x% complete" phase, I get nothing. It's not just that it won't respond to clicks - the cursor won't move at all.

---

Not sure what's going on here. Basically, I have the choice of either restarting the computer, or waiting up to 90 minutes for my 10 second window of opportunity. Fortunately, restarting doesn't seem to cause any trouble, but it is a pain.

The funny thing is that 3.1 doesn't do this. I still have 3.1 around, and I tried it on exactly the same project. The mouse responds fine, and I can cancel the render at any time. Also, I don't have this problem with other projects in 3.2, just this one.

The only thing I can think of is that it may have something to do with memory constraints. This project already bumps me up against my pitifully small memory limitation. Presumably, 3.2 is slightly larger than 3.1, so that might be it.

Any ideas on what this might be, or on how to fix it? I guess I can live with it, but like I said - it's a pain, and I wouldn't mind being able to get around it.

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## 1.86 MSG-83 Subject: My first public domain entry!

Subject: My first public domain entry!  
Date: Thu, 09 Mar 1995 05:17:43  
From: Andy <A.G.Thomas@durham.ac.uk>

Greetings imagineers. A while back I asked about putting an animation onto an FTP site. Well, it's now there! This is the first thing I've ever gotten into the public domain, so be gentle if you have comments to make. As someone recommended I've kept it small so that it'll fit happily on a single floppy before de-crunching. Sorry, I haven't said what it is: it's a short anim of a Star Trek ship doing a flyby. The readme file covers the other details. The name is STflyby.lha, in the pix/anim drawer of Aminet. Any Al200 owner can view it at full speed with no problem. The object used to make it should hopefully appear at some stage, although it hasn't yet done so. As far as I know the anim has only got as far as wuarchive.wustl.edu. Thanks to those who gave me advice, and apologies to the person I didn't send a copy to; I wanted to get it on FTP as a priority. If you'd still like a copy, let me know. If anyone wants the object now, I'll uuencode it and send it, but I've only got a week before vacations, so you'll have to act fast! Sorry about the length of the post... I'm just a bit excited! :-)

'Have you ever danced with the Devil in the pale moonlight?': Jack Napier

Andy Thomas, a.k.a. A.G.Thomas@durham.ac.uk

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## 1.87 MSG-84 Subject: Re: My new PC (was: ATI Graphics card-something)

Subject: Re: My new PC (was: ATI Graphics card-something)  
Date: Thu, 09 Mar 1995 05:58:14  
From: Michael North <IBTLMAN@MVS.OAC.UCLA.EDU>

> Well, I got my PC. I didn't get an ATI though, I got an S3-based card.  
> Called WinFast or something. It has an S3-964 chip and 2MB VRAM.  
>  
> It can do 800x600x24 which is good for 3D images. I have Imagine 2.0  
> (from the PC Format Cover Disk.) It selects the correct resolution  
> (unlike my friends PC, which views images in 640x400 no matter what),  
> but it always shows them in 8-bit. If I exit the program and view the  
> picture with a pictureviewer it turns out 24-bit like it should.  
>  
> But Imagine insists on showing it in 256 colours instead.  
>  
> Any way around this? Will an upgrade to this maybe?  
>  
> And, btw, I bought a Pentium 75 (which I intend to attempt at 90Mhz) with  
> 16Megs of RAM, and about 880MB of harddrive. No question it runs Imagine  
> faster than my old A4000/040!  
>

This sounds too obvious, but have you clicked the right boxes on the project editor screen. Click off the auto-dither and click on the true-color box. Sorry if this is too insultingly obvious.

On the Pentium, do you really want to try that with your nice brand new chip? The 75s are basically 90s that couldn't quite make it, so you're probably taking a real chance. Just my \$.02.

Michael

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## 1.88 MSG-85 Subject: CD rainbow

Subject: CD rainbow  
Date: Thu, 09 Mar 1995 06:02:55  
From: Philips S'pore Pte Ltd <philcomp@singnet.com.sg>

Hi there! I'm new at this rendering stuff, so my question may be a little dumb....

---

I am trying to model a Compact Disc player. I can manage this part. However, how do I simulate the interference effect (the lovely rainbow colours) one would see reflected off a Compact Disc? I have tried several textures in Imagine (ver 2.9) but it doesn't have the correct effect.

Andrew

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## 1.89 MSG-86 Subject: Re: GVP '040

Subject: Re: GVP '040  
Date: Thu, 09 Mar 1995 06:09:49  
From: "Steve J. Lombardi" <stlombo@eos.acm.rpi.edu>

> Two months ago I posted problems I was having running a GVP 40Mhz  
> '040 in an A3000 - mainly when running Imagine. A couple of folks  
> posted their experiences (negative) with this board, but I had just  
> gotten mine to apparently run OK, so I didn't save those posts. And  
> now I'm having more problems.  
>  
> Is anyone running this board in a 3000?  
> Can you run Imagine for more than an hour without it crashing?

The following info is courtesy of another IML member. I haven't tried it yet. In HDToolbox check your DMA mask. Try ffffffff. or is it c instead of e. shit. I forget and will have to go find that message. I guess you could just try changing yours.

good luck.

--  
steve lombardi  
stlombo@acm.rpi.edu

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## 1.90 MSG-87 Subject: Re: Forwarded mail

Subject: Re: Forwarded mail  
Date: Thu, 09 Mar 1995 07:04:35  
From: "Anime a day..." <b7655@hopi.dtcc.edu>

someone just sent me the first message your server sends out which requests a response... maybe you can let them know before everyone replies and go on the mailing list twice....

---

b0nez

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## 1.91 MSG-88 Subject: Re: States Animation

Subject: Re: States Animation  
Date: Thu, 09 Mar 1995 07:19:42  
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> > This will make a 30 frame animation of your bone object bending. Its that  
> > easy. Of course this could be easier if Impulse made a way of just  
> > changing the states and not having to reload the same object in again and  
> > again. Which seems to be were you may have been getting confused.  
> >  
>  
> Yep, this is where I was getting confused.

Ya I thought it might be, as well as a few other things that might have.

> > All of these objects need to be loaded into the same actor bar and you  
> > should never use the Default object in the actual animation process as it  
> > can cause problems.  
>  
> I was using the DEFAULT for frame 1 and it would not let me change  
> the TO frame number.

Well actually it will, but you need to remember to set the frame range  
of your animation first.

> > Hope this gets you started in the right direction..  
> >  
> > =RRW=  
>  
> This definately helps. Thanks! Now I can go play.

Great! glad to help out any Imagineer.

=RRW=

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## 1.92 MSG-89 Subject: GVP '040

---

Subject: GVP '040  
Date: Thu, 09 Mar 1995 08:20:49  
From: m.rubin9@genie.geis.com

It seems that one person has a problem with this board rendering long anims...Anyone using the 40Mhz GVP '040 in an amiga 3000 who is NOT having any problems? Just a few responses would help me to decide how bleak the situation is.

Thanks for all the response regarding "X-Rays." I don't know why I didn't check to see if the "cast shadows" button was selected. That must be it.

Jon Rubin

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### 1.93 MSG-90 Subject: Re: OHHH NOOO Flame war!!

Subject: Re: OHHH NOOO Flame war!!  
Date: Thu, 09 Mar 1995 08:56:26  
From: Curtis White <cwhite@teleport.com>

> On Wed, 8 Mar 1995, Jon Bagge wrote:  
>  
> >  
> >  
> > And, btw, I bought a Pentium 75 (which I intend to attempt at 90Mhz) with  
> > 16Megs of RAM, and about 880MB of harddrive. No question it runs Imagine  
> > faster than my old A4000/040!  
> >  
>  
> But can you net surf WHILE you render???

Don't need to, since the Pentium renders sooooo fast, you can render the pic and then go net surf and probably be finished net surfing before the Amiga is done. Pentium renders are extremely fast. I have had one pic that took a little over an hour to render and that was the most complicated pic I have ever done (with all the settings set to their highest for the best quality pic). Most normal pics take anywhere from 2 to 20 mins. Not to mention, if Impulse ever makes Imagine able to run either in Windows or in a DOS shell under Windows, rendering and netsurfing will be able to both be done at the same time and way faster.

But then I have to admit, the Amiga blows the PC away when it comes to animation. The PC won't even touch the Amiga in this arena. So, I say it is about an even trade, for now.

Curt

---

>  
>  
> > :-Jon  
> > Only Pentium makes it possible! :))  
> >  
> >  
>  
> b0nez  
>  
>  
>

```
=====
=          Do not follow where the path may lead.          =
= Go instead where there is no path and leave a trail.     =
=====
```

Curtis White

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## 1.94 MSG-91 Subject: Re: X-rays

Subject: Re: X-rays  
Date: Thu, 09 Mar 1995 09:17:17  
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> One of my students just constructed a beautiful dining room set  
> with a table lamp. The weird thing is that the light from the lamp  
> goes right through the table top and lights up the floor and chair  
> seats below. And the table has no filter value and no maps or textures  
> at all. Even weirder is that even after we cloned the table top and  
> put a second one below the first the light STILL shines through!  
>  
> Is there any weird bug that causes otherwise normal objects to act  
> like they are transparent? Yikes!!

Well, this may sound like an easy answer, But you did not mention whether you were raytracing the project or scanline rendering. So right off the bat I would say to set the project up for raytracing. When you render in scanline your lights will go through any objects you might have in the scene.

To stop this you need to usually set raytracing to on.

=RRW=

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## 1.95 MSG-92 Subject: Re: Imagine 3.2

Subject: Re: Imagine 3.2  
Date: Thu, 09 Mar 1995 10:16:44  
From: GGaler@aol.com

I have noticed another possible problem with Imagine 3.2. I cannot use the F1 to multi-pick objects while pressing the SHIFT key. I have to use the mouse to pick all the objects, which is sometimes hard to do. The F1 key works okay otherwise.

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## 1.96 MSG-93 Subject: X-rays

Subject: X-rays  
Date: Thu, 09 Mar 1995 11:36:11  
From: mdrivers@tbag.tscs.com (Mike Rivers)

Suggestions:

1. Make sure object has a fog length of 0.00.  
(fog objs don't cast shadows)
2. Make sure the light casts shadows.
3. Make sure you're using trace mode, not scanline.

If the other objects in the scene cast shadows, it's most likely going to be #1.

If nothing cast shadows then it's 2 or 3.

```
-----  
| Commodore failure. Press mouse button to continue |  
| Guru Meditation $35000000 Task : $00000CBM |  
-----
```

Vermin - roadkill on the information superhighway

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## 1.97 MSG-94 Subject: Re: Imagine 3.2

Subject: Re: Imagine 3.2  
Date: Thu, 09 Mar 1995 11:39:20  
From: dalamar@MIT.EDU (Craig Andera )

>I have noticed another possible problem with Imagine 3.2. I cannot use  
>the

---

>F1 to multi-pick objects while pressing the SHIFT key. I have to use the  
>mouse to pick all the objects, which is sometimes hard to do. The F1 key  
>works okay otherwise.

I have noticed the same thing, only what I think you may be seeing is that  
only left shift-F1 will multipick. If you use right-shift, it won't work.

I may have that backwards, i.e. right works, left doesn't. Anyway, only one  
of them does what you want it to.

This actually reminds me of another "feature" that I find a bit irritating.  
If you use left/right shift-m (again, not sure which), you can move the  
axes, as per normal, but right/left shift-m enables magnetism.

I'm all for keyboard shortcuts - once you get them down, they make  
everything much, much faster - but making the left-right modifier keys have  
different purposes is somewhat counterintuitive. It took me long enough to  
get used to only being able to use right alt...

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## 1.98 MSG-95 Subject: Sorry Could Not Find Subject!

Date: Thu, 09 Mar 1995 13:18:05  
From: Mark Johnson <johnno@cs.curtin.edu.au>

G'day I was wondering, has anyone done a model of the Gunstar from the last  
star fighter? or has anyone got drawings, pics or the model of it? If you do  
I want it! please.

Another thing, what is the resolution for 35mm slides? say about 1000x800 ?

With all this talk about Bones, I have a tutorial on the subject (hard copy).  
I sent it to ACAR, so it may be published, it may not. Anyway i have it in  
pagemaker 5 IBM format. If ACAR don't what it, you are welcome to it. Or I can  
send you it as ascii. One thing, i have never ftp something. Sure, I've grabbed  
stuff from it, but I havent sent stuff.

Is there anyone in Perth West Australia that has a single frame recorder? If so  
mail me. I up the creek, I have a 360 frame anim that needs to be put to tape.  
The best I can do is 160x128 using Opal at 25fps.

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## 1.99 MSG-96 Subject: Re: CD rainbow

Subject: Re: CD rainbow  
Date: Thu, 09 Mar 1995 14:36:05  
From: Shane Davison <davis@cs.uregina.ca>

---

Philips S'pore Pte Ltd wrote:

> I am trying to model a Compact Disc player. I can manage this part.  
> However, how do I simulate the interference effect (the lovely rainbow  
> colours) one would see reflected off a Compact Disc? I have tried  
> several textures in Imagine (ver 2.9) but it doesn't have the correct effect.

I have extracted the following messages from the archives of the Imagine Mailing List and removed non-relevant lines to reduce the size of this message. Hope this helps a few people...

-----

From: "Vax Headroom (Dave E Martin)" <DAVE@NET23.MIT.EDU>

I suggested that the index of refraction be setable for each wavelength of light. This will enable prisms and other interesting real-world transparent solids (like diamonds) to be better ray-traced. It would be nice if it would interpolate between given wavelengths (such as R, G, and B), but be able to produce a prismatic rainbow.

-----

From: Mark Thompson <mark@westford.ccur.com>

The problem with this is that ray-tracers and other "light simulators" are programmed and run in a digital domain. Light is an analog phenomena with a continuous range of wavelengths across the entire spectrum (visible and invisible). It is not really a simple matter of interpolation from say red to green. What you really need is to trace MANY rays per pixel (for every one ray you would normally trace) in an effort to simulate the full spectrum. There are a few ways this process could be sped up. First of all, only shoot ray spectrums when a single ray intersects a refractive medium. Second, coherence optimizations can be made since each sequential spectrum ray will deviate only slightly from its previously traced 'sibling' ray. It will be an extremely compute intensive rendering. >From a forward trace perspective, this all sounds somewhat intuitive but I question how effectively such techniques could be implemented in a backward tracer (the only kind of tracer any sane person would implement). In any event, it is most likely WAY beyond the realm Imagine to handle this kind of stuff.

-----

From: "Christopher Stevenson" <csteven@aries.yorku.ca>

Here's something which requires a converter that can load separate eight-bit R, G, and B files (again, as can be generated in Imagine 1.1) and combine them into a 24-bit IFF. It's a bit labour-intensive, so is best used for stills; to simulate differential refraction effects ("prismatic coloring"), say when looking through a glass sphere at a pencil lying on a checker-mapped table, render the scene three times to separate rgb files, changing the index of refraction of the sphere slightly each time and deleting two of the three files each time. For example, for the first rendering, use an index similar to that for red light (say 1.55) and delete the blue and green bitplane files -

rename the red file so it won't get over-written. Increase the index by .01 to 1.56 for green light, render again, delete the blue and red files, rename (to match your original red's name, with some distinguisher) and finally increase the index a third time to 1.57 for blue, render and keep only the blue file. For example, you might end up with pic01\_r, pic01\_g, pic01\_b  
You'll then have to recombine these with something... I understand ADPro does this nicely. Gotta get this program sometime, but in the meantime does anyone know of PD routines out there?

-----

From: Mark Thompson <mark@westford.ccur.com>

Stephen J.Gowdy writes:

> I've been trying with little success to render a prism with a cylindrical  
> light source entering one face. I've read Steven Worleys book and it suggests  
> that light sources aren't affected by transparent objects. Can anyone confirm  
> this? I was trying to see if it would refract light as different wavelengths of  
> just as one beam.

Contrary to what many people believe, ray-tracers are a far cry from modeling real world light interaction/properties and no commercial tracer I am aware of deals with light as a continuous or multi-wavelength phenomena. So no, you can't model prismatic diffraction with Imagine.

-----

From: tes@gothamcity.jsc.nasa.gov (Thomas E. Smith)

I have an idea that I think will work. Though it laborious to do (sigh):

Do 7 renders of the same scene with the light source being the 7 colors of the rainbow in each of the renders. Then for the blue end of the spectrum give the transparent objects a slightly lower index of refraction, and the reddish colors will get a higher index of refraction.

Then combine the pictures using DCTV or something. It should work. If you try it let me know how it goes.

-----

From: jgoldman@acs.bu.edu (Jeffrey Goldman)

> >The magnify glass made me think, if we can make a magnify glass,  
> >can we make a prism??  
>  
> Why not try it?  
>  
> Here's what I think: it won't be possible. While Imagine can model a  
> magnifying glass, and other lenses to distort an imagine, it cannot bend  
> a light source. You cannot build a lens to concentrate a light to a  
> point (such as to burn 3D ants :) This also means that it doesn't work  
> the other way. You can't focus a light, or, as far as I know, reflect a  
> light (ie: you can't have a light point in one direction and reflect it  
> in another to light up an object. I think that would take something  
> like radiosity).

Correct. Mainly, I believe, because you're not tracing a photon from a light source to the camera. It goes the other way. A "photon" or ray is emitted from the camera. What it hits determines what you see.

I'm not sure, but I think radiosity is just a more complex simulation of "real world" conditions. Instead of tracing a ray to an object and finally to a light a radiosity renderer would trace a ray to an object, determine what should happen at that point and then shoot more rays out of the object itself. One ray could turn into hundreds as soon as it hits another object. Of course, this is just speculation...

Even if you could manipulate light in a "real world" manner a prism would still not be possible unless the nature of the electromagnetic spectrum were taken into consideration with the renderer.

Light, as we all know, is made up of different wavelengths. White light (255,255,255) in Imagine is not a combination of ever wavelength in the visible EM spectrum. It is 100 percent of red, green, and blue. So, it's not "white" light in the real sense.

To do a prism effect you have to tell the renderer that every color is made up of different wavelengths of light, and that your refractive materials are made up of physical substances capable of manipulating the colors on the basis of their wavelengths. Etc, etc., etc... Needless to say, it would take a lot of calculation...

-----

From: jgoldman@acs.bu.edu (Jeffrey Goldman)

> I Need a CompactDisc/LaserDisc Imagine object...ASAP..  
> And some tips about how to make a perfect reflection, like a CD...

It's virtually impossinle to get an accurate, perfect reflection like the kind you're looking for with most renderers. Read the other posts about magnifying glasses/prisms/wavelengths. The reflective nature of a compact disc relies on a sort of primastic effect. Something that can't be done with a ray-tracer.

You can simulate it fairly well by modelling a CD and giving it highly reflective attributes (like chrome). The rainbow reflection would come from the interaction between the object and a custom global reflection map. If you create a global reflection map that looks like a rainbow of colors you'll probably get good results with the CD reflection thing. Hope it helps...

-----

From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> I Need a CompactDisc/LaserDisc Imagine object...ASAP..  
> And some tips about how to make a perfect reflection, like a CD...

---

Don't have the object, but the best I can think of is use a brushmap with a CD patterns on it and apply it to a chrome disk, then make a disk and extrude it to the thickness of the CD and give it a Glass attribute with an Index of Refr of maybe 1.50 to 3.55. quite a margin but I'm not really sure of this, You'll need to experiment. Then fit the first disk inbetween the glass one. Should be halfway desent.

-----

From: Mike Bandy <bandy@aplcomm.jhuapl.edu>

> > I Need a CompactDisc/LaserDisc Imagine object...ASAP.  
> > And some tips about how to make a perfect reflection, like a CD...

How about making one of those lighting bundles talked about a few weeks ago - with each light in the bundle having a different color?

-----

From: janthony@greatwall.cctt.com (Jude Anthony - DMC)

----- Received message begins Here -----

> From: Wes Parham <parham@phoenix.cs.uga.edu>  
> Subject: Re: CD Object WANTED...  
>  
> Seriously, though: the suggestion of a prismatic global reflection  
> sounds like a real good idea to me. I tried to make one using two or  
> more of Impulses 'Angular' texture mapped onto a disc-shaped object  
> within a certain 'subgroup' of the object. Seemed to do the trick but  
> I imagine that it wouldn't look as good animated as would the global  
> raffect map. Ah, perhaps rotate the angular texture about as it  
> changes from one set of settings to another.... anyone?  
> wes~

Well, since you asked for anyone...

I took a disastrous try at this once. Absolutely ugly. I decided I'd just digitize stuff from now on, but since then I got an\_idea!

Looking at my CD collection, I see that there's a gray-looking disk, with a plastic coating. When I move the CD, I get angular-looking ranges of color that move in opposite directions around the CD.

If I were to model this, I'd try making a gray, partly-reflective CD disk, with two or three thin, transparent disks on top, and a plastic, non-refractive, lightly reflecting disk enclosing the whole bit. To each of the thin, transparent disks, I'd give one or two angular textures, and I'd set up a second object to morph the textures in different directions.

This would be really easy if Imagine did diffraction, but this is as close as I can get, I think. If you're really desperate, give it a shot. Hell, I might try it tonight. I like that comment someone made on "less speculation, more effort."

[end]

Sorry for the long post but I think this would be a good one to save for the future in case the need arises for you to do this effect.

Regards,  
Shane Davison.

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### 1.100 MSG-97 Subject: Re: Itty, bitty tidbit ...

Subject: Re: Itty, bitty tidbit ...  
Date: Thu, 09 Mar 1995 16:30:31  
From: Nikola Vukovljak <nvukovlj@extro.ucc.su.OZ.AU>

On Tue, 14 Feb 1995, Steve NACAD::Sherman LKG2-A/R5 pole AA2 DTN 226-6992 14-Feb-1995 1019 wrote:

> Forgive me if this is mentioned elsewhere, but I didn't remember this trick  
> and didn't see it in the manual. Could be something to add to the coming  
> hint sheet or whatever. Probably an old trick to most of you ...  
>  
> If you have a sphere primitive (no faces) and want to convert it to a sphere  
> with points and faces, use Split.  
>  
> Steve  
>

Actually what you want to use is Slice. Using Split does nothing.  
Using fracture (with < 1.0 ) produces interesting results too.

Nik.  
nvukovlj@extro.ucc.su.oz.au

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### 1.101 MSG-98 Subject: Re: GVP '040 /GVP Simms

Subject: Re: GVP '040 /GVP Simms  
Date: Thu, 09 Mar 1995 16:56:55  
From: Michael Hazlett <tarkin@earthlight.co.nz>

On Wed, 8 Mar 1995, Kaspar Stromme wrote:

> Yep, GVP Simms are custom simms, usually 15-20% over regular simm prices.  
> With the demise of GVP these simms could become scarce, and even pricier

---

Yup...heard that song b4

> BTW: If you own a GVP A530 and have it maxed out memorywise, and want more

I own a 2000HD GVP 040 Combo 4mb

MH

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### 1.102 MSG-99 Subject: Re: GVP '040

Subject: Re: GVP '040  
Date: Thu, 09 Mar 1995 18:25:25  
From: Michael Hazlett <tarkin@earthlight.co.nz>

On Wed, 8 Mar 1995, Mike McCool wrote:

> I'll try to keep the flame low, since this is IML and not the GVPsux  
> mailing list,--but hey, how hard over the head do they have to hit us  
> before we get the message!

Pretty damn hard it seems :)

> I made a suggestion/query pertinent to a piece of their hardware I  
> made the mistake of buying once, and the only response by way of user  
> support I ever got was their newsletter, showcasing some guy who used his  
> GVP to work on The StarWars project. Which,--in case all us Trekkies  
> dozed off in hopes this had something to do with our favorite pablum--was  
> one of the most colossal rip-off's ever foisted.

What exactly was this Star Wars thing called, could you tell me about it?

I'm a SW fan (Check out my Objs you'll see :)

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### 1.103 MSG-100 Subject: Strange black lines.

Subject: Strange black lines.  
Date: Thu, 09 Mar 1995 21:21:28  
From: ray@kolvir.demon.co.uk (Ian Brown)

A problem has presented itself, and here it is.  
I'm trying to build a model spaceship (this bit works), and do a flyby

---

animation to see what it looks like.

However, every frame I have rendered from the project editor has a black line down the second pixel row from the left. This happens in trace and scanline modes (at least), in every shape and size render.

The ship is covered in dethstar texture panels, with no filtering areas to speak of (and they're on the other side of the picture).

There is a starfield set in the globals actor.

Oh yeah, it's Imagine 3.0.

Help! :-(

Ian.

```
--
/-----\
| "So what if it's a 486-33MHz PC with 4MB. It plays Doom doesn't it?" |
|-----|
| ray@kolvir.demon.co.uk --- Ian Brown. |
\-----/
```

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## 1.104 MSG-101 Subject: PC'S AND 24BIT ANIMATIONS ...

Subject: PC'S AND 24BIT ANIMATIONS ...

Date: Thu, 09 Mar 1995 21:56:24

From: surentrr@vax.sbu.ac.uk

:-) Hi to all !

There is an *\*excellent\** program for PC users out there which enables you to create 24bit animations and view them .The programs are quite popular ,but the newer versions have additional functions which existing users may not know about. The program is called DTA and will produce an animation from TGA's , gifs and other files fed into it. What existing users may not know is that it now supports true - color animations . I use Imagine v2.0 (From the PC FORMAT coverdisk) to create 24 bit TGA Files which I then feed to DTA . The resulting animation can be 8,16 or 24 bit (you have to specify on the command line).The resulting animation will be quite large if you choose 24 bit. To view you require a program called DFV (Dave's Flic Viewer). This will then play back the animation.

I must say these 24 bit animations look stunning and this is the only program I know of which can accomplish it. The programs are shareware and available on the internet. DTA also does Chroma-key animations which are quit useful for overlaying space ships onto fractal or Vista-Pro Terrain. Obviously your hardware

needs to support true color ( I am using a 386 4MB and Cirrus Logic video )

Ramesh .

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## 1.105 MSG-102 Subject: Rendering Engine

Subject: Rendering Engine  
Date: Thu, 09 Mar 1995 22:43:49  
From: cwhite <cwhite@pine.shu.ac.uk>

Could anyone please offer some advice on the following project:-

I am trying to animate the four strokes of a cylinder engine (Compression,ignition,exhust etc), but the problem is animating it. How is it possible to have one end of the connecting rod following a rotary path (connected to the cam on the big end), while the other end (connected to the cylinder head), following a linear path i.e up and down.

As far as I can see the cycle editor is not capable of such an animation.

Thanks in advance

Colin White...

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## 1.106 MSG-103 Subject: Re: Slide Resolution

Subject: Re: Slide Resolution  
Date: Fri, 10 Mar 1995 00:05:34  
From: beeton@SEDSsystems.ca (Gary Beeton, beeton@SEDSsystems.ca)

>...

>Another thing, what is the resolution for 35mm slides? say about 1000x800 ?

>...

I don't know exactly, but it is much higher than that. If you are planning to copy a render to slide then the following posting from a fellow Imagineer might help.

Gary  
beeton@SEDSsystems.ca

---

----- Previous Posting Follows --- Source: unknown -----

Subj: film/print output

I've been outputting my Amiga 3D imagery to film since 1989, at that time it was necessary to convert the file to Mac format and use a Mac service I have done lots of 4x5 and slide output. The advantage to larger size film is that you can magnify the image more without as much graininess as with a slide. The usual upper limit is 10x the size of the source film, so 8x10 from a slide, 40x50 inches from a 4x5, etc. For slides I usually render from 1000x600 to perhaps 1500x900 pixels, depending on the image complexity. Any more than that is overkill. For 4x5 output I've done a lot of images at 1600x2000, the optimum size is 3200x4000. Any more is overkill. Bear in mind that when imaging to film your work becomes "original art", in other words an analog image. This is due to the fact that the emulsion diffuses the incoming pixels, so that unless there is severe "stair-stepping" in the original bitmap, there will be no pixelization in prints made from the film. For dye sublimation and other types of direct-to-printer output, I would recommend converting your image to an EPS. I've had 640x480 raytraces output with a dye sublimation printer to 11x17 with no pixelization, and have done full color t-shirt transfers done at that resolution also. One important tip for 3D imagery output to film is to boost your gamma about 50%, and then make sure the dynamic range is re-sampled to the max, otherwise your film and prints will be very dark. As far as where to get it done, just pick up any Mac world and the classifieds are full of places. There is an Amiga format 4x5 output (slides too) here in Phoenix, they charge \$65 for one image, \$35 each for three or more, and so on. Slides can usually be had for 4-8 bux each.

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## 1.107 MSG-104 Subject: Re: GVP '040

Subject: Re: GVP '040  
Date: Fri, 10 Mar 1995 01:22:35  
From: Mike McCool <mikemcoo@efn.org>

Hey Mike,

Excuse the shortening of your name, but I'm a Michael/Mike, too, so I hope it's legal.

The StarWars project I was referring to, that the GVP dweeb was working on, had NOTHING to do with our favorite TV show. It was one of the mind-numb schemes of Ronald Reagan, to place particle beam, lasar and ICBM weapons in orbit around the earth, presumably to be able to detect and make pre-emptive strikes on any possible bad guy anywhere on the globe. It lingered up into the Bush years.

It really was an utterly paranoid, incredibly expensive, and ultimately (thank buddha) scrapped project.

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---

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### 1.108 MSG-105 Subject: 486 performances and Imagine/Ray-tr.

Subject: 486 performances and Imagine/Ray-tr.  
Date: Fri, 10 Mar 1995 01:44:34  
From: surentrr@vax.sbu.ac.uk

Hi ,

I am considering an upgrade from a 386dx+co-pro. to a 486dx4-100Mhz  
At the moment in the UK the 486dx4-100 offers the best Price/Performance  
ratio. I cannot afford a pentium yet and really could not justify the cost.  
I was wondering whether anyone has upgraded in this way and what performance  
increase would I get ? Whats the difference between this 486 and a 586 ?  
(in terms of rendering speed \*not physical diffs\*)

Thanks... Ramesh

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### 1.109 MSG-106 Subject: DTA - Where is it?

Subject: DTA - Where is it?  
Date: Fri, 10 Mar 1995 01:47:52  
From: KEN\_ROBERTSON@robelle.com

Gee, just saying "it's available on the Internet" is like saying,  
"You can get it somewhere...".

I haven't been able to find any msdos sites...I usually use an  
Amiga (greate 30 fps 24 bit video, btw), but I'd like to cross  
platforms to show my anims on PC's.

So...where's a site or two where I could find DTA? Also, please  
let me know where on the site it's available.

Thanks very much,  
\KenR

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### 1.110 MSG-107 Subject: IMAGINE & the IIT 3C87

Subject: IMAGINE & the IIT 3C87  
Date: Fri, 10 Mar 1995 02:52:48  
From: wolfram schwenzer <schwenzr@nemeter.dinoco.DE>

Hi, Imagineers,

---

Perhaps I'm only one of those rare birds which still render on a 80386, but if there's anybody out there like me, please listen: I use an IIT 3C87 as a math copro. As I've found after a time-consuming & nerve-itching search this copro blocks the system when moving the camera in the StageEditor (in ALL versions of IMAGINE from 2.0 up to 3.2).

I've spoken to Mike Halvorson on the net who gave the advice to contact other users of IMAGINE for like difficulties. He insists that IMAGINE was programmed according to INTEL's copro specifications.

Has anybody experienced likewise difficulties with this combo (80386, IIT 3C87 and IMAGINE) ? If yes, has he/she experienced ANY difficulties OUTSIDE IMAGINE ?

Thanks for listening.

Wolfram Schwenzer

--

wolfram schwenzer

Internet : schwenzr@nemeter.dinoco.DE

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### 1.111 MSG-108 Subject: Re: CD rainbow

Subject: Re: CD rainbow

Date: Fri, 10 Mar 1995 04:06:22

From: ROB NEILL <robn@ozemail.com.au>

> I am trying to model a Compact Disc player. I can manage this part.  
> However, how do I simulate the interfeerenece effect (the lovely rainbow  
> colours) one would see reflected off a Compact Disc? I have tried  
> several textures in Imagine (ver 2.9) but it doesn't have the correct effect.

Oooh, thats a good one. Umm the most effective thing I could think of is mapping a photo of a CD on the surface of the disk. The only problem is that it wouldn't move over the surface properly like a real CD.

---

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## 1.112 MSG-109 Subject: Re[1]: Windows NT Version?

Subject: Re[1]: Windows NT Version?  
Date: Fri, 10 Mar 1995 04:42:43  
From: ROB NEILL <robn@ozemail.com.au>

Reply to message text:

From: Douglas Rudd <rudd@plk.af.mil>

<Snip>

> Hey cool. If they did an NT version would it only work with the Intel version  
> of NT,  
> or could I run it like on a Raptor (per chance I get one :)  
>  
>  
> You know it! There is some really neat stuff showing up in NT: LightWave,  
> Real 3D, and who knows. If you could run these on a DEC Alpha class machine,  
> it would be to the Pentium as the Pentium is to an 8088. On the down side,  
> there is little else you could do with that machine. Perhaps a ShaBLAMM! card?  
  
> Then you could scream on rendering, and drop out of warp to do the other  
stuff.

Whats a ShaBLAMM card? And how much is it?

> I would favor the Alpha -- for speed, and since I do everything on my Amigas  
> anyway. Just farm it out to the Alpha.

Cool, is this one you have at work or did you buy it? (And how much are they? :)

> I don't know about the cpu issue though. ShaBLAMM! uses Mips, like the Raptor  
> and is thus different from Intel as is the Alpha.

Yeh, Well I've never actually used NT at all, maybe the non-intel versions come  
with some sort of emulator.

---

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### 1.113 MSG-110 Subject: PC's and 24 bit anims

Subject: PC's and 24 bit anims  
Date: Fri, 10 Mar 1995 05:11:02  
From: voc0137@comune.bologna.it

>There is an \*excellent\* program for PC users out there which  
>enables you to create 24bit animations and view them .The programs are  
>quite popular ,but the newer versions have additional functions which  
>existing users may not know about.

Yeah, you're absolutely right! It's a great program. I've got verision 2.2,  
is that the latest one?

>The resulting animation will be quite large if you choose 24 bit.

That's very true. I would like to ask you, and everyone else if it is  
possible to make the rendering program and the animation creator (in your  
case Imagine and DTA, in my case 3D studio v2 and DTA) work together, so  
that it DTA takes the latest image TGA file and puts it into the FL?  
animation file, and then deletes the TGA image, in order to spare some HD  
space. As an old AMIGA owner I was used to be able to do this kind of stuff  
with Real 3D for example...

Thanks, and bye,  
David

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### 1.114 MSG-111 Subject: Re: DTA - Where is it?

Subject: Re: DTA - Where is it?  
Date: Fri, 10 Mar 1995 06:04:46  
From: Shane Davison <davisos@cs.uregina.ca>

KEN\_ROBERTSON@robelle.com wrote:  
> So...where's a site or two where I could find DTA? Also, please

---

> let me know where on the site it's available.

ftp.povray.org/pub/povray/utils/dta...

--

Shane Davison (tsml)  
davisos@cs.uregina.ca

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## 1.115 MSG-112 Subject: Re: GVP '040

Subject: Re: GVP '040  
Date: Fri, 10 Mar 1995 06:13:30  
From: Michael Hazlett <tarkin@earthlight.co.nz>

On Thu, 9 Mar 1995, Mike McCool wrote:

> Hey Mike,  
>  
> Excuse the shortening of your name, but I'm a Michael/Mike, too,  
> so I hope it's legal.

No probs..my friends call me Mike :)

> The StarWars project I was referring to, that the GVP dweeb was  
> working on, had NOTHING to do with our favorite TV show. It was one of  
> the mind-numb schemes of Ronald Reagan, to place particle beam, lasar and

Oh that thing.....yuk! apparently Uncle George (Lucas) didn't like the fact that they used the name Starwars.

MH

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## 1.116 MSG-113 Subject: Moving pistons

Subject: Moving pistons  
Date: Fri, 10 Mar 1995 07:04:59  
From: w.graham6@genie.geis.com

I've done similar animations, be prepared for some complex stuff. Try having the rod's axis offset from the crankshaft, following a circular path. You'll probably need to set up one or more Associative motion heirarchies also, with track axes moving along splines, etc. If you are a relatively new Imagineer, this animation might be a bit much to try.

---

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### 1.117 MSG-114 Subject: Re: GVP '040

Subject: Re: GVP '040  
Date: Fri, 10 Mar 1995 13:16:37  
From: Catherine A Tromanhauser <ctromanh@uoguelph.ca>

On Thu, 9 Mar 1995, Michael Hazlett wrote:

> The big pisser is I heard that if I want to upgrade the memory I have to  
> buy GVP Chips!! is that true???

From what I've read about GVP boards is that most if not all use  
proprietary memory chips which conveniently are more expensive than  
industry standard.

Sully

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### 1.118 MSG-115 Subject: Re: OHHH NOOO Flame war!!

Subject: Re: OHHH NOOO Flame war!!  
Date: Fri, 10 Mar 1995 15:27:40  
From: Catherine A Tromanhauser <ctromanh@uoguelph.ca>

On Wed, 8 Mar 1995, Anime a day... wrote:

> On Wed, 8 Mar 1995, Jon Bagge wrote:  
>  
> >  
> >  
> > And, btw, I bought a Pentium 75 (which I intend to attempt at 90Mhz) with  
> > 16Megs of RAM, and about 880MB of harddrive. No question it runs Imagine  
> > faster than my old A4000/040!  
> >  
>  
> But can you net surf WHILE you render???

Atta boy!

>

---

>  
 > > :-Jon  
 > > Only Pentium makes it possible! :))  
 > >  
 > >  
 >  
 > b0nez  
 >  
 >

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### 1.119 MSG-116 Subject: Re: Imagine 3.2

Subject: Re: Imagine 3.2  
 Date: Fri, 10 Mar 1995 17:55:59  
 From: Catherine A Tromanhauser <ctromanh@uoguelph.ca>

On Thu, 9 Mar 1995 GGaler@aol.com wrote:

> I have noticed another possible problem with Imagine 3.2. I cannot use the  
 > F1 to multi-pick objects while pressing the SHIFT key. I have to use the  
 > mouse to pick all the objects, which is sometimes hard to do. The F1 key  
 > works okay otherwise.  
 >  
 Yikes! I use that a lot.

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### 1.120 MSG-117 Subject: Starfields

Subject: Starfields  
 Date: Fri, 10 Mar 1995 18:48:47  
 From: ray@kolvir.demon.co.uk (Ian Brown)

This is probably nothing new but...

Does anyone have any suggestions for low-memory starfields. Or  
 is there a way of persuading the Globals stars to pan properly (rather  
 than staying at the same pixel locations.)

???

Ian.

--

```
/-----\
| "So what if it's a 486-33MHz PC with 4MB. It plays Doom doesn't it?" |
|-----|
| ray@kolvir.demon.co.uk --- Ian Brown. |
\-----/
```

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### 1.121 MSG-118 Subject: Re: X-rays

Subject: Re: X-rays  
Date: Fri, 10 Mar 1995 19:16:38  
From: Catherine A Tromanhauser <ctromanh@uoguelph.ca>

On Wed, 8 Mar 1995 m.rubin9@genie.geis.com wrote:

> Is there any weird bug that causes otherwise normal objects to act  
> like they are transparent? Yikes!!

>

I believe it's the cast shadows toggle as well as I experienced the same phenomenon on a pool table I made where a shadow light did not illuminate through while at the same time a non-shadow light did go right through to the floor.

Sully

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### 1.122 MSG-119 Subject: Shiny?

Subject: Shiny?  
Date: Fri, 10 Mar 1995 19:40:56  
From: milan@Dieppe.artmediatech.nl (Milan Polle)

Hi all,

I was wondering wether anybody succeeded in using the shininess attribute with Imagine 3.x, it doesn't seem to have any effect in 3.0.

Milan

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### 1.123 MSG-120 Subject: Re: CD rainbow

Subject: Re: CD rainbow  
Date: Fri, 10 Mar 1995 20:26:21  
From: Catherine A Tromanhauser <ctromanh@uoguelph.ca>

---

On Thu, 9 Mar 1995, Philips S'pore Pte Ltd wrote:

> Hi there! I'm new at this rendering stuff, so my question may be a little  
> dumb....  
>  
> I am trying to model a Compact Disc player. I can manage this part.  
> However, how do I simulate the interferenece effect (the lovely rainbow  
> colours) one would see reflected off a Compact Disc? I have tried  
> several textures in Imagine (ver 2.9) but it doesn't have the correct effect.  
>  
> Andrew

>  
How about a brushmap with the radial colour pattern you desire and  
shininess on the object?

Sully

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### 1.124 MSG-121 Subject: DTA and DFV on CDROM.

Subject: DTA and DFV on CDROM.  
Date: Fri, 10 Mar 1995 21:26:59  
From: surentrr@vax.sbu.ac.uk

For those of you have to pay for your download time , I belive there is a  
cd-rom which contains all the files at the povray.org site (the site was setup  
by Walnut Creek the publishers). Here in the UK , the CD-ROM costs 20 pounds  
The cd-rom is called the povray cd-rom and my initial opinion is that it  
represents extremely good value . I'll be obtaining one in soon so I  
will post a message about it soon ... Ramesh

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### 1.125 MSG-122 Subject: Re: My new PC (was: ATI Graphics card-something)

Subject: Re: My new PC (was: ATI Graphics card-something)  
Date: Fri, 10 Mar 1995 22:17:09  
From: wilks@lbn.com (Stephen Wilkinson)

Michael North <IBTLMAN@MVS.OAC.UCLA.EDU> replied:

> On the Pentium, do you really want to try that with your nice  
> brand new chip? The 75s are basically 90s that couldn't quite  
> make it, so you're probably taking a real chance. Just my \$.02.

Actually, that is not quite true. The P75 is a new part, specially

---

designed to be used in laptops. It's got some power management stuff in it that the other pentiums don't have (yet?) and also is in a very thin mounting package (tape). As an Amiga owner jumping ship to run Linux on a PC, I did a lot of research at the CPU Info Page which is at <http://infopad.eecs.berkeley.edu/CIC/>

Stephen

---

Stephen Wilkinson      wilks@lbn.com  
 Sr. Software Engineer  
 LB&M Associates

"Programming is like pinball. The reward for doing it well is the opportunity to do it again."

---

```
#define OPINION           (myown)
#define COMPANYOPINION (~myown)
```

This message created using 87% recycled neuro-transmitters  
 MicroSoft(n): From latin Micro (small or tiny) and Soft (limp or flaccid)

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## 1.126   MSG-123 Subject: RE: 24 bit Anims

Subject: RE: 24 bit Anims  
 Date:      Sat, 11 Mar 1995 00:04:02  
 From:      surentrr@vax.sbu.ac.uk

Hi , A couple of responses to questions and answers on DTA and DFV :

KenR wrote :

```
>..where do I find DTA and DFV ?
sorry for not specifying earlier , I left the sheet with the info at home .
The povray.org site that Shane Davison pointed to is where I got my copy .
The path he specified is also correct , *However* , The directory has
quite a few zip files with prefixes DF*. I downloaded all the archives
beginning with DF and had to sort through them . I can't remember which
archive has the latest and complete version of the programs.
I'll find out the name of the correct archive and then post the name .
* SO watch this SPACE !*
```

David wrote :

```
>How can I get dta to add the last frame to an anim and then delete
>the frame thereby saving disk space (rather than outputting all frames
then compling them into an anim and then deleting the frames ).
```

Basically what we want here is the following process :

```
1.render a frame
2.add frame to anim
3.delete the frame
```

repeat steps 1 to 3 until all frames have been rendered and added to the animation .

Unfortunatley the most I've seen of 3d-studio is a demo disk sent to me.

---

However I can recommend  
the following :

DTA has the ability to read frames from a compressed archive (.zip e.t.c)  
So what you could do is to render portions of animations (say frames 1  
to 20 ) use Pkzip to archive them . Then render the next section of frames  
,archive them and so forth. Once all frames have been rendered use  
DTA to compile an animation from the files in the stored archive .

Note: The compression factor for the files depends on whether your TGA's  
are uncompressed or compressed. Also this solution is not ideal but it could  
save you about 30% of your disk space .This enables you to create longer anims  
and /or at higher resolutions.

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## 1.127 MSG-124 Subject: Re: Re[1]: Windows NT Version?

Subject: Re: Re[1]: Windows NT Version?  
Date: Sat, 11 Mar 1995 00:43:29  
From: Douglas Rudd <rudd@plk.af.mil>

<Snip>

> Whats a ShaBLAMM card? And how much is it?  
>

The ShaBLAMM! is a mips 4400 on a card that will plug into a dos box w/ a VESA  
local bus. Costs are about 3-3.5K depending on your appetite.

> > I would favor the Alpha -- for speed, and since I do everything on my Amigas  
> > anyway. Just farm it out to the Alpha.

>

> Cool, is this one you have at work or did you buy it? (And how much are they?  
:)

I don't have it. I just follow the LW-ML as I use LW. The pros on that group are  
using that approach.

>

> > I don't know about the cpu issue though. ShaBLAMM! uses Mips, like the Raptor  
> > and is thus different from Intel as is the Alpha.

>

> Yeh, Well I've never actually used NT at all, maybe the non-intel versions com  
e  
> with some sort of emulator.

>

>

Yes. The Mips has an Intel emulator but the Alpha doesn't as yet.  
My own preference now is to go with the Draco. That way, I can keep the  
Amiga OS with 060 speed and get an Alpha plug in when \$s permit.

---

Doug Rudd  
 rudd@plk.af.mil

-----  
 The Amiga Guide to the Galaxy refers to Commodore's management as  
 "A bunch of mindless jerks who will be the first to be lined up  
 against the wall and shot when the revolution comes."  
 -----

They will get my Amiga from me when they pry it from my cold, dead hands.  
 -----

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### 1.128 MSG-125 Subject: Re: Slide Resolution

Subject: Re: Slide Resolution  
 Date: Sat, 11 Mar 1995 01:19:12  
 From: Douglas Rudd <rudd@plk.af.mil>

>  
 > >...  
 > >Another thing, what is the resolution for 35mm slides? say about 1000x800 ?  
 > >...  
 >  
 > I don't know exactly, but it is much higher than that. If you are  
 > planning to copy a render to slide then the following posting from a  
 > fellow Imagineer might help.  
 >  
 > Gary  
 > beeton@SEDSsystems.ca

Remember that film is an analog process, so there is no "actual" resolution  
 in the sense that we use in CG. A good practical limit it about 3000x2500,  
 but you can get by with less, depending on your purpose.

Doug Rudd  
 rudd@plk.af.mil

-----  
 The Amiga Guide to the Galaxy refers to Commodore's management as  
 "A bunch of mindless jerks who will be the first to be lined up  
 against the wall and shot when the revolution comes."  
 -----

They will get my Amiga from me when they pry it from my cold, dead hands.  
 -----

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### 1.129 MSG-126 Subject: Re: Re[1]: Windows NT Version?

Subject: Re: Re[1]: Windows NT Version?  
Date: Sat, 11 Mar 1995 02:17:24  
From: craigh@fa.disney.com

On Mar 10, 1:57pm, imagine-relay@email.sp.paramax.com wrote:  
>

> My own preference now is to go with the Draco. That way, I can keep the  
> Amiga OS with 060 speed and get an Alpha plug in when \$s permit.  
>

So what is a 'Draco'?

I've been hearing mythical reports of an '060 for over two years now. Does such  
a beast exist?!?

-craig

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### 1.130 MSG-127 Subject: Re: Rendering engine

Subject: Re: Rendering engine  
Date: Sat, 11 Mar 1995 04:17:03  
From: Charles Blaquiere <blaq@io.org>

Oops! When exiting Pine to upload my UU file to my Internet service  
provider, I mistakenly deleted all flagged messages... including  
everything in this thread. Would the original poster send me some  
e-mail, so I can send him the file? All others, please hold off until I  
can have this guy proofread my instructions. Thanks.

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### 1.131 MSG-128 Subject: Re: Boned object problem solved

Subject: Re: Boned object problem solved  
Date: Sat, 11 Mar 1995 05:11:23  
From: Charles Blaquiere <blaq@io.org>

> From: Martin Keitel <mk-tel@sik.ppoy.fi>

---

>  
> Has anyone had the problem with 3.0, that when you scale an object in the  
> stage editor, all the textures get mixed up?  
> I tried hundr... well tens of methods to fix this without having to scale  
> each state position and texture size and position separately. When I  
> finally came up with the solution it came like out of the blue!  
> Let's say that you have to scale a states object to half of it's original  
> size in the stage editor (the most common reason for having to scale down  
> objects - I think - is to do a trace render). Well, you just load your

Does anyone know if Imagine 3.2 still exhibits this problem?

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### 1.132 MSG-129 Subject: Rendering Engine

Subject: Rendering Engine  
Date: Sat, 11 Mar 1995 06:01:14  
From: Charles Blaquiere <blaq@io.org>

> From: colin white <cwhite@pine.shu.ac.uk>  
>  
> I am trying to animate the four strokes of a cylinder engine (Compression,  
> ignition,exhust etc), but the problem is animating it. How is it  
> possible to have one end of the connecting rod following a rotary  
> path (connected to the cam on the big end), while the other end  
> (connected to the cylinder head), following a linear path i.e up and  
> down.

I really shouldn't toot my own horn like that, but I've found a brilliant solution to your problem. (It doesn't even use Cycle or States objects) The Imagine project, sample quickrender, and a 4-page, detailed article showing how it's done (and why), have been LHA'd together, and turned into a 64K UUencoded text file. I guess I really shouldn't post a 64K message on the list, but anyone who'd like to get my solution can simply reply to me privately, and I'll send them the file through e-mail.

Since you asked the question, I won't wait for your request; I'm sending you the file right now. One favor I'd like to ask is the following: would you go through all the steps, to help me ensure I made no mistakes or left anything unexplained? Many thanks.

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### 1.133 MSG-130 Subject: Shiny?

Subject: Shiny?  
Date: Sat, 11 Mar 1995 06:44:57  
From: Charles Blaquiere <blaq@io.org>

---

> From: Milan Polle <milan@Dieppe.artmediatech.nl>  
>  
>  
> Hi all,  
>  
> I was wondering wether anybody succeeded in using the shininess attribute  
> with Imagine 3.x, it doesn't seem to have any effect in 3.0.  
>  
> Milan

Good question! I asked in Impulse's CompuServe area last fall, and Mike Halvorson was never able to explain to me how Shininess differs from Reflect. Hopefully the wonderfully talented people on the IML can shed some light on this.

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### 1.134 MSG-131 Subject: OHHH NOOO Flame war!!

Subject: OHHH NOOO Flame war!!  
Date: Sat, 11 Mar 1995 06:55:54  
From: Charles Blaquiere <blaq@io.org>

> From: Anime a day... <b7655@hopi.dtcc.edu>  
>  
> But can you net surf WHILE you render???

Well, you could always use your Amiga for that.

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### 1.135 MSG-132 Subject: Imagine upgrade

Subject: Imagine upgrade  
Date: Sat, 11 Mar 1995 07:58:37  
From: Andrew <philcomp@singnet.com.sg>

Thanks for everybody's help in replying to my question on modelling CDs.

I have Imagine version 2.9 that was shipped to me last year when I actually placed an order for version 3.0. It seems to me that everybody has upgraded to version 3.2 (Amiga?). I have sent several letters to Impulse Inc for updates and information but I have yet to receive any replies. Can anybody help me PLEASE?

Andrew

---

PS: I live in the Far East (Singapore, to be exact) and information on Amiga software is rather sparse.

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### 1.136 MSG-133 Subject: FaceMap tutorial

Subject: FaceMap tutorial  
Date: Sat, 11 Mar 1995 13:54:44  
From: gregory denby <gdenby@twain.helios.nd.edu>

Hi all,

If you've looked at Aminet in the past few days, you'll notice a handy illustration of brush wrapping by the IML's own Ted Stethem. It's a pretty good illustration of what can be done quickly and easily to make an object look quite real.

And, as Ted said in his textfile, comments etc could be directed to him here, I'll ask a few questions.

In the screen shot, it appears that the face/head obj. is separate from the eyes/nostrils/mouth object. Did you join these before the wrap, or is the brush wrapped on each separately and the results happen to match up?

It appears that the object clips the face brush fairly nicely using no X/Z wrap (except around the edges where a bit of the background and the fellows shirt get tacked onto his skin.) What happened when/if you tried the wrap X &or Z option. Did all the brush then get placed on the obj?

Again, thanks for the illustration, Ted. Its good to see all the parts of a project, not just the end render. I know, it ruins the "Wow, how did he do that?" effect, but on the other hand, one get's the "Geez, what a simple trick, why didn't I think of that."

Happy tracing  
Greg Denby  
gdenby@darwin.cc.nd.edu

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### 1.137 MSG-134 Subject: Mapping

Subject: Mapping  
Date: Sun, 12 Mar 1995 05:54:47  
From: Catherine A Tromanhauser <ctromanh@uoguelph.ca>

I've created a baseball bat with the hardwood texture on it. I created an altitude map and a corresponding colour map to apply as the label on the bat as though it was ingrained in the wood. My problem is the background colour shows up with the colour map and the background colour of the altitude map alters the altitude of the bat...neither of which I desire. Any advice would be appreciated.

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### 1.138 MSG-135 Subject: Re: Mapping

Subject: Re: Mapping  
Date: Sun, 12 Mar 1995 21:02:28  
From: jgoldman@acs.bu.edu

>  
>  
> I've created a baseball bat with the hardwood texture on it. I created  
> an altitude map and a corresponding colour map to apply as the label on  
> the bat as though it was ingrained in the wood. My problem is the  
> background colour shows up with the colour map and the background colour  
> of the altitude map alters the altitude of the bat...neither of which I  
> desire. Any advice would be appreciated.

On the altitude problem...

Make sure the background color of your altitude map is middle gray (127,127,127). This will insure the BG part of the map won't bump up or down since middle gray is midway between fully bumped in or out.

On the BG color problem...

To prevent the color map from affecting the base texture of 'hardwood' add another bushmap of the label as a transparency map. Make the BG color full white, and make the label area full black.

Jeff-->

E-Mail: jgoldman@acs.bu.edu

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### 1.139 MSG-136 Subject: Re: Shiny?

Subject: Re: Shiny?  
Date: Mon, 13 Mar 1995 01:48:06  
From: Charles Blaquiere <blaq@io.org>

> From: Derek Hardison <derekjh@pd.org>

---

>  
> Quickrenders are useless for all the same reasons as in REFLECT.

I don't quite understand that. What's the problem with quickrenders?

Also, your description of the sports car is nice, but it doesn't help me differentiate between Shiny and Reflect. Can you try a different angle?

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## 1.140 MSG-137 Subject: Mapping

Subject: Mapping  
Date: Mon, 13 Mar 1995 03:01:55  
From: Charles Blaquiere <blaq@io.org>

> From: Catherine A Tromanhauser <ctromanh@uoguelph.ca>

> My problem is the background colour shows up with the colour map and  
> the background colour of the altitude map alters the altitude of the  
> bat...neither of which I desire. Any advice would be appreciated.

To prevent Imagine from mapping the background color from a brushmap onto an object, click on the "Use Genlock" button in the Attributes/Brushmap Settings requester. If your brushmap is palette-mapped, i.e. 2 to 256 colors, color 0 will be the genlock color. If the brushmap is a 24-bit image, you need to define a RGB color value which will be used as the genlock color; this setting is found in the Preferences editor, under "'genlock' color for non-Amiga IFFs".

I don't know if specifying a genlock color will cause that color to be ignored by Imagine when altitude mapping. If the genlock setting has an effect on your color map, but not your altitude map, change the logo's background to 128,128,128 grey. The color map will not be affected (since the background is being ignored due to the genlock setting), and the altitude map will process the medium grey as a neutral altitude. Imagine considers 128 to be the altitude at the surface of the object.

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## 1.141 MSG-138 Subject: Re: FaceMap tutorial

Subject: Re: FaceMap tutorial  
Date: Tue, 14 Mar 1995 00:14:38  
From: torgeir.holm@tbc.bbs.no (TORGEIR HOLM)

> If you've looked at Aminet in the past few days, you'll  
>notice a handy illustration of brush wrapping by the IML's own  
>Ted Stethem. It's a pretty good illustration of what can be  
>done quickly and easily to make an object look quite real.

Yes, I really enjoyed that archive as well :)

> And, as Ted said in his textfile, comments etc could be  
>directed to him here, I'll ask a few questions.  
> In the screen shot, it appears that the face/head obj.  
>is separate from the eyes/nostrils/mouth object. Did you join  
>these before the wrap, or is the brush wrapped on each separately  
>and the results happen to match up?

The object in the archive has only one axis, so I guess he joined it first.

> It appears that the object clips the face brush fairly  
>nicely using no X/Z wrap (except around the edges where a bit of  
>the background and the fellow's shirt get tacked onto his skin.)  
>What happened when/if you tried the wrap X &or Z option. Did  
>all the brush then get placed on the obj?

This wouldn't come out right, because the picture is taken from the front. Not from all around the guy's face. I actually have one such brushmap of a head taken from a Cyberware 3D scanner. I have used this on a head object with flat X wrap Z, and it came out really good. When viewed with Viewtek the map looks really deformed, sort of like a mercator projection of a head :)

> Again, thanks for the illustration, Ted. Its good to  
>see all the parts of a project, not just the end render. I know,  
>it ruins the "Wow, how did he do that?" effect, but on the other  
>hand, one gets the "Geez, what a simple trick, why didn't I  
>think of that."

I just love brush-tacking :) Made a pinocchio out of him, and the anim of the morph looked really great.

Torge!r - torgeir.holm#tbc.bbs.no / torgeirh@powertech.no

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## 1.142 MSG-139 Subject: AmiNet

Subject: AmiNet  
Date: Tue, 14 Mar 1995 01:53:58  
From: craigh@fa.disney.com

Being new to this network stuff, where is AmiNet and how do I get to it? Can you get to it from America On-Line?

-craig



```
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=3D| Mike van der Sommen || Email: =
|=3D
=3D| GraFX Haus BBS || mike.vandersommen@caddy.uu.silcom.com =
|=3D
=3D| Santa Barbara, Ca. || _____ =
|=3D
=3D|    "..where the 4 Horsemen of the Apocalypse play golf..." =
|=3D
=3D|_____ =
|=3D
---
=FE InterNet - GraFX Haus BBS - Santa Barbara, Ca - (805) 683-1388
```

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## 1.145 MSG-142 Subject: Re: Baseball Bat

Subject: Re: Baseball Bat  
Date: Tue, 14 Mar 1995 18:21:00  
From: torgeir.holm@tbc.bbs.no (TORGEIR HOLM)

> True, thanks for pointing that out. It was a bit ignorant of me  
>think that the Brush Maps worked the same way as Procedural Texture  
>far as layering is concerned. Speaking of which, why can't they?

Good point.

> Let's take the baseball bat example. First lay down a color map  
>then lay down a transparency map. The order of operations would then  
>the color map transparent (the transparency map wouldn't even touch the  
>surface itself).  
> I you wanted to make the baseball bat transparent then you'd lay  
>transparency map down first.

How about a hierarchy structure for the brushmaps as well? Only the  
parents affect the object, while the child maps affect the Parent map.

Sort of:

```
Maps:Woodgrain.iff24
Maps:BatLogo.iff24
    Maps:BatLogoBumpMap.iff8
    Maps:BatLogoClipmap.iff24
Maps:GripTape.iff24
```

Where the two indented Brushes only affect the BatLogo, and they are  
applied in the order they are. So if you moved the Clip map one step up,  
you would not clip away the excess of the bump map, only the Logo itself.

This is one feature I would love to see. Maybe the Alpha texture can do  
some of these already, but I haven't had a chance to try it out as much  
as I would have liked to yet.

Torgeir - torgeirh#powertech.no / torgeir.holm@tbc.bbs.no  
=====

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### 1.146 MSG-143 Subject: Re: Baseball Bat

Subject: Re: Baseball Bat  
Date: Tue, 14 Mar 1995 22:48:28  
From: Charles Blaquiere <blaq@io.org>

> From: jgoldman@acs.bu.edu  
>

> Let's take the baseball bat example. First lay down a color map and  
> then lay down a transparency map. The order of operations would then  
> make only the color map transparent (the transparency map wouldn't  
> even touch the surface itself).

If the transparency map doesn't touch the surface, i.e. the surface is outside the map's bounding box, the surface will be unaffected by the map. Simple, no?

> I you wanted to make the baseball bat transparent then you'd lay the  
> transparency map down first.

Each point of an object can only have one set of color, filter, etc. RGB values. Anything you add on top of the base object affects whatever is already there. What you suggest would be much more limiting than liberating; one of Imagine's strengths is the way you can layer multiple textures and brushmaps over an object. If every texture/map you added only affected the layer immediately below it, the first texture/brushmap would have an effect, but anything above that would have almost no effect on the object.

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### 1.147 MSG-144 Subject: Re: Grouping

Subject: Re: Grouping  
Date: Wed, 15 Mar 1995 01:27:29  
From: cjo@esrange.ssc.se

Tony Bernauer wrote;

> I'm trying to find a way to group 2 objects but allow them to have  
> different orientations. As an example imagine a Tank with a Gun Turret.  
> I'd like to connect the 2 together somehow, have the Turret track another

> object and have the Tank follow a path

1. Create tank.
2. Create turret.
3. Place and orient them.
4. Move each object's axis to the SAME position.
5. Save them (as two different files).
6. Load them into stage or action.
- \*. They ar in the sam place but can be manipulated individually.  
As long as you do exactly the same thing to both objects (position, sizing, rotation) the will stay aligned to eachother. They can even follow the same path in an animation.

Any help?

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

```
=====
```

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## 1.148 MSG-145 Subject: Re: Grouping

Subject: Re: Grouping  
Date: Wed, 15 Mar 1995 01:27:29  
From: cjo@esrange.ssc.se

Tony Bernauer wrote;

> I'm trying to find a way to group 2 objects but allow them to have  
> different orientations. As an example imagine a Tank with a Gun Turret.  
> I'd like to connect the 2 together somehow, have the Turret track another  
> object and have the Tank follow a path

1. Create tank.
2. Create turret.
3. Place and orient them.
4. Move each object's axis to the SAME position.
5. Save them (as two different files).
6. Load them into stage or action.
- \*. They ar in the sam place but can be manipulated individually.  
As long as you do exactly the same thing to both objects (position, sizing, rotation) the will stay aligned to eachother. They can even follow the same path in an animation.

Any help?

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

---

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=====

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## 1.149 MSG-146 Subject: Sorry Could Not Find Subject!

Date: Wed, 15 Mar 1995 09:04:57  
From: <imagine-relay@email.sp.paramax.com>

> From: Lumbient@aol.com  
> Does Imagine have the amount of power that I hope it has? Maybe I just  
> haven't found all the features! Here is a list of what I hope It has,  
> please tell me which one(s) it has:  
> Alpha Channels?

Slated for an upcoming release. We know it's not in 3.2, so pray for 3.3 or 4.0. Impulse has occasionally failed to deliver on promised features, but they've kept their word on the majority of promises -- and have sprung some very pleasant surprises on us, too. Regarding alpha channels specifically, I know development of alpha channel capabilities is currently underway.

> Development Kit?

Don't the docs say that Impulse makes available all information needed to write 3rd-party textures? Contact Impulse for details.

> Specular Maps?

No, Sorry, not currently, nor have I heard Mike Halvorson mention anything about it. Would be nice, I agree, and very little work, considering Imagine already has code to support specularity, and brushmaps. Would be fairly simple to add "specularity" as another map type button.

> 3rd party add-on capability for modelers(ex. metaform)? etc.

Everyone keeps harping on Impulse to open up their software. The logical thing would be for them to do so at version 4.0, since that would certainly represent the kind of paradigm shift associated with a major version change. I'm afraid, though, that all we might get would be an ARexx port to control the project editor, i.e. open project, render some frames or an anim, obtain status.

If you want Impulse to open up the modeller, Stage, and so on, you should all write Impulse (76004.1767@compuserve.com), but take the time to sit down and conceptualize in detail what you want. You need to make specific suggestions if you want to stand any chance of success.

=====

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**1.150 MSG-147 Subject: Sorry Could Not Find Subject!**

Date: Wed, 15 Mar 1995 12:23:32  
From: <imagine-relay@email.sp.paramax.com>

Cool texture, Milan! Can't wait to play with it.

This is the same IanSmith that was previously IanSmith@psu.edu and imsl03@psuvm.psu.edu.... bleah! :-)

That stars texture sounds pretty cool... I wish I had the time to really figure out what some of the parameters Imagine passes to the texture program. Anyway, I have a DOS box here that I use for work and wonder if any IBM programmer out there could give me tips on how to compile my textures for the Amiga on the IBM. I am using Watcom C.

My starfield object generator is still around.. if anyone has been trying to get in touch with me, here is my new address. Havn't really done much to it recently, but never got the latest version out to many people.

Amiga Imagine 3.2 is supposed to be out in a few days, or so I am told by Impulse when I called them today. As it is close to the deadline for the end of the upgrade plan, I asked if I would have to pay another \$100 to get 3.2 if it didn't come out until this years constant upgrade plan was over. I was told that they decided to stop using specific dates for the upgrade plan, and that I would receive all the updates until and including 4.0 no matter how long it took. Good news!

--

Ian M. Smith <IanSmith@moose.erie.net> -- PGP Fingerprint (Email for Key) --  
581F3521 6F9D8061 0AA214C8 BE51978D

=====

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**1.151 MSG-148 Subject: Re: VESA Drivers for ATI cards**

Subject: Re: VESA Drivers for ATI cards  
Date: Wed, 15 Mar 1995 17:54:47  
From: Falko@aol.com

>Ok, folks, I really need your help on this! I got a ATI WinTurbo card with 4  
>Mb VRAM, and I don't get high color playback on my anims under DOS. Do I  
>need a VESA.COM file or not? I not, what am I doing wrong? What's a TSR?  
>Whats UNIVESA? Is there a shareware alternative? Shouldn't ATI have provided  
>me with that stuff if it was needed? I run neopaint in 24-bit without any  
>special driver and it runs ok.

Hiya,

TSR stands for Terminate and Stay Resident. VVESA.COM is a TSR or a

---

resident device driver. Neopaint does not use vesa it has drivers for specific video chips or groups of video chips. VVESA.COM should be located on your MACH64 install disks. Run INSTALL and select INSTALL VIDEO CARD UTILITIES. VVESA.COM should be among them. You should put it in your autoexec.bat.

To generate and play back good FLICS you need Dave's tools, DTA 2.2 Dave's Targa Animator, this takes a series of targa format frames and compiles them into various Animator format FLICS (Read the docs!!!). DVF 1.1.2 is Daves Flic Viewer the only really functional DOS Flic viewer. BUILDSV is Daves tool to compile flics into self executing animations.

Hope this helps,  
Falko

=====

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**1.152 MSG-149 Subject: Re: Animation Viewers (long)...**

Subject: Re: Animation Viewers (long)..  
Date: Wed, 15 Mar 1995 23:47:54  
From: videoman@netcom.com

> A new Amiga version of Imagemaster is in the pipeline. Could be a few  
> weeks, or a few months, but get ready! I'm sure it'll be great. If they  
> ported even only a part of what they created on the PC (WinImages:FX),  
> it'll blow your mind.

>  
WinImages:FX is Imagemaster for the PC? Does it do everything the Amiga  
version does? :more info: :more info: :)

--

```

.-----
|  == When Dreams Become Reality ==-                -= IM Design=-  |
| "-----" | "-----" | "-----" |
|  videoman@netcom.com      | FTP: ftp.netcom.com | Video Production  |
|  videoman@cyberspace.org  | DIR: pub/videoman  | 3D Graphics & DTP  |
| Mosaic Home Page: file://ftp.netcom.com/pub/vi/videoman/web/HOME.html |
~"-----"~
    
```

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**1.153 MSG-150 Subject: Mapping - Brick wall and tile roof**

Subject: Mapping - Brick wall and tile roof  
Date: Wed, 15 Mar 1995 23:48:16  
From: Peter Thisted <pthisted@login.dknet.dk>

Hi again

Now I've got the trees in place I'm in desperat need of pictures (GIF-CEL-TIFF-BMP... whatever) of a red brick wall and a red tile roof (That's how the houses in Denmark looks, so..... ) Anyone who knows a site ?

Another matter is - could we have a general discussion on the list about lightning, which is a very critical issue in a 3d-scene. I'm thinking, in particullary, how to set a realistic daylight, without overdoing it and spoil all the hard work with the mesh and mapping.

Peter Thisted  
pthisted@login.dknet.dk

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## 1.154 MSG-151 Subject: Reverse Path ??

Subject: Reverse Path ??  
Date: Wed, 15 Mar 1995 23:48:27  
From: Douglas Smith 061-439-5050x3956

=0D=0CHello !

A question was asked in comp.sys.amiga.graphics, I thought I would re=  
pe  
at it=20  
here.

Is there any way to reverse the direction of a path ??

Is there any way to make an object travel from the end of a path to t=  
he  
start ??

and to take the question one stage further,=20

Is there any way to split a path up into several shorter paths ??

Of course, you could always just group and save the axes you use to m=  
ak  
e the=20  
path, and it's not exactly difficult to create a new path following t=  
he  
old path=20  
(roughly), but is there a better, more elegant way.

Doug Smith.

---

```
+-----=  
--  
-----+  
|Douglas E.F. Smith, Mail to : douglas.d.e.f.smith@woodford.avro.bae.=  
eu  
rokom.ie|  
|My employer is not responsible for my opinions; I=C1 m not supposed =  
to ha  
ve them |  
+-----=  
--  
-----+  
Mr Smith, you get paid for producing facts not opinions.  
Keep your opinions to yourself, they are not welcome here.  
-Quote provided by current Job Manager.
```

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## 1.155 MSG-152 Subject: Animation size...(was viewers)

Subject: Animation size...(was viewers)  
Date: Wed, 15 Mar 1995 23:48:43  
From: KEN\_ROBERTSON@robelle.com

I had a 10 meg animation rendered in HAM-8 overscan. It was in anim-7 long format, running on an 1200-030 33Mhz system. It was Tooooo Slow. The deltas were huge, as the camera was moving and panning the scene.

As Jeff Goldman mentioned, "artistic integrity" - I didn't want to re-render my scene with a still camera, as it would lose effect. (Each frame took over an hour to render - and I had 70 frames!)

Also, since I only have 10 Meg of Ram, Viewtek insisted on playing back the entire anim from the hard drive. What to do!?! I couldn't load it into Mainactor (which is very fast) without crashing my Amiga.

I had used AdPro to splice together the frames into an animation, so I made a 5 Meg anim and tested the playback. (After converting again to anim-7 - AdPro doesn't do anim-7.) The playback speed was a little slow...but not too slow. If only it wasn't playing from the hard drive.

Ahhhh - an idea! I used AdPro to change the screen size of the anim so that there would be fewer pixels to push around. I changed the format into a "letterbox" style, i.e. a resolution of around 724 x 340. This brought the anim down to less than 8 Meg, which was playable directly from Ram:. The letterbox style even increased the artsy feel of the scene! I liked keeping the horizontal overscan, as this always looks better on NTSC i.e. TV.

---

So...decreasing the number of pixels on the screen helped me 1) Increase my anim speed and 2) reduce the amount of memory required.

\KenR

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## 1.156 MSG-153 Subject: Sorry Could Not Find Subject!

Date: Thu, 16 Mar 1995 00:13:56  
From: imagine-relay@email.sp.paramax.com

>>(p.s. any Amigans get 3.2 yet?)  
>how about: Any one in the UK got 3.1 ?

Ages ago.. I live in Norway, but that shouldn't make much of a difference.

Torge!r - torgeirh#powertech.no / torgeir.holm@tbc.bbs.no

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## 1.157 MSG-154 Subject: Bad Lensflare Overlap

Subject: Bad Lensflare Overlap  
Date: Thu, 16 Mar 1995 00:38:34  
From: Valentino Magri <MC8336@mclink.it>

Object: Bad LensFlare overlap

Hi you all, Imaginers! (... and sorry for my poor English!)

This is my first message to the IML, and i have 2 problems for you:

1. I have made a simple starship with 3 back-engine and the texture LensFlare and FireBall applied on 3 overlapping planes (1x1 YZ 1top 2bottom on the same X coord) to simulate the light of the engines.  
The problem: I can't get a perfect overlap: i see the Flares cutted by the diagonal of the planes!!! How can i get 3 Flares intersecting perfectly???
2. Same project: A star-base with a lot of grouped objects and 4 door on it.  
I have created some states on the doors, something like Door-1-Open, Door-1-Close, ecc.

The problem: Action Editor: i can only specify ONE state at a time so  
if  
i want to animate more than 1 door, the only way is to create a third  
state with the 2 doors, isn't it? It is not very flexible, or there is  
a  
trick ???

Hope this is not so stupid.

---

```

_ \ / _____ _ _ _ _ PC 486/66 MHz \ Mind's growth is slow
\
|\ \ / /| Valentino Magri \ 20Mb Ram 340MbHD \ but inexorable...
\
| \ / | mc8336@mclink.it \-Imagine 3.2 User-\ Have a nice-tracing night
! \
|_|\|_|
\_____ \_____ \

```

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## 1.158 MSG-155 Subject: Microsoft3D (fwd)

Subject: Microsoft3D (fwd)  
Date: Thu, 16 Mar 1995 01:33:22  
From: Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>

I would be happy to forward the entire article to anybody that might be interested.

From Electronic Engineering Times February 27 1995

MICROSOFT GRABS 3-D VIA RENDERMORPHICS  
by Junko Yoshida

Redmond, Wash. - Making a big play for the emerging 3-D games market, Microsoft Corp. has acquired RenderMorphics (London), the red-hot developer of high-performance, real-time 3-D application programming interfaces (API) for desktop Pcs. Terms of the deal weren't disclosed. Microsoft's first move will be to integrate RenderMorphic's Reality Lab API into the display driver interface of the upcoming Windows 95 operating system. That will extend the software giant's reach deep into the videogame infrastructure. Besides running on Windows and DOS, Reality Lab operates on the MacIntosh, Sega Saturn, Sony PSX and other game-console platforms.

To date, the battle for API dominance in the home 3-D games arena has been waged by three developers in Britain: RenderMorphics; Argonaut Software Ltd. (London), with its Brender-API; and Criterion Software Ltd. (Guildford Surrey, England), with RenderWare API.

The decision by Microsoft to bundle Reality Lab in Windows 95 - providing the API to end users at no

additional cost - appears to end that competition.

-----  
Microsoft - the Fourth Riech?

In the future, there will be only one address:

Microsoft  
One Microsoft Way  
Microsoft, MS 11111-1111  
email: msmail@microsoft.com.ms

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### 1.159 MSG-156 Subject: Re: 24-bit anims

Subject: Re: 24-bit anims  
Date: Thu, 16 Mar 1995 01:33:27  
From: fev0197@comune.bologna.it (Roberto Naldi)

> Not impossible, but slow enough to think it was impossible... On the  
>PC, FLxs are pretty much the standard, but doesn't Windows (groan) have  
>something like QuickTime? Maybe it is QuickTime?

>  
>  
>E-Mail: jgoldman@acs.bu.edu

Jeff-->

Well, Jeff, Windows has QuikTime just as Mac has; but I haven't seen  
any encoding util for it. Just mere players.

Best wishes,

Roberto Naldi

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### 1.160 MSG-157 Subject: Re:

Subject: Re: "Error rendering frame 1"....  
Date: Thu, 16 Mar 1995 02:15:32  
From: fev0197@comune.bologna.it (Roberto Naldi)

>I hope someone can help me on this.

>

>I was doing a one-frame render of Carmen Rizzolo's NCC-1701-D object, and  
>I get an "Error Rendering Frame 1" requester. I am using an A3000 '030 w/  
>68881 co-pro, 6 megs physical RAM, and 40 megs VMem using VMM 2.1. The  
>render was a scanline 24-bit Hires Quarterscreen with a starfield from  
>Ian Smith's Stars program(about 390 K).

>

>See ya,

> Roger

>

Hi Roger,

I've rendered it without any problem with ''only'' 14 megs of phisical RAM, are you sure that all the files requested for the ship and texture were on the right path?

Bye

Roberto Naldi

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## 1.161 MSG-158 Subject: Re: Bones

Subject: Re: Bones

Date: Thu, 16 Mar 1995 02:33:27

From: fev0197@comune.bologna.it (Roberto Naldi)

>

>

>

> a message ina bottle to those that know...

>

>

>I have used the cycle editor for past animations and felt that with 3.0 I >should start using bones... well after reading and messing with it, I >understand the concept of motion and animations, but when you build the >object with more than a few parts, how do you apply faces OVER the joint >so it will have continous skin?? Thanks.. a point in the right direction >would be appreciated..

>

>

> Thanks

>

>

>Bill

Hi Bill,

I use a little trick for smoothing the surface betweet two objects, here's the points

- 1.Choose the cross sections just before the joint of the two obj's
- 2.Cut them apart of the obj's
- 3.Make them have the same number of points
- 4.SKIN them
- 5.Paste back the obj's

You'lll should have a smooth joint for boning purpose.

---

Roberto Naldi

E-mail me at fev0197@iperbole.bologna.it

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## 1.162 MSG-159 Subject: Re: 24bits animation

Subject: Re: 24bits animation  
Date: Thu, 16 Mar 1995 03:09:42  
From: Falko@aol.com

> I have a Generic 486DX2/66 too, with 16Mb RAM, 256Kb cache,  
>EnhancedIDE-VLB with 730Mb + Adaptec 1522a with 1.08Gb, Video Board VLB  
>based on CIRRUS chipset with 2Mb of RAM and finally one TV Coder connect=  
ed  
>in my SVHS video. I=B4d like to know where can I find that software you =  
told (  
>DTA 2.2), because I don=B4t have any tools that permit me play 24 bits  
>animation in real time.  
> My configuration can play it ? With your information a suppose ye=  
s.

Hiya Benigno

Dave's Tools are available at ftp.povray.org in /pub/povray/utils.  
I think. Look for it where povray is. Also try ftp.cdrom.com in  
/pub/povray/utilities. Look for DFV112.ZIP, DTA22B.ZIP, can't remember th=  
e  
name for BUILDSV. Check the local readme file.

Good Luck  
Falko =

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## 1.163 MSG-160 Subject: Re: Re[1]: Windows NT Version?

Subject: Re: Re[1]: Windows NT Version?  
Date: Thu, 16 Mar 1995 03:45:06  
From: Douglas Rudd <rudd@plk.af.mil>

>  
> Is that really going to work? It sounds a bit to good to be true...  
>  
>  
We shall see.... Seems MacroSystems has bet a lot of DM on this project.

---

Right now, it's the only deal going.

Doug Rudd

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### 1.164 MSG-161 Subject: Re:

Subject: Re: "Error rendering frame 1"..  
Date: Thu, 16 Mar 1995 03:55:38  
From: Douglas Rudd <rudd@plk.af.mil>

>  
> I hope someone can help me on this.  
>  
> I was doing a one-frame render of Carmen Rizzolo's NCC-1701-D object, and  
> I get an "Error Rendering Frame 1" requester. I am using an A3000 '030 w/  
> 68881 co-pro, 6 megs physical RAM, and 40 megs VMem using VMM 2.1. The  
> render was a scanline 24-bit Hires Quarterscreen with a starfield from  
> Ian Smith's Stars program(about 390 K).  
>  
> See ya,  
> Roger  
>

Sounds like the classic "Imagine hates VM on any platform" situation.  
Are you sure Imagine is using VMem? Six mb ram is at best marginal  
for Imagine and with Carmen's model, it just won't do.

Doug Rudd

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### 1.165 MSG-162 Subject: Re: VESA Drivers for ATI cards

Subject: Re: VESA Drivers for ATI cards  
Date: Thu, 16 Mar 1995 04:25:12  
From: Falko@aol.com

>Ok, folks, I really need your help on this! I got a ATI WinTurbo card with 4  
>Mb VRAM, and I don't get high color playback on my anims under DOS. Do I  
>need a VESA.COM file or not? I not, what am I doing wrong? What's a TSR?  
>Whats UNIVESA? Is there a shareware alternative? Shouldn't ATI have provided  
>me with that stuff if it was needed? I run neopaint in 24-bit without any  
>special driver and it runs ok.

Hiya,

---

TSR stands for Terminate and Stay Resident. VVESA.COM is a TSR or a resident device driver. Neopaint does not use vesa it has drivers for specific video chips or groups of video chips. VVESA.COM should be located on your MACH64 install disks. Run INSTALL and select INSTALL VIDEO CARD UTILITIES. VVESA.COM should be among them. You should put it in your autoexec.bat.

To generate and play back good FLICS you need Dave's tools, DTA 2.2 Dave's Targa Animator, this takes a series of targa format frames and compiles them into various Animator format FLICS (Read the docs!!!). DVF 1.1.2 is Daves Flic Viewer the only really functional DOS Flic viewer. BUILDSV is Daves tool to compile flics into self executing animations.

Hope this helps,  
Falko

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## 1.166 MSG-163 Subject: Re: Picasso II

Subject: Re: Picasso II  
Date: Thu, 16 Mar 1995 04:57:43  
From: ThreeDTV@aol.com

Dear roberto, I also have a picassoII w/2mram. I have repeatedly tried to get Expert Software(distributor) and Impulse together to try and fix this problem. Needless to say I have had no luck in persuading Impulse to provide the screen resolutions for PicassoII. The fault is not entirely Impulse's because I bought the card from Expert with the explicit knowledge that the card WOULD support Imagine's screen modes. I have ceased trying to be mediator between these two party's. Anyone else had any luck?

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## 1.167 MSG-164 Subject: High res Imagine

Subject: High res Imagine  
Date: Thu, 16 Mar 1995 05:21:34  
From: voc0137@comune.bologna.it

>Now, the big question, my 4000-040 is equipped with a Picasso II gfx  
>board with 2 megs, but Imagine doesn't want to work in  
>any way with it. Have someone of you managed to get thru this problem? What  
>can I do to work with my favourite renderer in 1024  
>by 768 fashion? It'll be good even in 800 x 600.....

I use Imagine 2.0 with a PC with a ATI Mach64 4Mb VRAM card, and I would like to be able to use the resolutions and speed it can give me, but I find no way of doing so... Is it impossible to change the resolution?

---

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## 1.168 MSG-165 Subject: Re: 24-bit anims

Subject: Re: 24-bit anims  
Date: Thu, 16 Mar 1995 06:03:53  
From: Jorgen Pehrson <d93jpe@t.hfb.se>

On Tue, 14 Mar 1995 Falko@aol.com wrote:

> Hiya!  
> You should do fine with what you got. Hmmm. Vesa drivers, ATI cards at least  
> up to the Mach 32 do not have vesa compliance in bios, You have to load a TSR  
> called VVESA.COM. Personally I am using UNIVESA (and yes, I PAID for it, it's  
> that good!!) version 5.0. It is vesa 1.2 compliant and uses 32bit code.  
>  
> I have a Generic 486DX2/66, 16mb ram, 256kb cache, ATI Graphics Wonder VLB  
> 2mb d-ram (Mach32), VLB ide HD cont., and a Western Digital 1gb hard disk.  
> This configuration allows me to play back 640x480x8/15/16 at 30fps and 24bit  
> at 15fps or thereabouts. I can even play back 1024x768x8bit at 15fps.  
> Falko

Hi.  
I have a 486DX2/80, 12mb ram, and a Cirrus Logic 5434 PCI gfx board.  
I have tried the dta utility to make animations for my PC. I can't seem  
to be able to view 24 bit animations. Upto 16bit is fine, but not 24bit.  
The 5434 has a 24bit mode in 640x480 so I \*should\* be able to use it,  
shouldn't I? What is needed to make 24 bit animations work? I have a old  
version of the UniVesa program, and it only thinks that my video card is  
a hicolor card. Would a new version help me out? If so, is it available  
for ftp anywhere, or is it commercial?

Thanks!

Jorgen Pehrson d93jpe@t.hfb.se  
University of Technology  
Borlange, Sweden.

And the cookie today is...  
Troutman's 4th Law:  
Machines work. People should think.

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## 1.169 MSG-166 Subject: Re: Power & Compilers & Development

Subject: Re: Power & Compilers & Development  
Date: Thu, 16 Mar 1995 07:21:58

---

From: Curtis White <cwhite@teleport.com>

> > COMPILERS:  
> > OK I'll give! I have Turbo C++ for the PC I can compile c into textures  
> > files for all you guys!  
>  
> You will not be able to do that with Turbo C++. The only current  
> compilers that can be used to compile and link Imagine textures are  
> Metahigh C and Watcom C++. You see, Imagine textures are miniature REX  
> (Pharlap Relocatable Executables) files. You can purchase a  
> development kit from Pharlap which includes linker, but you also need  
> a compiler that lets you link in math libraries and such. Trust me,  
> I've spent enough time figuring it out even with Watcom C++.  
>  
> Since my call went unanswered, I'll repeat it. If any author of  
> textures decides to share the code, I can compile the textures for PC  
> users as well.  
>  
> Andrey  
>  
>  
>

Maybe this should be a future enhancement to Imagine. There should be some way to compile textures with any compiler. I have all Borland compilers from Turbo C to C++ 4.0 and now also have Borland's Delphi (pascal). I can make programs to do just about anything, except Imagine textures. And I have trouble investing another few hundred dollars into a compiler that all I need it for is Imagine textures. I think Impulse should somehow set things up so that any C or other compiler could compile textures (since they are all binary executables in the end anyway). If I could use my current compilers, I would write textures and I am sure a lot of people would. PC Imagine is coming on strong and us PC people need some cool textures also. But let's face it. How many people own one of the above 2 mentioned compilers? I don't know of anybody, personally. I love Imagine, but I think that if it is going to move completely into the PC market, they are going to have to make it so that it is easy to write third party add-ons. If Impulse would do this, I think Imagine could eventually take over the 3D market on PC's.

Curt

```
=====
=          Do not follow where the path may lead.          =
= Go instead where there is no path and leave a trail.     =
=====
```

Curtis White

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## 1.170 MSG-167 Subject: Re: Power & Compilers & Development

Subject: Re: Power & Compilers & Development  
Date: Thu, 16 Mar 1995 08:01:51  
From: MGL <mischa@cats.ucsc.edu>

On Tue, 14 Mar 1995 Lumbient@aol.com wrote:

> Does Imagine have the amount of power that I hope it has? Maybe I just  
> haven't found all the features! Here is a list of what I hope It has, please  
> tell me which one(s) it has:  
> Alpha Channels?  
> Development Kit?  
> Specular Maps?  
> 3rd party add-on capability for modelers(ex. metaform)?  
> etc.  
>  
> I DON'T UNDERSTAND SOMTHING, EVEN A STUPID \$29 GAME LIKE DOOM HAD NETWORK  
> CAPABLITIES! BUT \$300 IMAGINE DOESN'T! NOT TO MENTION THAT DOOM HAD VIRTUAL  
> MEMORY SUPPORT! I AM FED UPPPP!  
> I love my Imagine.

Doom is a 3d shootemup and imagine is a raytracer!! How can you compare the features like that!?!

1. What sort of alphachannel support did you want? Imagine has several tranparancy options, but you must create a separate greymap for images, not like a 32bit image that doesn't work to my knowledge. As far as using it for antialiasing or such, you will have to use an image proc. program.
2. Developing kit: you can write your own textures, and these are really the only pluginable type data into imagine. You can write your own; I have seen a file explaining the format on the net. It would be nice if a complete package were available; (ie for effects, etc.) but I spend so much time uysing the actual program I have no time to develope for it. (on top of college that is!) But for the people that could write some phat stuff for imagine out there (and have) I say a dev kit should be available... good idea.
3. Specular map- at this point there is reflectivity, reflect mapping, etc. along with the aforementioned hardness, shininess, reflect. The specular spot is controllable through where the light is- so what is a specular map? Is this a cool feature?

I wouldnt mind playing doom or marathon, but I can always play my sega while I crank our renders full time on my 030.

There comes a time when a boy deletes all the games on his hd and says lets get serious! Although a disk raid would allow me plenty of room- guess I ain't that serious yet.

-----  
M G L

phat 3D renders

mischa@cats.ucsc.edu  
-----

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### 1.171 MSG-168 Subject: VMM (was Re:

Subject: VMM (was Re: "Error rendering frame 1"...)  
Date: Thu, 16 Mar 1995 08:37:52  
From: Cheng M F <memfc@alinga.newcastle.edu.au>

On Wed, 15 Mar 1995, Douglas Rudd wrote:

> Sounds like the classic "Imagine hates VM on any platform" situation.  
> Are you sure Imagine is using VMem? Six mb ram is at best marginal  
> for Imagine and with Carmen's model, it just won't do.

Well I use VMM3.0 (out for about a week now) and I have had no problems so far. Imagine is definitely using vmem (vmem stats window shows this). Admittedly I am not trying anything as complex as any of Carm's objects, but it's been quite stable so far.

my setup 3000/2chip/4fast/15VMem

Later  
MiKE

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### 1.172 MSG-169 Subject: Re: Microsoft3D (fwd)

Subject: Re: Microsoft3D (fwd)  
Date: Thu, 16 Mar 1995 11:02:00  
From: Mike McCool <mikemcoo@efn.org>

Hey Ted,

Thanks, you, for that microsoft post. And people think monopolies died out with the Rockefellers . . .

Interesting to watch the ms-boyz continue to assert that there's nothing wrong, meanwhile trying to writhe out from under that anti-trust suit that just won't go away. (Why doesn't the government just chill out and let us take over the world?)

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### 1.173 MSG-170 Subject: Re: Microsoft3D (fwd)

---



(Scream of fright.)

BR

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## 1.175 MSG-172 Subject: Imagine 3.2

Subject: Imagine 3.2  
Date: Thu, 16 Mar 1995 17:04:59  
From: tom.granberg@TV2.no

Hello, hello!

My name is Tom Granberg, I am living in this great but small country, we've got icebears, moose, no crime, and what do you know? whale killers! THE GREAT NORWAY. Okay, away with the bullocks, I'm a rather experienced Imagine user, and well aware of it's possibilities, cool ey! To be even more high ridin', I work as a graphic designer at TV 2, we've got 2 Silicon graphics Onyx, with reality engine2, Paint boxes etc,etc, but even then we use Imagine for 3d stuff.(me, lucky bastard, with A4000,18mb,4040warp,2,6gb-hd,Dps-PAR)  
We use it for the most part to model stuff like:planes,boats,ferrys,bridges,landscapes,oil platforms,refinary's, and other news related stuff. We also use it for virtual studios, to be exact, we have by now 4 (soon 5) weekly show that uses fake/virtual studios, modeled and rendered by Imagine 3.1. Our bosses are very happy endeed, so they want more,more,more,more.....SHUT UP!

I'm new to the list, and new to sending email trough internet. So this is very exciting wuahhh...iiiiha, here we go. I saw something about somone had received their Im.v3.2, so I just wondered if these somone(s) could be so kind to send me some facts about it, you know,new textures,effects,bugs and so on. Thanks!

Email: tom.granberg@tv2.no

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## 1.176 MSG-173 Subject: Help!

---

Subject: Help!  
Date: Thu, 16 Mar 1995 21:32:54  
From: gorski@uni.uiuc.edu (Chris Gorski)

I sent an unsubscribe message to the address in the initial instructions the list sends you. I got an address unknown message in return. I am still on the list. I want to get off. I (stupidly) deleted the initial instructions. Would someone please help me to get off this list? Thanks .

--

-CSG Chris Gorski  
cgorski@space.ncsa.uiuc.edu  
gorski@superdec.uni.uiuc.edu

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## 1.177 MSG-174 Subject: Re: 24bits animation

Subject: Re: 24bits animation  
Date: Thu, 16 Mar 1995 21:32:56  
From: "John Leipold (FA)" <leipold@satie.arts.usf.edu>

=20

On Wed, 15 Mar 1995 Falko@aol.com wrote:

> > I have a Generic 486DX2/66 too, with 16Mb RAM, 256Kb cache,  
> >EnhancedIDE-VLB with 730Mb + Adaptec 1522a with 1.08Gb, Video Board VLB  
> >based on CIRRUS chipset with 2Mb of RAM and finally one TV Coder connect=  
ed

> >in my SVHS video. I=B4d like to know where can I find that software you =  
told (

> >DTA 2.2), because I don=B4t have any tools that permit me play 24 bits  
> >animation in real time.

> > My configuration can play it ? With your information a suppose ye=  
s.

>=20

> Hiya Benigno

>=20

> Dave's Tools are available at ftp.povray.org in /pub/povray/utils.  
> I think. Look for it where povray is. Also try ftp.cdrom.com in  
> /pub/povray/utilities. Look for DFV112.ZIP, DTA22B.ZIP, can't remember th=  
e

> name for BUILDSV. Check the local readme file.

>=20

> Good Luck

> Falko =20

>=20

I had some General Protection Faults with DTA22B. I wrote Dave and he=20  
advised me to download DTA22B6.ZIP, that helped, but still was not=20  
perfect. DTA22B6 is at ftp.povray.org but it's listed in=20

/pub/povray/incoming/utilities. This is definitely the most recent=20 version, so probably the one to download.

Hope this helps,

John

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## 1.178 MSG-175 Subject: Re: 24-bit anims

Subject: Re: 24-bit anims  
Date: Thu, 16 Mar 1995 21:51:02  
From: Falko@aol.com

>Hi.

>I have a 486DX2/80, 12mb ram, and a Cirrus Logic 5434 PCI gfx board.

\*snip\*snip\*

> Jorgen Pehrson d93jpe@t.hfb.se  
>University of Technology  
> Borlange, Sweden.

Hiya Jorgen,

Yeah, you probably need a new version of Univesa. The current version is 5.0. I downloaded mine from AOL. Don't know where on the I-net it would be. Hmm. Just a sec let me do a quick inquiry. Ahh, here it is! Try ftp.cdrom.com in /pub/simtel/msdos/graphics and filename is univbe50.zip. How's that for netsurf on AOL!!!

Good Luck  
Falko

=====

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## 1.179 MSG-176 Subject: Re: Help!

Subject: Re: Help!  
Date: Thu, 16 Mar 1995 21:55:07  
From: "Anime a day..." <b7655@hopi.dtcc.edu>

On Thu, 16 Mar 1995, Chris Gorski wrote:

> I sent an unsubscribe message to the address in the initial instructions  
> the list sends you. I got an address unknown message in return. I am still  
> on the list. I want to get off. I (stupidly) deleted the initial instructions.

> Would someone please help me to get off this list? Thanks .  
>  
>

Sorry, you are now a cycle object and cannot be used for anything else. A sad fate indeed.

;)

b0nez

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### 1.180 MSG-177 Subject: Re: VESA Drivers????!!!!

Subject: Re: VESA Drivers????!!!!  
Date: Thu, 16 Mar 1995 22:04:40  
From: Falko@aol.com

>Ok, I'll look just one more time on my disks, but what do I do if I >don't  
>find it? Could any of you guys upload it for me?

I'm not sure my Mach32 vvesa.com will work, but you may want to try Univesa.  
Try ftp.cdrom.com in /pub/simtel/msdos/graphics and filename is univbe50.zip.  
This is shareware with nag screen at boot time. But it is what I use.

Good Luck  
Falko

=====  
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### 1.181 MSG-178 Subject: Re: 24 bits animations

Subject: Re: 24 bits animations  
Date: Thu, 16 Mar 1995 22:18:44  
From: Falko@aol.com

> Really, your info has been great, I found it (DFV and DTA), but now  
>I looking for BUILDSV, if you remember where it is please "CALL" me.

Hiya Gustavo

Try at ftp.cdrom.com in /pub/povray/incoming. This directory has the latest uploads there so be shure to look for the latest versions of DTA 2.2b6, DFV 1.2.2, BuildSV 1.06, and Dmorf 1.1.2. These are really super utils. Also look for Univesa 5.0. Try ftp.cdrom.com in /pub/simtel/msdos/graphics and filename is univbe50.zip. This is the ultimate vespa driver for virtually any video card/chip.

---

Good Luck  
Falko

=====

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### 1.182 MSG-179 Subject: Re: Animation Viewers (long)...

Subject: Re: Animation Viewers (long)..  
Date: Thu, 16 Mar 1995 22:38:23  
From: Falko@aol.com

>What is WinImages:FX? I have never heard of it. Is it commercial or  
>can it be found on the net?

Hiya Curt,

WinImages:FX is definitely commercial. It's from Blackbelt Systems, the  
developer of Imagemaster for the Amiga. It's for Windows and I'm told it's  
pretty cool.

Falko

=====

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### 1.183 MSG-180 Subject: Re: Microsoft3D (fwd)

Subject: Re: Microsoft3D (fwd)  
Date: Thu, 16 Mar 1995 22:43:43  
From: Luminous One <krishna@PrimeNet.Com>

On Thu, 16 Mar 1995, Derek Hardison wrote:

> RE : rendermorphics and reality lab 3D rendering for games  
> Last night I attended a meeting of the local SGI users group where Neil

I use a utility on my shell to append all mailing list emails to a file.

It doesn't, as far as I know have the ability to search based on Cc:. I  
set it to look for lightwave-l in the To: field. So anyone who replies  
to messages where some 'guy' is in the To: and the listserv address is  
going to clutter my mailbox just as this will probably do to many others  
(I'm making a point). Please, when replying, grab the text for quoting  
compose to the list in the To: field, or manually edit the header to make  
sure it's going to the list only.

---

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## 1.184 MSG-181 Subject: Re: More key things.

Subject: Re: More key things.  
Date: Thu, 16 Mar 1995 23:17:31  
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

Yes, and did you know that Left Amiga which I believe on the IBM is the Alter key. Well heres a short list of some others

L/A\_T = Twist  
L/A\_B = Bend  
L/A\_C = Pinch  
L/A\_H = Shear  
L/A\_E = Stretch  
L/A\_P = Taper  
L/A\_O = Smooth

I thought I might as well mention it sense I've never noticed any mention of them here. Though I may have missed it?

Anyways maybe someone will get some use out of it..

=RRW=

> Someone a while back mentioned that Left-Alt-V was equivalent to clicking  
> 'Yes' in the Imagine warning dialogs. I don't know if anyone said this, but  
> Left-Alt-B is equivalent to 'No'. Pretty handy for whipping through when  
> you mistakenly try an operation on a range of frames.  
>  
> Anyway, I also noticed that (in the Preferences Editor at least)  
> Right-Shift-Q is equivalent to Return. Sort of annoying when you're trying  
> to put something like 'Quick Stage' in the comment field, and can't figure  
> out what the heck is going on.  
>  
> So basically I have two questions:  
>  
> 1) Has anyone mapped out all the key equivalents, if there are others?  
>  
> 2) Has anyone else experienced the problem of not being able to view frames  
> with the Project Editor Show button? They look fine when viewed with an  
> external viewer, but I get nothing when I hit show...  
>  
> Any help greatly appreciated. By the way, I'm running Imagine 3.2 PC.  
>

=====

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**1.185 MSG-182 Subject: Re: UK Amiga 3.1**

Subject: Re: UK Amiga 3.1  
Date: Thu, 16 Mar 1995 23:46:50  
From: Goeran Ehrsson <goran@abalon.se>

Steve Gardiner wrote:

> I subscribed to the constant upgrade programme about 4 days before Xmas  
> and to my suprise I received 3.1 on Dec 27th !!!  
>  
> Not bad, Minniapolis, US to Kent, UK in a few days, I was well chuffed...

I sent in an \$510 order to Impulse on December 21 and haven't received anything yet! On February 16 I sent them a fax, and they replied that I should have 3.1 for both Amiga and PC within two weeks. I'm still waiting..... :-(  
Maybe Sweden is too far away for them. Bad Impulse Baaaaaad.....

- Goran

--

Email: goran@abalon.se (MIME compliant)  
Earth: Goran Ehrsson, Abalon AB, Box 11129, 16111 BROMMA, SWEDEN

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**1.186 MSG-183 Subject: Imagemaster R/t (was: Re: Animation Viewers (long)...)** 

Subject: Imagemaster R/t (was: Re: Animation Viewers (long)...)   
Date: Fri, 17 Mar 1995 00:06:37  
From: Charles Blaquiere <bla@io.org>

> From: videoman@netcom.co  
>  
> WinImages:FX is Imagemaster for the PC? Does it do everything the Amiga  
> version does? :more info: :more info: :)  
>

The product is now just called WinImages, and includes WinImages:FX and WinImages:Morph in one software package, interfaced through the timeline. Interface-wise, it's a major revision of IM! It has a full-fledged timeline. Imagine dragging an entire directory's worth of animation files onto the timeline, then dragging an FX button, which becomes an FX timeline; double-click to set parameters at any keyframe, even play with spline interpolation controls! No scripting required! It's absolutely gorgeous, and even has 2 new classes of effects, including plasma, fire, lightning, all animatable.

For more information, ask Black Belt directly at 76004.1771@compuserve.com. They have a direct-access program which lets you get the whole kit'n'kaboodle (sp?) for about \$60.

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## 1.187 MSG-184 Subject: Bad Lensflare Overlap

Subject: Bad Lensflare Overlap  
Date: Fri, 17 Mar 1995 00:19:24  
From: Charles Blaquiere <blaq@io.org>

> From: Valentino Magri <MC8336@mclink.it  
>  
> 1. I have made a simple starship with 3 back-engine and the texture  
> LensFlare and FireBall applied on 3 overlapping planes (1x1 YZ 1top  
> 2bottom on the same X coord) to simulate the light of the engines.  
> The problem: I can't get a perfect overlap: i see the Flares cutted by  
> the diagonal of the planes!!! How can i get 3 Flares intersecting  
> perfectly???

Welcome to the Imagine Mailing List!

Let me see if I understand you correctly. You tried to simulate a 3-D ball of fire by using 3 planes at right angles to each other? (i.e. one X-Y, one X-Z, one Y-Z, all intersecting like "+" signs) This should be fine, as long as the flare texture is smaller than the planes, or else the texture will be cut off at the edge of the planes and it will look unnatural. Commercial animation houses have used a similar technique to create fake trees, by mapping a tree image on two vertical planes at 90 degree angles. Can you explain your problem a bit more?

> 2. Same project: A star-base with a lot of grouped objects and 4 door on  
> it. I have created some states on the doors, something like Door-1-Open,  
> Door-1-Close, ecc. The problem: Action Editor: i can only specify ONE  
> state at a time so if i want to animate more than 1 door, the only way  
> is to create a third state with the 2 doors, isn't it? It is not very  
> flexible, or there is a trick ???

That's right, an object or group can only be in one state at any time, or some intermediate situation between two defined states, when morphing.

You need to use Split to turn each door into a separate object, and give each door 2 states: open and closed. (\*) Since objects load into Stage at the location they were saved in Detail, the new space station (without doors) and the new separate door objects will fit perfectly, and you can now animate each door independently of all other objects.

(\*) Of course, you also need to create a DEFAULT state, and you're not allowed to use that state in Stage/Action. (You knew that, right?)

Keep the questions coming, and eventually, you'll be able to come up with answers!

=====

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### 1.188 MSG-185 Subject: Re: Baseball Bat

Subject: Re: Baseball Bat  
Date: Fri, 17 Mar 1995 00:25:36  
From: Charles Blaquiere <blaq@io.org>

> From: TORGEIR HOLM <torgeir.holm@tbc.bbs.no  
>  
> Sort of:  
>  
> Maps:Woodgrain.iff24  
> Maps:BatLogo.iff24  
>     Maps:BatLogoBumpMap.iff8  
>     Maps:BatLogoClipmap.iff24  
> Maps:GripTape.iff24  
>  
> Where the two indented Brushes only affect the BatLogo, and they are  
> applied in the order they are. So if you moved the Clip map one step up,  
> you would not clip away the exces of the bump map, only the Logo itself.  
>  
> This is one feature I would love to see. Maybe the Alpha texture can do  
> some of thes already, but I haven't had a chance to try it out as much  
> as I would have liked to yet.

As you said, there are PD textures that allow alpha channel-type masking. Apart from that, I'm afraid my imagination must be weak tonight, since I don't see anything logical that can be accomplished by the sort of map hierarchy you describe. For example, adding a clip map to BatLogo is unnecessary, since Imagine allows a genlock color; adding a bump map to BatLogo is illogical, since BatLogo itself is strictly a color map; Imagine only allows one mapping type per map. Applying a bump map to the object, fine; but to another brushmap -- why? Please explain more.

=====

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### 1.189 MSG-186 Subject: Re: VESA Drivers????!!!!

Subject: Re: VESA Drivers????!!!!  
Date: Fri, 17 Mar 1995 00:28:09  
From: pmyers@mhv.net

On Thu, 16 Mar 1995 voc0137@comune.bologna.it wrote:

---

> >>Whats UNIVESA? Is there a shareware alternative? Shouldn't ATI have provided  
> >>me with that stuff if it was needed? I run neopaint in 24-bit without any  
> >>special driver and it runs ok.  
>  
> >specific video chips or groups of video chips. VVESA.COM should be located on  
> >your MACH64 install disks. Run INSTALL and select INSTALL VIDEO CARD  
> >UTILITIES. VVESA.COM should be among them. You should put it in your  
> >autoexec.bat.  
>  
> Ok, I'll look just one more time on my disks, but what do I do if I don't  
> find it? Could any of you guys upload it for me?

The Mach64 cards have the VESA extension 1.2 built into the chips. No need to run a VESA driver. That's why your Neopaint works in 24bit without any driver. My Mach64 works fine in all resolutions/color depths with Imagine 2.0-3.2.

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## 1.190 MSG-187 Subject: Re: Bones

Subject: Re: Bones  
Date: Fri, 17 Mar 1995 00:29:39  
From: Charles Blaquiere <blaq@io.org>

> From: Roberto Naldi <fev0197@comune.bologna.it  
>  
> Hi Bill,  
> I use a little trick for smoothing the surface between two  
> objects, here's the points  
> 1.Choose the cross sections just before the joint of the two obj's  
> 2.Cut them apart of the obj's  
> 3.Make them have the same number of points  
> 4.SKIN them  
> 5.Paste back the obj's  
>  
> You'll should have a smooth joint for boning purpose.

In addition, your technique requires the two cross-sections to have the same number of points. With Imagine 3.2's new Set Edge Line and Fill Edge (unsure of the exact names), you can now automatically skin the gap between two cross-sections, even if they have an unequal number of points.

=====

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## 1.191 MSG-188 Subject: Imagine 3.2

Subject: Imagine 3.2  
Date: Fri, 17 Mar 1995 00:37:44  
From: Charles Blaquiere <blaq@io.org>

> From: tom.granberg@TV2.no  
>  
> news related stuff. We also use it for virtual studios, to be exact,  
> we have by now 4 (soon 5) weekly show that uses fake/virtual studios,  
> modeled and rendered by Imagine 3.1.

That sounds very exciting! Would you have permission to upload JPEGs of some of those virtual studios to Aminet? I'm sure a lot of people would love to see them. Oh, and send a disk of them to Impulse... they're always on the lookout for professional uses of their software.

=====

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## 1.192 MSG-189 Subject: Imagine 4.1 Wish

Subject: Imagine 4.1 Wish  
Date: Fri, 17 Mar 1995 01:10:06  
From: Charles Blaquiere <blaq@io.org>

> From: tom.granberg@TV2.no  
>

Tom, you'll be happy to know that several of the things you describe are available now, using Imagine and/or third-party products.

> Other possible effects:  
> Eruptions "sun coronas", Z direction

You can create beautiful suns, with corona and boiling surface, using Essence textures.

> Tornado X,Z and Y direction

Essence has a tornado effect as seen from above, called Cyclone. It applies something that looks like the red spot of Jupiter to an object, with wispy spiral "arms" at the edges. Animates nicely.

> Laser beam

You can create pseudo-laser beams in Imagine using tubes with Fog and the ghost or fakely texture.

> Hose lines (bump)

Imagine has a texture called Ribbed, which adds parallel lines to your object; it can affect color, reflect, filter, or bump.

---

> \*More animatable textures: Sun surface, Growing mold/fungus, Nebula  
> turbulence

Again, Essence (and Imagine's own noise textures, I guess -- they're just not documented as well) can do wonderful animation.

> Redhot to cold iron

If you mean the changing color, you could simulate that by creating a simple brushmap, a horizontal strip filled with a multicolor gradient. In Imagine, apply it to your object (in color mode) and stretch the brushmap along the length of the strip to an absurd length, e.g. 5000 units. Move the texture so the object is contained within the area at one end of the strip; save as state "Begin". Move the texture so the object is contained within the area at the other end; save as state "End". Now, when you morph from "Begin" to "End", the object will stay the same; only the color brushmap will move across the object, applying all the colors in turn. And because Imagine anti-aliases all brushmaps, you won't see any banding; just a smooth, subtle variation as the object changes color over time.

> Light building features. (mold the light shape) or be able to add an  
> texture/bitmap, directly to the light source.

You want to create what's known as a gobo? (Those metal plates with shapes punched out, which are placed in front of spotlights to simulate venetian blinds, for example, or suggest a cityscape of skyscrapers) You can already do it in Imagine. (yay) In trace mode, Imagine will now correctly take into account transparent objects placed between your object and light sources. For example, create a conical spotlight, then place in front of it an opaque plane, with a filter brushmap applied to it. Instant textured/bitmapped light source.

> [Proposed Rip-off effect] The effect will tear off bits and pieces of the  
> objects, these bits and pieces is not faces but "real" particles/dots  
> like in the atmospheric effect.

You can have it both ways. If you want to emit particles from an object, just add create copy of the object, scaled by .99 to hide it under the original. Then make the copy a particle object, and use the particle FX in the Action editor to create a constant emission of particles. When you hide this particle source inside the original object, it will appear as if particles are being shed by the object.

If you want the flying stuff to be actual object pieces, not simple particles, (which means your object will disintegrate as parts fly off), you'll love the new Shredder FX in Imagine 3.2. It creates random groups of faces (or uses existing subgroups you have defined), and explodes them off the main object. These flying pieces can even bounce off the ground, using a primitive form of collision detection! Some people have already lost many nights' sleep playing with this.

=====

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### 1.193 MSG-190 Subject: Re: Imagine docs (was:24-bit anims)

Subject: Re: Imagine docs (was:24-bit anims)  
Date: Fri, 17 Mar 1995 01:11:57  
From: Charles Blaquiere <blaq@io.org>

> From: cjo@esrange.ssc.se  
>  
> > "Understanding Imagine 3.0" to come out. Its author, Steve Worley, was  
> > the originator of this mailing list, and is widely considered God among  
> > Imagineers.  
>  
> Oh no, not by me he ain't, I'm an atheist! (Sorry Steve)  
>  
> ;-)

<chuckle> my standard joke when asked about religion is "I'm an atheist,  
thank God!"

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### 1.194 MSG-191 Subject: Replying to the List (was: Re: Microsoft3D)

Subject: Replying to the List (was: Re: Microsoft3D)  
Date: Fri, 17 Mar 1995 01:24:51  
From: Charles Blaquiere <blaq@io.org>

> From: Luminous One <krishna@PrimeNet.Com>  
>  
> Please, when replying, grab the text for quoting compose to the list  
> in the To: field, or manually edit the header to make sure it's going  
> to the list only.

That's not always possible, depending what software your Internet access  
provider has, well, provided. For example, on the system I subscribe to,  
if I reply to your message, I have a choice between replying to all  
(which sends a message to you, and to the list, so you'll see my reply  
twice), or send to only the original poster (you) -- which means my  
reply won't get to the list. Your name is protected in the header; I  
can't edit it manually.

So, for my first few months, everyone I replied to got to see my deep  
thoughts twice. (Didn't make'em any deeper B^( )

Until I tried another approach. Now, when I want to reply to a message,  
I forward that message to the list. When forwarding, the To: field is  
wide open, under my control, so I can simply enter  
"imagine@email.sp.paramax" and everyone's happy. Forwarding also

automatically includes the original message, ready to be edited down to the bare essentials.

Just a suggestion to all relative newcomers out there.

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### 1.195 MSG-192 Subject: Desired Imagine features (was: Re: Power & Compilers & Development)

Subject: Desired Imagine features (was: Re: Power & Compilers & Development)  
Date: Fri, 17 Mar 1995 01:34:48  
From: Charles Blaquiere <blaq@io.org>

> From: MGL <mischa@cats.ucsc.edu>  
>  
> 3. Specular map- at this point there is reflectivity, reflect mapping,  
> etc. along with the aforementioned hardness, shininess, reflect. The  
> specular spot is controllable through where the light is- so what is a  
> specular map? Is this a cool feature?

Yes, it is. A specular map is a greyscale image which controls the specular level, i.e. the hardness parameter in Imagine. Lightwave animators use it all the time on Babylon 5: see how a similar brushmap was applied as color, bump, and specularity map on those spaceships. The result: different hull plates have different colors, but they also shine to different degrees, depending on the angle of the light, due to the specular map. It's one of those things which could add even more realism to Imagine renders, for a trivial investment on the part of Impulse. (The specularity code is already there; just make the hardness come from a brushmap instead of a constant value)

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### 1.196 MSG-193 Subject: Question an magnetism

Subject: Question an magnetism  
Date: Fri, 17 Mar 1995 01:43:19  
From: Charles Blaquiere <blaq@io.org>

> From: Broctune@aol.com  
>  
> I am having a problem using magnetism, the problem is I don't know how  
> to use it

Add a default plane. Turn on magnetism. Change the radius of influence to 30.

---

Enter `_Drag_ Points` mode. In the Front view, click on a point close to the center of the plane, and hold the mouse button. You'll see a bunch of points selected.

Press and hold the Shift key, `_then_` release the mouse button. The points stay selected.

Move the mouse pointer to the Top or Right view. Press and hold the mouse button, and move the mouse, keeping Shift pressed all the time. You will be able to drag the selected points with the variable magnetic effect.

When you're done, release the Shift key and press the spacebar to accept, or Escape to cancel.

It looks complicated on paper (or on screen B^), but after going through the procedure a couple of times, you'll know it by heart.

=====

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## 1.197 MSG-194 Subject: Reverse Path ??

Subject: Reverse Path ??  
Date: Fri, 17 Mar 1995 01:51:19  
From: Charles Blaquiere <blaq@io.org>

> From: Douglas Smith 061-439-5050x3956  
>  
> Is there any way to reverse the direction of a path ??  
>  
> Is there any way to make an object travel from the end of a path to the  
> start ??

I don't know of any way, except to create a second path, identical to the first, that has the points in reverse order.

> and to take the question one stage further,  
>  
> Is there any way to split a path up into several shorter paths ??  
>  
> Of course, you could always just group and save the axes you use to make the  
> path, and it's not exactly difficult to create a new path following the  
> old path (roughly), but is there a better, more elegant way.

You're still using many straight lines to create a path? I suggest you get into the habit of making spline paths. Not only are they easier to create, (just a few control points) but they're smooth, so your extrusions and/or object motions will never take a sudden jerk when they go from one segment to the next.

When using a spline path, you can position your control points where you

---

want the breaks to be, save the path, then repeatedly load the path/edit/delete unwanted points, leaving only the section you're interested in. The new, shorter paths will abutt (sp?) perfectly.

=====

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### 1.198 MSG-195 Subject: Re: Shiny?

Subject: Re: Shiny?  
Date: Fri, 17 Mar 1995 01:57:24  
From: Charles Blaquiere <blaq@io.org>

> From: MGL <mischa@cats.ucsc.edu>  
>

> I recommend trace if you want it to look realistic at all...  
> if anything looks funny in my render in line mode, I try trace mode  
> because scanline is a toy compared.

That's fine and dandy, but when you use Imagine for animation, you don't have the freedom to use trace mode. You use scanline and learn every trick in the book to make it look as good as possible, including fake reflections and shadows if need be. A typical 5-second flying logo, field-rendered, requires Imagine to render 300 frames. If a nice raytrace takes 3 hours, that short flying logo would take one month to render.

I honestly envy people who deal in still images, and can play with super-realistic raytracing all night long.

=====

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### 1.199 MSG-196 Subject: Re: High res Imagine

Subject: Re: High res Imagine  
Date: Fri, 17 Mar 1995 02:02:34  
From: Bob MillerRhees <bmillerr@linknet.kitsap.lib.wa.us>

Imagine3.0 will open at any screen size you desire with the RetinaZ3. A program called RetinaEMU maintains a database of screens and you just type into the width and height requester fields the size you want. Imagine actually works better than most of the Amiga programs in this regard. To really take advantage of the high res screens, Impulse would need to add a way to pick screen font size (the text is too small to be usable on a 1024x768 screen on a 14" monitor).

The Z3 has a built-in blitter that speeds up screen redraw by about a third, but it leaves trash on the screen sometimes, and doesn't change

color for pick and select object (a real pain). Using the "Amiga Blitter" mode however works very well and the large screen sizes are great. Of course the real advantage is is high res 24bit image display for renders and animations.

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## 1.200 MSG-197 Subject: Re: Microsoft3D (fwd)

Subject: Re: Microsoft3D (fwd)  
Date: Fri, 17 Mar 1995 02:02:51  
From: fev0197@comune.bologna.it (Roberto Naldi)

>> Microsoft - the Fourth Riech?  
>>  
>> In the future, there will be only one address:  
>>  
>> Microsoft  
>> One Microsoft Way  
>> Microsoft, MS 11111-1111  
>> email: msmail@microsoft.com.ms  
>  
>8( ) Ahhhhhhhhhhhhhhh!!!!!!  
>  
>(Scream of fright.)  
>  
>BR  
>

Well, we Amigoids have proved envy for the MS-Dos Wolfenstein likes.... If MS becomes the Reich.... We'll have the chance of our lives....eh....eh.....eh.....eh....

Bye

Roberto Naldi

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## 1.201 MSG-198 Subject: Re: Animation Viewers (long)...

Subject: Re: Animation Viewers (long)..  
Date: Fri, 17 Mar 1995 02:23:30  
From: fev0197@comune.bologna.it (Roberto Naldi)

>  
>has anyone tried photogenics? not that I could get it now, but If it  
>really is as good as photoshop... anyone use it?

---



## 1.203 MSG-200 Subject: Re: Bones

Subject: Re: Bones  
Date: Fri, 17 Mar 1995 03:01:55  
From: "Anime a day..." <b7655@hopi.dtcc.edu>

On Fri, 17 Mar 1995, Charles Blaquiere wrote:

```
> > From: Roberto Naldi <fev0197@comune.bologna.it>
> >
> > Hi Bill,
> >         I use a little trick for smoothing the surface between two
> > objects, here's the points
> > 1.Choose the cross sections just before the joint of the two obj's
> > 2.Cut them apart of the obj's
> > 3.Make them have the same number of points
> > 4.SKIN them
> > 5.Paste back the obj's
> >
> > You'll should have a smooth joint for boning purpose.
>
> In addition, your technique requires the two cross-sections to have the
> same number of points. With Imagine 3.2's new Set Edge Line and Fill
> Edge (unsure of the exact names), you can now automatically skin the gap
> between two cross-sections, even if they have an unequal number of points.
>
```

Thank you Roberto & Charles, this mailing list is fountain of help..

....back to work!

Bill

=====

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## 1.204 MSG-201 Subject: Re: Help w/Slice command?

Subject: Re: Help w/Slice command?  
Date: Fri, 17 Mar 1995 03:40:42  
From: fev0197@comune.bologna.it (Roberto Naldi)

```
>I'm using the PC version 3.2. I'm modeling a dragon and I need to use the
>slice command to cut out the eyes, nose, ect. Everytime I create the=
>cut-out
>object, place it where I want the cut and pick it and the object to cut I
>keep getting something like "error slicing" and it refuses to do the=
>boolean
>command. Any suggestions on what is happening. Thanks...
```

Well, new version, old ugly bugs.... I hoped impulse would fix this \*@#=A7=  
bug

even  
in version 3.0, but them don't....

Try to move the cuttin object a little arond, this usually fixes the  
problem, is a boring=20  
process, but I tink is the only thing to do.

Bye,

=20

Roberto Naldi

P.S. When the 3.2 was released?

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## 1.205 MSG-202 Subject: Re: UK Amiga 3.1

Subject: Re: UK Amiga 3.1  
Date: Fri, 17 Mar 1995 03:40:46  
From: fev0197@comune.bologna.it (Roberto Naldi)

>  
>Hi Jon,  
>  
>I subscribed to the constant upgrade programme about 4 days before Xmas,  
>and to my suprise I received 3.1 on Dec 27th !!!  
>  
>Not bad, Minniapolis, US to Kent, UK in a few days, I was well chuffed...  
>  
>Cheers  
>--  
> +-----+-----+-----+  
> | Steve Gardiner | Paying my debt to society... |  
> | Steve@mg-plc.demon.co.uk | Working in Business Publishing !|  
> +-----+-----+-----+  
>

OK, what's wrong with me? I've bought the DigiMax in november 95 along with  
the subscription, and no soft has already reached my home, here in Italy. Is  
the soft coming with its own legs?

Bye,

Roberto Naldi

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**1.206 MSG-203 Subject: Question an magnetism**

Subject: Question an magnetism  
Date: Fri, 17 Mar 1995 04:12:13  
From: Broctune@aol.com

To whom it may concern,

I am a beginning and loyal user, I have just bought Imagine 3.0 with the 3.2 upgrade (with more soon to follow) and I am having a problem using magnetism, the problem is I don't know how to use it, Am I supposed to move the mouse around, do I have to be in PICK POINTS mode. Please help.

Also, where can I get a pair of inexpensive LCD shutter glasses, ( I asked the guys at Impulse and they were nohelp)

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**1.207 MSG-204 Subject: Re: Slice tips**

Subject: Re: Slice tips  
Date: Fri, 17 Mar 1995 04:46:32  
From: tom.granberg@TV2.no

To whom ever it may consern!

Cool slicing, and sub bugs in Imagine.

I know, I know, the slice command in imagine is at it's best loosy, indeed! but you can get around this problem, the other tip hanging around on the mailing list sugest that you move it around a little, and that this will do the trick. But i'm sorry to say that this rarly works at all, since the hole or what ever you are trying to make, should at least be close to were you decided on in the first place. So the trick i use is a bit simpler(hehehe) it's seems like Impulse have a sub bug regarding the slice command, so if the slice command refuse to work the first time, it would probably dont work even if you move it a little bit. Try this: quit detail editor and go back,yes I know (explain later),add a sphere then add a tube with closed ends and use it to cut the sphere, you shouldn't have any problem at all,uuaaaah, strange,huh. But if you now load objects, and edit them in all sorts of bizzare ways, do this for about 30 minutes at 120 deg(joke). If you now try to slice something at all, it often refuses, even if you try slicing added primitive objects. It seems that imagine are screwed up by all this editing and dont know what slicing is all about. So if you plan your modeling, before you begin, and save your objects after the editing,the simpler the better, with this I dont mean ugly objects with 5 vectors, but break up your objects in smaller parts especialy those you want to slice. And for gods sake dont join anything before slicing, imagine just goes banana's. Then quit detail and go back, load your source object due to be sliced, then load your slicing object, and of you go. If this does'nt work.....hey,shoot me. Or rather, kick the shit out of your computer, and pour coke into the disk drive. I get of on it!

Anyway Impulse have not done a very good job with the slice command, and to get an answer from them sayin' "just you go wiggling it around a bit, and it should

---

work...klick..biiiiiiiiip...hey...HEEEY,I was'nt finished,damn!", if this is the way to treat us customers, they can go wiggling of the edge and into a deep,dark canyon.

Okay, okay, I'm not that mad about them at all, it's just that something just get to you, dont you know!

But the modeler is one of the finest there is, I should know using silicon graphics all day, and still goes to imagine's detail editor when the going get's tough.

Have a most excellent day, dudes and dudettes  
tom.granberg@tv2.no

=====

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## 1.208 MSG-205 Subject: Re: UK Imagine v3.1

Subject: Re: UK Imagine v3.1  
Date: Fri, 17 Mar 1995 04:56:44  
From: tom.granberg@TV2.no

On the 17.03 Robert Naldi the Italian wrote:

\OK, what's wrong with me? I've bought the DigiMax in november 95 along with \the subscription, and no soft has already reached my home, here in Italy. Is \the soft coming with its own legs?

\Bye,

\

Roberto Naldi

Nothing is wrong with you Roberto, but Impulse has this policy that if it can't go to Italy by it self it just can't. You know Minneapolis is a VERY and I repeat VERY small city and have no post office, sorry!

Beside they broke the soft's legs before they asked him to walk all over their office, when it couldnt, they killed him with a green cursor,rip V3.1.

My regards.  
tom.granberg@tv2.no

=====

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## 1.209 MSG-206 Subject: Re: 24-bit anims

Subject: Re: 24-bit anims  
Date: Fri, 17 Mar 1995 06:11:20  
From: Falko@aol.com

>Hi.  
>I have a 486DX2/80, 12mb ram, and a Cirrus Logic 5434 PCI gfx board.

\*snip\*snip\*

> Jorgen Pehrson d93jpe@t.hfb.se  
>University of Technology  
> Borlange, Sweden.

Hiya Jorgen,

Yeah, you probably need a new version of Univesa. The current version is 5.0. I downloaded mine from AOL. Don't know where on the I-net it would be. Hmm. Just a sec let me do a quick inquiry. Ahh, here it is! Try ftp.cdrom.com in /pub/simtel/msdos/graphics and filename is univbe50.zip. How's that for netsurf on AOL!!!

Good Luck  
Falko

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## 1.210 MSG-207 Subject: Sorry, I'm so sorry

Subject: Sorry, I'm so sorry  
Date: Fri, 17 Mar 1995 07:45:02  
From: tom.granberg@TV2.no

Howdy! all you guys with sour eyes, from reading my mail several times! I'm new to this, so bear with me a while, I mistook my own messages as bouncing mail when it wasn't, and sent them again. Sorry, it wont happen anymore, I promise. uuhu...snufs.uhu., please forgive me.

Bombadil

tom.granberg@tv2.no  
=====

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## 1.211 MSG-208 Subject: Imagine 3.2

Subject: Imagine 3.2  
Date: Fri, 17 Mar 1995 10:08:45  
From: Charles Blaquiere <blaq@io.org>

> From: tom.granberg@TV2.no  
>  
> news related stuff. We also use it for virtual studios, to be exact,  
> we have by now 4 (soon 5) weekly show that uses fake/virtual studios,

---

> modeled and rendered by Imagine 3.1.

That sounds very exciting! Would you have permission to upload JPEGs of some of those virtual studios to Aminet? I'm sure a lot of people would love to see them. Oh, and send a disk of them to Impulse... they're always on the lookout for professional uses of their software.

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## 1.212 MSG-209 Subject: Re: Bones

Subject: Re: Bones  
Date: Fri, 17 Mar 1995 10:08:53  
From: Charles Blaquiere <blaq@io.org>

> From: Roberto Naldi <fev0197@comune.bologna.it  
>  
> Hi Bill,  
> I use a little trick for smoothing the surface between two  
> objects, here's the points  
> 1. Choose the cross sections just before the joint of the two obj's  
> 2. Cut them apart of the obj's  
> 3. Make them have the same number of points  
> 4. SKIN them  
> 5. Paste back the obj's  
>  
> You'll should have a smooth joint for boning purpose.

In addition, your technique requires the two cross-sections to have the same number of points. With Imagine 3.2's new Set Edge Line and Fill Edge (unsure of the exact names), you can now automatically skin the gap between two cross-sections, even if they have an unequal number of points.

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## 1.213 MSG-210 Subject: Sorry, I'm so sorry

Subject: Sorry, I'm so sorry  
Date: Fri, 17 Mar 1995 12:28:10  
From: tom.granberg@TV2.no

Howdy! all you guys with sour eyes, from reading my mail several times! I'm new to this, so bear with me a while, I mistook my own messages as bouncing

mail when it wasn't, and sent them again. Sorry, it wont happen anymore, I promise. uuhu...snufs.uhu., please forgive me.

Bombadil

---

tom.granberg@tv2.no

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## 1.214 MSG-211 Subject: Desired Imagine features (was: Re: Power & Compilers & Developm

Subject: Desired Imagine features (was: Re: Power & Compilers & Developm  
Date: Fri, 17 Mar 1995 12:28:27  
From: Charles Blaquiere <blaq@io.org>

> From: MGL <mischa@cats.ucsc.edu>  
>  
> 3. Specular map- at this point there is reflectivity, reflect mapping,  
> etc. along with the aforementioned hardness, shininess, reflect. The  
> specular spot is controllable through where the light is- so what is a  
> specular map? Is this a cool feature?

Yes, it is. A specular map is a greyscale image which controls the specular level, i.e. the hardness parameter in Imagine. Lightwave animators use it all the time on Babylon 5: see how a similar brushmap was applied as color, bump, \_and\_ specularity map on those spaceships. The result: different hull plates have different colors, but they also shine to different degrees, depending on the angle of the light, due to the specular map. It's one of those things which could add even more realism to Imagine renders, for a trivial investment on the part of Impulse. (The specularity code is already there; just make the hardness come from a brushmap instead of a constant value)

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## 1.215 MSG-212 Subject: Re: Shiny?

Subject: Re: Shiny?  
Date: Fri, 17 Mar 1995 13:34:43  
From: Charles Blaquiere <blaq@io.org>

> From: MGL <mischa@cats.ucsc.edu>  
>  
> I recommend trace if you want it to look realistic at all...  
> if anything looks funny in my render in line mode, I try trace mode  
> because scanline is a toy compared.

That's fine and dandy, but when you use Imagine for animation, you don't have the freedom to use trace mode. You use scanline and learn every trick in the book to make it look as good as possible, including fake reflections and shadows if need be. A typical 5-second flying logo, field-rendered, requires Imagine to render 300 frames. If a nice raytrace takes 3 hours, that short flying logo would take one month to render.

---

I honestly envy people who deal in still images, and can play with super-realistic raytracing all night long.

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## 1.216 MSG-213 Subject: Imagine 4.1 Wish

Subject: Imagine 4.1 Wish  
Date: Fri, 17 Mar 1995 13:59:17  
From: Charles Blaquiere <blaq@io.org>

> From: tom.granberg@TV2.no  
>

Tom, you'll be happy to know that several of the things you describe are available now, using Imagine and/or third-party products.

> Other possible effects:  
> Eruptions "sun coronas", Z direction

You can create beautiful suns, with corona and boiling surface, using Essence textures.

> Tornado X,Z and Y direction

Essence has a tornado effect as seen from above, called Cyclone. It applies something that looks like the red spot of Jupiter to an object, with wispy spiral "arms" at the edges. Animates nicely.

> Laser beam

You can create pseudo-laser beams in Imagine using tubes with Fog and the ghost or fakely texture.

> Hose lines (bump)

Imagine has a texture called Ribbed, which adds parallel lines to your object; it can affect color, reflect, filter, or bump.

> \*More animatable textures: Sun surface, Growing mold/fungus, Nebula  
> turbulence

Again, Essence (and Imagine's own noise textures, I guess -- they're just not documented as well) can do wonderful animation.

> Redhot to cold iron

If you mean the changing color, you could simulate that by creating a simple brushmap, a horizontal strip filled with a multicolor gradient. In Imagine, apply it to your object (in color mode) and stretch the brushmap along the length of the strip to an absurd length, e.g. 5000 units. Move the texture so the object is contained within the area at one end of the

strip; save as state "Begin". Move the texture so the object is contained within the area at the other end; save as state "End". Now, when you morph from "Begin" to "End", the object will stay the same; only the color brushmap will move across the object, applying all the colors in turn. And because Imagine anti-aliases all brushmaps, you won't see any banding; just a smooth, subtle variation as the object changes color over time.

> Light building features. (mold the light shape) or be able to add an  
> texture/bitmap, directly to the light source.

You want to create what's known as a gobo? (Those metal plates with shapes punched out, which are placed in front of spotlights to simulate venetian blinds, for example, or suggest a cityscape of skyscrapers) You can already do it in Imagine. (yay) In trace mode, Imagine will now correctly take into account transparent objects placed between your object and light sources. For example, create a conical spotlight, then place in front of it an opaque plane, with a filter brushmap applied to it. Instant textured/bitmapped light source.

> [Proposed Rip-off effect] The effect will tear off bits and pieces of the  
> objects, these bits and pieces is not faces but "real" particles/dots  
> like in the atmospheric effect.

You can have it both ways. If you want to emit particles from an object, just add create copy of the object, scaled by .99 to hide it under the original. Then make the copy a particle object, and use the particle FX in the Action editor to create a constant emission of particles. When you hide this particle source inside the original object, it will appear as if particles are being shed by the object.

If you want the flying stuff to be actual object pieces, not simple particles, (which means your object will disintegrate as parts fly off), you'll love the new Shredder FX in Imagine 3.2. It creates random groups of faces (or uses existing subgroups you have defined), and explodes them off the main object. These flying pieces can even bounce off the ground, using a primitive form of collision detection! Some people have already lost many nights' sleep playing with this.

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## 1.217 MSG-214 Subject: Re: Bones

Subject: Re: Bones  
Date: Fri, 17 Mar 1995 14:47:43  
From: "Anime a day..." <b7655@hopi.dtcc.edu>

On Fri, 17 Mar 1995, Charles Blaquiere wrote:

> > From: Roberto Naldi <fev0197@comune.bologna.it  
> >  
> > Hi Bill,  
> > I use a little trick for smoothing the surface between two

> > objects, here's the points  
> > 1.Choose the cross sections just before the joint of the two obj's  
> > 2.Cut them apart of the obj's  
> > 3.Make them have the same number of points  
> > 4.SKIN them  
> > 5.Paste back the obj's  
> >  
> > You'll should have a smooth joint for boning purpose.  
>  
> In addition, your technique requires the two cross-sections to have the  
> same number of points. With Imagine 3.2's new Set Edge Line and Fill  
> Edge (unsure of the exact names), you can now automatically skin the gap  
> between two cross-sections, even if they have an unequal number of points.  
>  
>

Thank you Roberto & Charles, this mailing list is fountain of help..

...back to work!

Bill

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## 1.218 MSG-215 Subject: **\*\*VIRTUAL MEMORY ON PC\*\***

Subject: **\*\*VIRTUAL MEMORY ON PC\*\***  
Date: Fri, 17 Mar 1995 14:51:47  
From: surentrr@vax.sbu.ac.uk

Hi to all ! . Have you ever wanted to render a big object and run out of mem?

I use a 386DX +4MB and i could not render Carmen R enterprise object .  
I found a demo at povray.org which can render this object in windows!!!  
The program is Truespace and in the demo version you cannot save any work.  
However it will use virtual mem in windows to render the following :

Imagine objects .  
DXF objects  
Lightwave objects.  
3d studio asc objects  
3d studio objects (.3ds I think !)  
and more ( I think , memory fails me)

I realise that you cannot do a lot with this demo but it will allow you to  
see the glory of massive objects . It does not need path names or textures  
to be changed , the objects render straight away !!!

The file is in pub/mirrors/avalon/demos I think and is a single zip file  
with a name something like TS?????????.zip

---

Also in the demos directory is a demo version of Real3d.  
But this is archived onto 5 zip files. look for files beginning real3d..

Hope this helps until Impulse release a version of Imagine with Virtual memory support.

Signed : Ramesh Suren :-)

Enjoy.

=====

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### 1.219 MSG-216 Subject: **\*\*VIRTUAL MEM\*\*** update

Subject: **\*\*VIRTUAL MEM\*\*** update  
Date: Fri, 17 Mar 1995 15:08:33  
From: surentrr@vax.sbu.ac.uk

HI, The truspace demo is downloadable from povray.org  
the directory is mirrors/avalon/demos  
the file is ts\_demo3.zip

There is also a help file available T\_S\_HELP.zip .

Also I believe that for those of you who want to compile your anims into  
Video for windows formats (AVI) there is a shareware suite called  
VFD (Video For Dos ) which includes a Dos AVI viewer ,dos mpeg decoder  
and AVI compiler.

Signed : Ramesh Suren :-)

=====

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### 1.220 MSG-217 Subject: **Re: Baseball Bat**

Subject: Re: Baseball Bat  
Date: Fri, 17 Mar 1995 15:15:42  
From: jgoldman@acs.bu.edu

Charles Blaquiere wrote:

>  
> > From: TORGEIR HOLM <torgeir.holm@tbc.bbs.no  
> >  
> > Sort of:  
> >  
> > Maps:Woodgrain.iff24  
> > Maps:BatLogo.iff24  
> > Maps:BatLogoBumpMap.iff8  
> > Maps:BatLogoClipmap.iff24

> > Maps:GripTape.iff24

> masking. Apart from that, I'm afraid my imagination must be weak  
> tonight, since I don't see anything logical that can be accomplished by  
> the sort of map hierarchy you describe. For example, adding a clip map

Well, take a slightly altered example. Say you have a color map that you want applied to a procedurally textured bat except, you want the color map to fade into the surface of the bat as you get to the edges of the color map. With the Genlock feature you can clip out a particular RGB value of the color map which would result in a sharp transition between the brush and bat. By using a hierarchy method you could place a transparency brush, a radial range from white to black, on top of the color map. The hierarchy would dictate that only the color map would be affected, so you get a nice color map fade.

Conversely, if you wanted the bat to actually fade you'd stick the transparency map first in the hierarchy line. Next, you'd stick the color map second in line to color the partially disappearing bat. The real question at his point is, will the color map appear on top of the bat as a full brush even though the bat is partially dissolved (a decal with edges hanging in space)? If so, you'd apply the same transparency map used in position #1 and apply it again at position #3 (position/priority)...

Or, use the PD alpha texture...

Bump maps, on the other hand, would not be affected by priority... I don't think...

Jeff-->

=====

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## 1.221 MSG-218 Subject: Re: Re: Baseball Bat

Subject: Re: Re: Baseball Bat  
Date: Fri, 17 Mar 1995 16:25:00  
From: Michael North <IBTLMAN@MVS.OAC.UCLA.EDU>

> Conversely, if you wanted the bat to actually fade you'd stick the  
> transparency map first in the hierarchy line. Next, you'd stick the color map  
> second in line to color the partially disappearing bat. The real question at  
> his point is, will the color map appear on top of the bat as a full brush even  
> though the bat is partially dissolved (a decal with edges hanging in space)?  
> If so, you'd apply the same transparency map used in position #1 and apply it  
> again at position #3 (position/priority)...

> Or, use the PD alpha texture...

>

> Bump maps, on the other hand, would not be affected by  
> priority... I don't think...

>

All this discussion of layering maps makes me wonder if people on the list are familiar with Steve Blackmon's detexture series as posted on Cserve. These allow you to blend procedural textures, as solid blends,

bands, or gradients, and let you do the same thing with procedurals that have a bump or filter to them. In addition, procedurals can be keyed to brush maps so you can do material maps. I'm not sure these can produce the effects being discussed here, and perhaps everybody is already familiar with them, but I thought I'd mention it. I've found them a lot of fun to experiment with.

Michael

=====

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## 1.222 MSG-219 Subject: Quickrender Palette

Subject: Quickrender Palette  
Date: Fri, 17 Mar 1995 16:39:23  
From: Cheng M F <memfc@alinga.newcastle.edu.au>

Hi there,

When i do a quickrender on the detail editor, Imagine seems to spend a disproportionate amount of time calculating the palette ie Too long. I've set the quickrender mode to 'iff' and i assume this renders 24bit iff, hence there's no need for a palette as such. So if the palette is only being generated for it's own internal viewer is there any way i can disable it? I would rather just look at the quickrender with fastview/ppshow than wait for the quickrender to figure out the palette it wants to use.

The problem with the palette generation seems to be disk swapping with the virtual memory. I don't want to turn vmm off as otherwise i don't have enough mem, so i'd rather switch off the palette generation.

I'm running Imagine3.0 on an amiga3000/2meg chip/4meg fast/15 meg virtual.

later

MIKE (Cstar on #amiga)

memfc@alinga.newcastle.edu.au Michael.Cheng@launchpad.unc.edu  
<http://joffre.newcastle.edu.au/>

=====

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## 1.223 MSG-220 Subject: 24 bits utilities

Subject: 24 bits utilities  
Date: Fri, 17 Mar 1995 16:57:28  
From: Gustavo Benigno <benigno@fibra.serpro.gov.br>

--Boundary (ID ulgu5u7DrtsIbIXIFak/8g)

Content-type: TEXT/PLAIN

---

Content-transfer-encoding: QUOTED-PRINTABLE

Hi Falko,

It=B4s OK !..  
I found eveything on ftp.povray.org. Now is time to learn how=  
to use it.  
The UNIVESA 5 really works at any graphics board ?

Thank you  
Gustavo Benigno

--Boundary (ID ulgu5u7DrtsIbIXIFak/8g)--

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## 1.224 MSG-221 Subject: Re: Baseball Bat

Subject: Re: Baseball Bat  
Date: Fri, 17 Mar 1995 17:45:28  
From: Charles Blaquiere <blaq@io.org>

> From: jgoldman@acs.bu.edu  
>

> you want the color map to fade into the surface of the bat as you get  
> to the edges of the color map.

You're right, to do this one would have to add alpha channel capability to any brushmap. Since 32-bit image formats are not common on the Amiga, unlike the Mac, you'd need to specify a second file for the alpha channel. As you say, this can be done right now, using PD alpha channel textures.

> Conversely, if you wanted the bat to actually fade you'd stick the  
> transparency map first in the hierarchy line. Next, you'd stick the  
> color map second in line to color the partially disappearing bat. The  
> real question at this point is, will the color map appear on top of the  
> bat as a full brush even though the bat is partially dissolved (a decal  
> with edges hanging in space)?

No. The color map only affects the object's color; the object is affected by any filter settings/textures/maps, so the transparency map will affect the color map; more precisely, both maps affect the object, not eachother, but their effects combine, since they are applied to different aspects (color, filter) of the object.

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## 1.225 MSG-222 Subject: Question an magnetism

Subject: Question an magnetism  
Date: Fri, 17 Mar 1995 17:59:48  
From: Charles Blaquiere <blaq@io.org>

Oops! My instructions were buggy! Here they are again, with the incorrect section deleted and replaced:

```
> From: Charles Blaquiere <blaq@io.org>
>
> Add a default plane. Turn on magnetism. Change the radius of influence to
> 30.
>
> Enter _Drag_ Points mode. In the Front view, click on a point close to
> the center of the plane, and hold the mouse button. You'll see a bunch of
> points selected.
>
> Press and hold the Shift key, _then_ release the mouse button. The points
> stay selected.
>
```

Move the mouse pointer to the Top or Right view. Press and hold the mouse button, AND RELEASE THE SHIFT KEY. WHEN YOU MOVE THE MOUSE, THE POINTS WILL MOVE ACCORDING TO THE MAGNETISM SETUP. WHEN THE POINTS LOOK RIGHT, RELEASE THE MOUSE BUTTON AND EITHER PRESS THE SPACEBAR TO ACCEPT, OR ESCAPE TO CANCEL.

```
> It looks complicated on paper (or on screen B^), but after going through
> the procedure a couple of times, you'll know it by heart.
```

=====

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## 1.226 MSG-223 Subject: Quickrender Palette

Subject: Quickrender Palette  
Date: Fri, 17 Mar 1995 18:02:21  
From: Charles Blaquiere <blaq@io.org>

```
> From: Cheng M F <memfc@alinga.newcastle.edu.au>
>
> When i do a quickrender on the detail editor, Imagine seems to spend
> a disproportionate amount of time calculating the palette ie Too long.
```

In the Quickrender requester, always activate the "Use previous palette" button if you're rendering and displaying in 24-bit mode. This makes Imagine skip the "calculating palette" step entirely.

=====

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## 1.227 MSG-224 Subject: **\*\*VIRTUAL MEM\*\*** update

Subject: **\*\*VIRTUAL MEM\*\*** update  
Date: Fri, 17 Mar 1995 19:30:37  
From: surentrr@vax.sbu.ac.uk

HI, The truspace demo is downloadable from povray.org  
the directory is mirrors/avalon/demos  
the file is ts\_demo3.zip

There is also a help file available T\_S\_HELP.zip .

Also I believe that for those of you who want to compile your anims into  
Video for windows formats (AVI) there is a shareware suite called  
VFD (Video For Dos ) which includes a Dos AVI viewer ,dos mpeg decoder  
and AVI compiler.

Signed : Ramesh Suren :-)

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## 1.228 MSG-225 Subject: **\*\*VIRTUAL MEMORY ON PC\*\***

Subject: **\*\*VIRTUAL MEMORY ON PC\*\***  
Date: Fri, 17 Mar 1995 19:30:39  
From: surentrr@vax.sbu.ac.uk

Hi to all ! . Have you ever wanted to render a big object and run out of mem?

I use a 386DX +4MB and i could not render Carmen R enterprise object .  
I found a demo at povray.org which can render this object in windows!!!  
The program is Truespace and in the demo version you cannot save any work.  
However it will use virtual mem in windows to render the following :

Imagine objects .  
DXF objects  
Lightwave objects.  
3d studio asc objects  
3d studio objects (.3ds I think !)  
and more ( I think , memory fails me)

I realise that you cannot do a lot with this demo but it will allow you to  
see the glory of massive objects . It does not need path names or textures  
to be changed , the objects render straight away !!!

The file is in pub/mirrors/avalon/demos I think and is a single zip file  
with a name something like TS?????????.zip

---



Marty

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### 1.231 MSG-228 Subject: Re: Baseball Bat

Subject: Re: Baseball Bat  
Date: Sat, 18 Mar 1995 03:14:47  
From: Torgeir Holm <torgeirh@powertech.no>

>As you said, there are PD textures that allow alpha channel-type  
>masking. Apart from that, I'm afraid my imagination must be weak

It would make it a lot easier to include this as a mapping type in the  
attributes requester.

>tonight, since I don't see anything logical that can be accomplished by  
>the sort of map hierarchy you describe. For example, adding a clip map  
>to BatLogo is unnecessary, since Imagine allows a genlock color; adding

Actually, I see three advantages over genlock color. \*1\* Using genlock color  
you are restricted to index color images, preventing you from using 24 bit  
maps when you need parts of the map removed. \*2\* Using a clip map, you can get  
anti-aliased edges on the clipping, something you won't get using gelocking.  
This will improve the look of closeups a lot. \*3\* It allows you to have varied  
tranparancy in a map.

>a bump map to BatLogo is illogical, since BatLogo itself is strictly a

You are ,of course, adding the map to the bat, but how the bump map affects  
the bat is decided by the clip map.

>color map; Imagine only allows one mapping type per map. Applying a bump  
>map to the object, fine; but to another brushmap -- why? Please explain  
>more.

Actually, you are applying the bump map to the object, but the point is that  
it only affects the object where the batlogo map is active. Of course you may  
accomplish this in other ways as well, but I would really like to see this  
feature added.

Torge!r

=====

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### 1.232 MSG-229 Subject: Re: Shiny?



---

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

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## 1.234 MSG-231 Subject: Re: Baseball Bat

Subject: Re: Baseball Bat  
Date: Sat, 18 Mar 1995 21:59:10  
From: Charles Blaquiere <blaq@io.org>

> From: Torgeir Holm <torgeirh@powertech.no>  
>  
> Actually, I see three advantages over genlock color. \*1\* Using genlock  
> color you are restricted to index color images, preventing you from  
> using 24 bit maps when you need parts of the map removed.

If you're mapping a 24-bit image, you can still use the Genlock button; the transparent color will not be palette position zero, since there is no palette, but rather the color defined in the Preferences setting for "genlock color for non-Amiga IFF's".

All your other comments remain quite valid. I don't have to be sold on the idea of alpha channels; I've been an antialiasing religious nut since the early 80's.

=====

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## 1.235 MSG-232 Subject: Probs

Subject: Probs  
Date: Sat, 18 Mar 1995 22:05:37  
From: Charles Blaquiere <blaq@io.org>

> From: darren priestnall <darren@hanger.demon.co.uk>  
>  
> Secondly, might I suggest a improved star map in future update's, don't  
> get me wrong, I love Imagine and use it all the time but the star map  
> effect is a bit unrealistic.

You can create a nice starfield by applying the Confetti texture to a large sphere that encloses your entire scene. Setting Confetti's two colors to white and dark grey will give you a variety of star brightnesses; the irregular way in which the cubic confetti bits intersect the sphere will give you a variety of sizes, the stars will move smoothly (Imagine's stars jump abruptly from one pixel to the next) and finally, the texture is anti-aliased like all other Imagine objects;

much better than Imagine's built-in starfield.

=====

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### 1.236 MSG-233 Subject: Re: Question an magnetism

Subject: Re: Question an magnetism  
Date: Sat, 18 Mar 1995 22:15:30  
From: Charles Blaquiere <blaq@io.org>

> From: Derek Hardison <derekjh@pd.org>  
>  
> I read your excellent tutorial on magnetism.  
> Now -- how can I restrict magnetism to a named group??????

I assume you mean to a subgroup of faces?

Let's assume your subgroup is called MAGNETIZE-ME. Enter Pick Faces mode. Pick All. Unpick Subgroup, and choose MAGNETIZE-ME. You are now selecting all faces which are not in that subgroup. Make Subgroup, and enter DON-T-TOUCH-ME.

Enter Pick Points, then Hide Points mode. Pick Subgroup and choose DON-T-TOUCH-ME. Choose "exterior points" or "all points", depending if you want the exterior points of MAGNETIZE-ME to be affected by the magnetism or not.

You have just hidden all points that do not belong to your named face subgroup. You can now enter Drag Points mode and play with Magnetism at will.

=====

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### 1.237 MSG-234 Subject: Sorry Could Not Find Subject!

Date: Sun, 19 Mar 1995 16:34:18  
From: <imagine-relay@email.sp.paramax.com>

On Fri, 17 Mar 1995 jgoldman@acs.bu.edu wrote:

> >  
> > There are the features (or additions) I'd like to see in the next  
> > release of Imagine.  
> >  
> > 1. Editing of spline paths in the Stage Editor.  
>

> You can... Check menu Mode/Edit Path...

>

> Jeff-->

>

> E-Mail: jgoldman@acs.bu.edu

>

In order the sucessfully edit the path you must be in the frame where that path is first loaded into the action editor time line. Example you have a path starting on frame 100, you must be in frame 100 in the Stage Editor to sucessfully edit the path.

=====

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### 1.238 MSG-235 Subject: Sorry Could Not Find Subject!

Date: Sun, 19 Mar 1995 21:31:50

From: imagine-relay@email.sp.paramax.com

On Fri, 17 Mar 1995 jgoldman@acs.bu.edu wrote:

> >

> > There are the features (or additions) I'd like to see in the next  
> > release of Imagine.

> >

> > 1. Editing of spline paths in the Stage Editor.

>

> You can... Check menu Mode/Edit Path...

>

>

Jeff-->

>

> E-Mail: jgoldman@acs.bu.edu

>

In order the sucessfully edit the path you must be in the frame where that path is first loaded into the action editor time line. Example you have a path starting on frame 100, you must be in frame 100 in the Stage Editor to sucessfully edit the path.

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### 1.239 MSG-236 Subject: Re: Bad lensflare overlap

Subject: Re: Bad lensflare overlap

Date: Sun, 19 Mar 1995 21:42:55

From: Charles Blaquiere <blaq@io.org>

> From: Valentino Magri <MC83336@mclink.it>

>

```

>      /-\ <-- Back of Starship
>     / o \   o = Engine
>    / o o \
>   /-----\   so i have made a plane with fireball
> & lensflare for each engine to simulate hi-temperature engine:
>   |----|
>  |--| /1 |--|   Where 2 intersects 1 i see a strange
> |2 |/   | 3|   effect in the diagonal of 2 from
> | |----| |   low-left to up-right in the intersection!
> |----||----|   (/) the flare 1 is

```

Ah! I see. I have a strong feeling that your problem is caused by having all 3 planes at the exact same coordinate. When that happens, Imagine has to decide which face is closer to you, and the results are unpredictable. Move planes 1 and 3 closer to you by .001 and .002 unites, respectively, and your troubles should hopefully go away. If not, yell and we'll see what else we can do.

You say you're a beginner; this makes me even more confident that this is so. Having faces at the same coordinate, or texture axes exactly ON the surface of an object, etc. are normal mistakes we all go through when we start with Imagine.

=====

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## 1.240 MSG-237 Subject: Conversions

Subject: Conversions  
 Date: Sun, 19 Mar 1995 21:46:09  
 From: Charles Blaquiere <blaq@io.org>

```

> From: Darryl Lewis <Darryl_Lewis@comlink.mpx.com.au>
>
> I'm trying to do an animation similar to the titles used by universal
> pictures, ie, Text circling a rotating earth. There is an earth object in
> wavefront, but not imagine. Does any one know where I might be able to get
> an Earth object? Has any one tried this before and can lend any tips?

```

Here is a message I saved a while back:

-----

On 25/8 Ken Robertson wrote:

```

>Hi y'all...
> I'm looking for a seamless worldmap that I can map onto a sphere
>and spin it. I.e. I'm making a globe. Has anyone seen any such image
>that I could ftp from somewhere?
>Thanks Muchly!
>\KenR

```

While I was out looking for a "worldmap" of the moon I found a VERY good map

of the world. It was at (I think) ftp.univ-rennes1.fr, /pub/Images/ASTRO or /pub/Astro. This map is put together from LOTS of SPOT-satellite-images and there are two of them, EARTHPLAN.GIF and EARTHTOPO.GIF.

=====

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## 1.241 MSG-238 Subject: Stereoscopic

Subject: Stereoscopic  
 Date: Sun, 19 Mar 1995 22:29:06  
 From: Broctune@aol.com

To whom it may concern,

I am very interested in the stereoscopic capabilities of Imagine, anyone who has any information on how to make good pictures in 3d or where you can get a pair of inexpensive shutter glasses for the PC would be greatly appreciated.

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## 1.242 MSG-239 Subject: Re: Bad lensflare overlap

Subject: Re: Bad lensflare overlap  
 Date: Sun, 19 Mar 1995 22:29:07  
 From: Valentino Magri <MC8336@mclink.it>

Hi, Charles

[...]

bl>

bl> degree angles. Can you explain your problem a bit more?

bl>

[...]

1.

My fault! It's more simply than that.

Look:

```

  /-\ <-- Back of Starship
 / o \   o = Engine
 / o o \
 /-----\   so i have made a plane with fireball
& lensflare for each engine to simulate hi-temperature engine:
 |-----|
 |--| /1 |--|   Where 2 intersects 1 i see a strange
 |2 | /   | 3|   effect in the diagonal of 2 from
 | |-----| |   low-left to up-right in the intersection!
 |-----||-----|   (/) the flare 1 is

```

2. Ok

Thank you for your patience on my beginner's problems.

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### 1.243 MSG-240 Subject: Re: Question an magnetism

Subject: Re: Question an magnetism  
Date: Sun, 19 Mar 1995 23:04:16  
From: Derek Hardison <derekjh@pd.org>

I read your excellent tutorial on magnetism.  
Now -- how can I restrict magnetism to a named group??????

--  
Derek Hardison       Imagine on Amiga 4000s  
                      New Intelligence on Video  
                      Seeking Contracts or Job using Alias or SoftImage  
Domain: derekjh@pd.org  
UUCP: ...!emory!pd.org!derekjh

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### 1.244 MSG-241 Subject: Re: Bones

Subject: Re: Bones  
Date: Sun, 19 Mar 1995 23:51:29  
From: fev0197@comune.bologna.it (Roberto Naldi)

>I got 3.2 for the \_PC\_ two weeks ago, the Amiga version should show up  
>on my doorstep any time now. I'm logging in from Canada.

Thank you, Impulse seems to forget south Europe sometimes....  
Best wishes,

Roberto Naldi

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### 1.245 MSG-242 Subject: Re: Specular map

---

Subject: Re: Specular map  
Date: Sun, 19 Mar 1995 23:51:30  
From: MGL <mischa@cats.ucsc.edu>

Ahhh. So what confused me was thinking of it as specularity but it actually would alter the hardness value?

-----  
M G L

phat 3D renders

mischa@cats.ucsc.edu  
-----

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## 1.246 MSG-243 Subject: Conversions

Subject: Conversions  
Date: Mon, 20 Mar 1995 00:04:52  
From: Darryl\_Lewis@comlink.mpx.com.au (Darryl Lewis)

Thanks to all who answered my problem with the Chinalake site.

Whilst there I noticed a lot of other formats. Is there any way to convert between Wavefront to imagine?

What does the .Z mean at the end of the files in the turbosilver section?

I'm trying to do an animation similar to the titles used by universal pictures, ie, Text circling a rotating earth. There is an earth object in wavefront, but not imagine. Does any one know where I might be able to get an Earth object? Has any one tried this before and can lend any tips?  
Darryl

-- Via DLG Pro v1.0

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## 1.247 MSG-244 Subject: Re: Baseball Bat

Subject: Re: Baseball Bat  
Date: Mon, 20 Mar 1995 00:51:12  
From: Charles Blaquiére <blaq@io.org>

> From: Torgeir Holm <torgeirh@powertech.no>

---

>  
> Actually, I see three advantages over genlock color. \*1\* Using genlock  
> color you are restricted to index color images, preventing you from  
> using 24 bit maps when you need parts of the map removed.

If you're mapping a 24-bit image, you can still use the Genlock button; the transparent color will not be palette position zero, since there is no palette, but rather the color defined in the Preferences setting for "genlock color for non-Amiga IFF's".

All your other comments remain quite valid. I don't have to be sold on the idea of alpha channels; I've been an antialiasing religious nut since the early 80's.

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## 1.248 MSG-245 Subject: Probs

Subject: Probs  
Date: Mon, 20 Mar 1995 00:51:44  
From: Charles Blaquiere <blaq@io.org>

> From: darren priestnall <darren@hanger.demon.co.uk>  
>  
> Secondly, might I suggest a improved star map in future update's, don't  
> get me wrong, I love Imagine and use it all the time but the star map  
> effect is a bit unrealistic.

You can create a nice starfield by applying the Confetti texture to a large sphere that encloses your entire scene. Setting Confetti's two colors to white and dark grey will give you a variety of star brightnesses; the irregular way in which the cubic confetti bits intersect the sphere will give you a variety of sizes, the stars will move smoothly (Imagine's stars jump abruptly from one pixel to the next) and finally, the texture is anti-aliased like all other Imagine objects; much better than Imagine's built-in starfield.

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## 1.249 MSG-246 Subject: Re: Shiny?

Subject: Re: Shiny?  
Date: Mon, 20 Mar 1995 01:05:42  
From: SGiff68285@aol.com

Heres my understanding of what Shininess is and does. I use it a lot for marbled floors and it works very well in situations that need it. Shininess like the manual describes is like adding a 1pixel layer of glass to an

---

object. The best way to differ from Reflection and Shininess is that when Shininess is turned on it will only reflect the hue and brightness of the environment around it not all of the colors in the environment like Reflection would. If for example you walk into a room with a highly polished floor. The reflections of the furniture in the room show up in a monotone hue on the floor depending upon the lighting. If you were to be standing on a floor with the reflection turned up high it would be simply seeing a mirror reflection of all the objects, and their individual colors would not be changed.

Hope this helps, Stephen

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### 1.250 MSG-247 Subject: Re: Question an magnetism

Subject: Re: Question an magnetism  
Date: Mon, 20 Mar 1995 01:05:44  
From: Charles Blaquiere <blaq@io.org>

> From: Derek Hardison <derekjh@pd.org>  
>  
> I read your excellent tutorial on magnetism.  
> Now -- how can I restrict magnetism to a named group??????

I assume you mean to a subgroup of faces?

Let's assume your subgroup is called MAGNETIZE-ME. Enter Pick Faces mode. Pick All. Unpick Subgroup, and choose MAGNETIZE-ME. You are now selecting all faces which are not in that subgroup. Make Subgroup, and enter DON-T-TOUCH-ME.

Enter Pick Points, then Hide Points mode. Pick Subgroup and choose DON-T-TOUCH-ME. Choose "exterior points" or "all points", depending if you want the exterior points of MAGNETIZE-ME to be affected by the magnetism or not.

You have just hidden all points that do not belong to your named face subgroup. You can now enter Drag Points mode and play with Magnetism at will.

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### 1.251 MSG-248 Subject: RE: Reverse Path ??

Subject: RE: Reverse Path ??  
Date: Mon, 20 Mar 1995 02:06:09  
From: Charles Blaquiere <blaq@io.org>

---

> From: Douglas Smith 061-439-5050x3956  
>  
> Spline paths, do you mean spline objects in the spline  
> editor, or the paths made by selecting axes and doing  
> make path.

I mean Detail/Stage editor paths, created by selecting "make path".  
Spline editor paths are specific to that editor, and cannot be used by  
any of Imagine's other editors.

> I have messed about a fair bit with the  
> spline editor, and I couldn't get things to follow the spline editor  
> splines.

Well, that's why.

> I also found not being able to load objects into the  
> editor a big handicap.

Into the Spline editor? Well, you could always do a quickrender of your  
guide object, and load that quickrender into the Spline editor as a  
backdrop.

> - Isn't Life FABULOUS !

I'd say it's Absolutely Fabulous. <g>

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## 1.252 MSG-249 Subject: Slice problems?

Subject: Slice problems?  
Date: Mon, 20 Mar 1995 02:06:30  
From: rbyrne@3dform.edex.edu.au (Robert Byrne) (Robert Byrne)

There seems to be a lot of discussion about the Slice feature. Although  
it's not perfect I find that moving one of the objects via the  
Transformation requester one unit for each axis seems to do the trick.

I'm using the Amiga versions (2.0, 3.0, 3.1), perhaps there is some  
problems with IBM versions as it's probably a complete rewrite of the  
software and relatively new.

I think it would be helpful in future if people mentioned the platform they  
are using as there might be differences in the software. It's only a  
suggestion.

--Bob

---

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

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## 1.253 MSG-250 Subject: Re: PC Textures

Subject: Re: PC Textures  
Date: Mon, 20 Mar 1995 02:06:39  
From: dalamar@MIT.EDU (Craig Andera )

>All Imagine files except the textures are crossplatform compatible with the  
>PC version of Imagine, so you can upload the textures to the Aminet, just be  
>sure to specify in the description that it is a PC texture. I am glad  
>someone out there is interested in porting the Amiga textures over to the PC.  
> Thanks for the effort we can use all the textures we can get.  
>  
>Stephen

Unfortunately, I won't be porting the textures to PC format. I didn't get the  
notice about having to use Watcom C (or the other one) to compile textures until  
after I said I would do it.

Color me embarassed. I guess I just didn't think that Impulse would do something  
like that - there are easier ways to accomplish the same thing. That'll teach me  
to read the documentation before I open my big mouth.

Anyway, I noticed someone else was going to try the same thing. Hopefully, they  
have the right tools.

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## 1.254 MSG-251 Subject: Re: Baseball Bat

Subject: Re: Baseball Bat  
Date: Mon, 20 Mar 1995 02:06:43  
From: cjo@esrange.ssc.se

Michael North wrote;

> All this discussion of layering maps makes me wonder if people on the list

---

> are familiar with Steve Blackmon's detexture series as posted on Cserve.  
> These allow you to blend procedural textures, as solid blends, bands, or  
> gradients, and let you do the same thing with procedurals that have a bump  
> or filter to them. In addition, procedurals can be keyed to brush maps so  
> you can do material maps.

I don't think that I've ever heard of them.  
Where are they?

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

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## 1.255 MSG-252 Subject: Re: Shiny?

Subject: Re: Shiny?  
Date: Mon, 20 Mar 1995 02:06:45  
From: MGL <mischa@cats.ucsc.edu>

On Fri, 17 Mar 1995, Charles Blaquiere wrote:

> I honestly envy people who deal in still images, and can play with  
> super-realistic raytracing all night long.

Well, ideally we would have faster faster chips, but I have done several raytraced animations some I did in huge frame chunks and said goodbye to my amiga for 3-4 days (at the most) In fact I have done a flying logo that was raytraced and 300 frames long... but not in a full video res.

Hey I have used scanline for anims too. But I think you'll waste more time trying to simulate trace than if you just use it for the FINAL thing.

Anyway, I feel scanline could be made better, but still what is trace for if not the REAL reflection, refraction, and subtlety that makes the real world so complex and lovely.

Both renderers could be made more effective... and smarter.

But the way it is now, I'll be using trace mode even for anims.  
To each his own, eh?

-----  
M G L

phat 3D renders

mischa@cats.ucsc.edu  
-----

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## 1.256 MSG-253 Subject: Re: Re: Baseball Bat

Subject: Re: Re: Baseball Bat  
Date: Mon, 20 Mar 1995 02:06:48  
From: Torgeir Holm <torgeirh@powertech.no>

>> Bump maps, on the other hand, would not be affected by  
>> priority... I don't think...  
>>

>All this discussion of layering maps makes me wonder if people on the  
>list are familiar with Steve Blackmon's detexture series as posted on  
>Cserve. These allow you to blend procedural textures, as solid blends,  
>bands, or gradients, and let you do the same thing with procedurals  
>that have a bump or filter to them. In addition, procedurals can  
>be keyed to brush maps so you can do material maps. I'm not sure  
>these can produce the effects being discussed here, and perhaps  
>everybody is already familiar with them, but I thought I'd mention  
>it. I've found them a lot of fun to experiment with.

I don't have Cserve access, and I don't think they have been posted to this  
list. Could you post them here?

Torge!r

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## 1.257 MSG-254 Subject: Re: Microsoft3D (fwd)

Subject: Re: Microsoft3D (fwd)  
Date: Mon, 20 Mar 1995 02:21:31  
From: MGL <mischa@cats.ucsc.edu>

What are you saying?

Do you know if MicroSoft didn't break the law (and if the former owners  
of C= didn't break the law), there would be plenty of phat hardware as  
well as cooler os's and a more open market?

We would have doom and DEC alphas coming out of our butts. The point is  
people only put time into professional software or cool games if they  
will be supported. MS has insured that stranglehold over the business world.  
Well, I don't give a f\*ck if MS is doing ok on NASDQ and I don't care if  
a bunch of blind flockers want it to be there os. At this current moment  
the Amiga os, as well as the mac's (catching up!) is far superior to any  
of microsofts os's released NOW! But people wont write software for a

platform falling behind in hardware....

microsoft has nothing to do with anything but the right place right time.  
I cant wait till they crumble away....  
they can't buy EVERY new technology that outdoes them now can they?

-----  
M G L

phat 3D renders

mischa@cats.ucsc.edu  
-----

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## 1.258 MSG-255 Subject: Re: Probs

Subject: Re: Probs  
Date: Mon, 20 Mar 1995 02:28:18  
From: fev0197@comune.bologna.it (Roberto Naldi)

>Firstly, I am told that people at Impulse are reading this so I was wondering if they could shed any light on when the Amiga version of Imagine 3.2 is due to be released and when will we in the UK get to see it (I assume it will be some time after the US release)

Well, Darren, you aren't alone in the waiting for Im 3.2...even in Italy that ware isn't, what can I say, at hand....

>Secondly, might I suggest a improved star map in future update's, don't get me wrong, I love  
>Imagine  
>and use it all the time but the star map effect is a bit unrealistic.

Right, but why don't enhance Imagine with point objects like the Lightwave ones....

>and thirdly, what's the best rate to render animation's at for video in the UK ?  
>I assumed at first that it would be 25 frame's per second but then again, maybe it's 33 ?

Pal animations should be at 25 fps, but the human eye is joked from 15 fps as well.

>Oh yes, what resolution would be best (I figure it'll be around 640 by 740) and what's the  
>aspect  
>ratio ?

---

>Oh yes, finally, should field rendering be used for all video work whether  
it's for a PAR card  
>of  
>single frame recorder ?

I think that a good res for video is the Imagine's preset for Hires Lace  
Overscan, consider that consumer Vhs recorders can't afford more than 300 -  
400 lines of vertical res.  
Field rendering is not mandatory for single step recordings, but some  
recorders would require otherwise; PAR doesn't require it at all, only V-Lab  
motion (what a nice card) demands it.

>I do do animation's a lot....honest....though it's always been for  
computer play back but I'm  
>going  
>to try and go to video.....wish me luck :)

I make some small jobs for video professionals, always played in real time  
by Amy, so I think you're on the right path to success, try hard, and harder  
and never give up!!!

Best wishes,

Roberto Naldi

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## 1.259 MSG-256 Subject: Re: Baseball Bat

Subject: Re: Baseball Bat  
Date: Mon, 20 Mar 1995 04:00:59  
From: Sharky <sharky@aloha.com>

On Sat, 18 Mar 1995 cjo@esrange.ssc.se wrote:

> Michael North wrote;  
>  
> > All this discussion of layering maps makes me wonder if people on the list  
> > are familiar with Steve Blackmon's detexture series as posted on Cserve.  
> > These allow you to blend procedural textures, as solid blends, bands, or  
> > gradients, and let you do the same thing with procedurals that have a bump  
> > or filter to them. In addition, procedurals can be keyed to brush maps so  
> > you can do material maps.  
>  
> I don't think that I've ever heard of them.  
> Where are they?  
>

Aloha Imagineers!

You can grab a copy of them and look at a sample JPEG if you can get to  
my home page listed below. Check the modeling notes section under steve

---

blackmon and an image named blends.jpg and the .ZIP files and PC format textures should be there.

Our httpd server has been doing a yo-yo routine since we've had some extremely high access so it may be hard to get in to our site.

Aloha,  
Sharky

sharky@aloha.com/CIS#70614,2011 \_\_\_ v Home Page : http://aloha.com/~sharky  
WebSurfer & Fun Guy,Funky \_\_\_/ \ >\*< Hawaii Related Links and Etcetera's  
WWW Page Designs, \_\_\_/ ) | ^ 3D Modelling & Animation Art,Objects,  
Tech. Planning /\\_\_\_\_\_/ } \ NOTE:Pages still under construction  
~~~~~ (\_\_\_\_ALOHA!\_\_\_\_) ~~~~~

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1.260 MSG-257 Subject: Re: 24 bits utilities

Subject: Re: 24 bits utilities
Date: Mon, 20 Mar 1995 05:22:36
From: Falko@aol.com

> It=B4s OK !..
> I found eveything on ftp.povray.org. Now is time to learn how to=
use
it.
> The UNIVESA 5 really works at any graphics board ?

Hiya Gustavo,

Yeah, as far as I can tell it supports just about any graphics card =
you
would ever actually want to spend money on. Here's a list of supported ch=
ip
sets which is probably outdated by now. More are being added continuously=
=2E I
liked it enough to register it.

Good Luck
Falko

Thread 258
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1.261 MSG-258 Subject: Re: 24 bits utilities

Subject: Re: 24 bits utilities
Date: Mon, 20 Mar 1995 05:22:36

From: Falko@aol.com

> The UNIVESA 5 really works at any graphics board ?

Hiya Gustavo

Oops!! Forgot to paste the chipset list, so here it is.

ATI Technologies 18800, 28800, Mach32
Ahead A & B
Chips & Technologies 82c451/452/453/450, 655x0
Everex EvNR
Genoa Systems GVGA
OAK Technologies OTI-037C/057/067/077/087
Paradise PVGA1A, WD90C00/10/11/20/21/26A/30/31/33
NCR 77C20/21/22E/32BLT
Trident 88/8900/9000/8900CL/8900D/9200Cxr/9400CXi/GUI9420
Video7 VEGA, HT208/209/216
Tseng Labs ET3000, ET4000, ET4000/W32
S3 86c911/924/801/805/928
Advance Logic AL2101/2201/2228/2301 SuperVGA
MXIC 86000/86010 SuperVGA
Primus 2000 SuperVGA
RealTek RTG3103/3105/3106 SuperVGA
Cirrus Logic CL-GD6205/15/25/35/45, 5402/20/22/24/26/28/29/30/34
UMC 85c408
Hualon HMC86304
Weitek 5086/5186/5286 (on P9000 based boards)
Compaq IVGS/AVGA, QVision QV1024/1280

Like I said this is a dated list.

Falko

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1.262 MSG-259 Subject: Help with fire texture

Subject: Help with fire texture
Date: Mon, 20 Mar 1995 05:22:38
From: Ryan Johnson <SSARPJ@MVS.SAS.COM>

I'm trying to create a wall of fire of course using fire.itx

I have mapped it to a primitive plane (Z axis perpendicular) and the result is a fan of fire, which is not desired.

How does one transform the textures axis to create a wall of fire.

Or is it done some other way?

Cheers, Ryan.

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1.263 MSG-260 Subject: Re: Diamond SpeedStar VESA

Subject: Re: Diamond SpeedStar VESA
Date: Mon, 20 Mar 1995 06:09:14
From: Falko@aol.com

>Does anyone have a 24-bit VESA driver for the Diamond SpeedStar Pro
>that works with Imagine to display 24-bit color?

Hiya Mike,

If you have access, Diamond drivers are available on Compuserve and America Online. But if you ask me, Diamond (and others) have never done a good implementation of VESA 1.2. Which is what you need for many modern dos graphics programs.

Good Luck
Falko

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1.264 MSG-261 Subject: Re: I know it's the worgn address...

Subject: Re: I know it's the worgn address...
Date: Mon, 20 Mar 1995 06:45:24
From: Charles Blaquiere <blaq@io.org>

Try Imagine-request@...

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1.265 MSG-262 Subject: Re:Microsoft3D

Subject: Re:Microsoft3D
Date: Mon, 20 Mar 1995 07:21:59
From: Charles Blaquiere <blaq@io.org>

Please, folks. Let's try to (1) stay withing the topic of this Imagine Mailing List, and (2) try to be more rational in our messages. Please?

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1.266 MSG-263 Subject: Re: Bad lensflare overlap

Subject: Re: Bad lensflare overlap
 Date: Mon, 20 Mar 1995 07:25:43
 From: Charles Blaquiere <blaq@io.org>

```
> From: Valentino Magri <MC8336@mclink.it>
>
>      /-\ <-- Back of Starship
>     / o \   o = Engine
>    /  o  \
>   /-----\   so i have made a plane with fireball
> & lensflare for each engine to simulate hi-temperature engine:
>   |-----|
>  |--| /1 |--|   Where 2 intersects 1 i see a strange
> |2 |/   | 3|   effect in the diagonal of 2 from
> | |-----| |   low-left to up-right in the intersection!
> |-----||-----|   (/) the flare 1 is
```

Ah! I see. I have a strong feeling that your problem is caused by having all 3 planes at the exact same coordinate. When that happens, Imagine has to decide which face is closer to you, and the results are unpredictable. Move planes 1 and 3 closer to you by .001 and .002 unites, respectively, and your troubles should hopefully go away. If not, yell and we'll see what else we can do.

You say you're a beginner; this makes me even more confident that this is so. Having faces at the same coordinate, or texture axes exactly ON the surface of an object, etc. are normal mistakes we all go through when we start with Imagine.

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1.267 MSG-264 Subject: Earth obj

Subject: Earth obj
 Date: Mon, 20 Mar 1995 07:48:07
 From: Mike McCool <mikemcoo@efn.org>

Hey Darryl,

There may be a cool earth object out there by now, but my best luck in this vein has been the use of the applique function.

To spare the list, I'll let you post me back privately, if you're interested. (You may know how to do this already, in which case I'll spare you, as well. :)).

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1.268 MSG-265 Subject: Conversions

Subject: Conversions
Date: Mon, 20 Mar 1995 07:49:32
From: Charles Blaquiere <blaq@io.org>

> From: Darryl Lewis <Darryl_Lewis@comlink.mpx.com.au>
>
> I'm trying to do an animation similar to the titles used by universal
> pictures, ie, Text circling a rotating earth. There is an earth object in
> wavefront, but not imagine. Does any one know where I might be able to get
> an Earth object? Has any one tried this before and can lend any tips?

Here is a message I saved a while back:

On 25/8 Ken Robertson wrote:

>Hi y'all...
> I'm looking for a seamless worldmap that I can map onto a sphere
>and spin it. I.e. I'm making a globe. Has anyone seen any such image
>that I could ftp from somewhere?
>Thanks Muchly!
>\KenR

While I was out looking for a "worldmap" of the moon I found a VERY good map of the world. It was at (I think) ftp.univ-rennes1.fr, /pub/Images/ASTRO or /pub/Astro. This map is put together from LOTS of SPOT-satellite-images and there are two of them, EARTHPLAN.GIF and EARTHTOPO.GIF.

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1.269 MSG-266 Subject: Re: Shiny?

Subject: Re: Shiny?
Date: Mon, 20 Mar 1995 08:56:20
From: Charles Blaquiere <blaq@io.org>

Mischa (and others),

when you reply to my messages on the List, a copy is sent to the List
and to me. This means I get to read your replies twice.

If you _forward_ to the List, then I only see one copy, the one that is
remained to everyone by the List server. To make forwarding easier, I
have entered the List's address into one of my terminal's FKeys.

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1.270 MSG-267 Subject: Re: Help with fire texture

Subject: Re: Help with fire texture
Date: Mon, 20 Mar 1995 10:27:05
From: Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>

If your plane is in the normal Imagine axis planes, try rotating the texture on the y-axis about 30 to 45 degrees.

On Sun, 19 Mar 1995, Ryan Johnson wrote:

```
> I'm trying to create a wall of fire of course using fire.itx
>
> I have mapped it to a primitive plane (Z axis perpendicular) and the
> result is a fan of fire, which is not desired.
>
> How does one transform the textures axis to create a wall of fire.
>
> Or is it done some other way?
>
> Cheers, Ryan.
>
```

=====

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1.271 MSG-268 Subject: Re: Microsoft3D

Subject: Re: Microsoft3D
Date: Mon, 20 Mar 1995 10:37:49
From: zmievski@herbie.unl.edu (Silicon)

```
> I wait for the day I can see Microsoft die(Billy too). I hope it happens
> soon. One day Microsoft is going to find out that is unsupported by chips,
> consumer, and by the market. Why do you think MS is coming out with Mac
> software. I hate all the computer sales men at the stores that tell people
> that MS Windows is:"Easy to use, fast, etc..." f_ck you as_hole! How many
> times has windows crashed one your PC? 900,000-1,000,000 times! But when the
> stupid user gets his new PC home and turns it on it won't work!! the first
> thing he does is call the manufacturer and complain that the PC won't work.
> ITS NOT THE PC STUPID!!! its the OS!!! MS windows is garbage just like new
> Win 95!! I can't wait till the day I get a SIG and couple of macs and start
> running fast and safe. Windows should come with a warning: "Don't run if you
> plan on getting work done safe, fast, and today!!" I kan't wait for the
> government to get a sniper and blow Bill's f_cking little head off(BANG!!)
> I'll pull the trigger if you want me to!!
```

What does this have to do with Imagine? Take this to alt.flame and get a life...

Andrey

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1.272 MSG-269 Subject: Re: Question an magnetism

Subject: Re: Question an magnetism
Date: Mon, 20 Mar 1995 10:37:50
From: Derek Hardison <derekjh@pd.org>

Thanks for the HIDE POINTS tutorial. Magnetism used to affect hidden points a long time ago - and I had not tested this before asking... but I did verify it just now.
thanks.

--
Derek Hardison Imagine on Amiga 4000s
 New Intelligence on Video
 Seeking Contracts or Job using Alias or SoftImage
Domain: derekjh@pd.org
UUCP: ...!emory!pd.org!derekjh

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1.273 MSG-270 Subject: Re: PC Textures

Subject: Re: PC Textures
Date: Mon, 20 Mar 1995 11:28:05
From: "Daniel T. Edwards" <dedwards@scs.unr.edu>

OOOOooo!!! (jumping up and down) What's this business about needing Watcom C t write Imagine textures for the PC? I'm a proud owner of said compiler and I know how to use it... If someone can tell me where to get the poop on writing Imagine PC textures, I'll give it a try... I really like the idea of ma

making my own textures, I just figured that I needed to learn assembly to do it .

// James R. Walker WalkerVision Videographics //
// dedwards@pogonip.scs.unr.edu //

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1.274 MSG-271 Subject: Re: Specular mapping

Subject: Re: Specular mapping
Date: Mon, 20 Mar 1995 12:13:39
From: milan@Dieppe.artmediatech.nl (Milan Polle)

Hi all,

this is how I see specular mapping: It doesn't alter the hardness but instead the actual specular color on a certain place on the object. Most of the time it is logical that the specular highlight is the same color as the reflection color on a certain spot of the object. I've made a specular mapping texture which maps the specular color (and intensity) to the reflection settings (maps etc) on the object. One drawback is that you have to enter the position of the lightsource in the texture, as textures don't know anything about objects. Of course this texture isn't quite finished (like all my textures, it seems :) And yes, I WILL upload some of my stuff as soon as it is finished.

Let your imagination run wild,

Milan

=====

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1.275 MSG-272 Subject: Re: Conversions

Subject: Re: Conversions
Date: Mon, 20 Mar 1995 12:29:27
From: tom.granberg@TV2.no

> From: Darryl Lewis <Darryl_Lewis@comlink.mpx.com.au>
>
> I'm trying to do an animation similar to the titles used by universal
> pictures, ie, Text circling a rotating earth. There is an earth object in
> wavefront, but not imagine. Does any one know where I might be able to get
> an Earth object? Has any one tried this before and can lend any tips?

Howdy Darryl Lewis!

If you are using a pc, the only comercial product I can think of is: Interchange
from Syndesis corp.

If you on the other hand are using an Amiga you have several choices, you could
be lucky to find something on the internet "Aminet, Fsih collection etc" but I
would suggest to buy either Pixel 3d pro from Axiom, or the above mentioned
Interchange. Just remember that after you have convert it scale it -1 in the z
direction. Otherwise you will see a globe that is turned inside out.
Imagine screws up again.

My best wishes!
tom.granberg@tv2.no

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1.276 MSG-273 Subject: Re: Charles B. replies

Subject: Re: Charles B. replies
Date: Mon, 20 Mar 1995 14:53:56
From: MGL <mischa@cats.ucsc.edu>

sorry for posting and mailing you, but in the unix pine mail I use, mail addressed SPECIFICALLY to me have a mark by them, while the IML is unmarked.

so, forinstance when I read one of your replies it was only because the SUBJECT interested me. I replied directly to you in the same tradition. but also posted so that others would read it.

SORRY if that annoyed you.

Personally I delete much of the IML baed on subject, and read the ones directly addressed to me first - with glee... so anyone wishing to correspond go ahead and send it to me, and cc to IML if you wish.

Again sorry to fill up your directory charles!

M G L

phat 3D renders

mischa@cats.ucsc.edu

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1.277 MSG-274 Subject: Re: Specular mapping

Subject: Re: Specular mapping
Date: Mon, 20 Mar 1995 15:25:27
From: milan@Dieppe.artmediatech.nl (Milan Polle)

Hi all,

this is how I see specular mapping: It doesn't alter the hardness but instead the actual specular color on a certain place on the object. Most of the time it is logical that the specular highlight is the same color as the reflection color on a certain spot of the object. I've made a specular mapping texture which maps the specular color (and intensity) to the reflection settings (maps etc) on the object. One drawback is that you have to enter the position of the lightsource

in the texture, as textures don't know anything about objects.
Of course this texture isn't quite finished (like all my textures, it
seems :)
And yes, I WILL upload some of my stuff as soon as it is finished.

Let your imagination run wild,

Milan

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1.278 MSG-275 Subject: Re: Subscribe

Subject: Re: Subscribe
Date: Mon, 20 Mar 1995 17:25:53
From: james cheseborough <jimc@cyber1.servtech.com>

To subscribe to the Imagine mailing list:
imagine-request@email.eag.unisysgsg.com

To post to the list:
imagine@email.eag.unisysgsg.com

On Sun, 19 Mar 1995 Winkdave@aol.com wrote:

> subscribe Imagine mailing list WinkDave@aol.com
>
>
>

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1.279 MSG-276 Subject: Re: Baseball Bat

Subject: Re: Baseball Bat
Date: Mon, 20 Mar 1995 18:17:07
From: Sharky <sharky@aloha.com>

On Sat, 18 Mar 1995 cjo@esrange.ssc.se wrote:

> Michael North wrote;
>
> > All this discussion of layering maps makes me wonder if people on the list
> > are familiar with Steve Blackmon's detexture series as posted on Cserve.
> > These allow you to blend procedural textures, as solid blends, bands, or
> > gradients, and let you do the same thing with procedurals that have a bump

> > or filter to them. In addition, procedurals can be keyed to brush maps so
 > > you can do material maps.
 >
 > I don't think that I've ever heard of them.
 > Where are they?
 >

Aloha Imagineers!

You can grab a copy of them and look at a sample JPEG if you can get to my home page listed below. Check the modeling notes section under steve blackmon and an image named blends.jpg and the .ZIP files and PC format textures should be there.

Our httpd server has been doing a yo-yo routine since we've had some extremely high access so it may be hard to get in to our site.

Aloha,
 Sharky

```
sharky@aloha.com/CIS#70614,2011 ___ v Home Page : http://aloha.com/~sharky
WebSurfer & Fun Guy,Funky ___/ \ >*< Hawaii Related Links and Etcetera's
WWW Page Designs, _____/ ) | ^ 3D Modelling & Animation Art,Objects,
Tech. Planning /\_____/ } \ NOTE:Pages still under construction
~~~~~(____ALOHA!____)~~~~~
```

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1.280 MSG-277 Subject: Re[2]: conversions

Subject: Re[2]: conversions
 Date: Mon, 20 Mar 1995 18:49:23
 From: aciolino@ccmail.rrdts.donnelley.com

> From: Darryl Lewis <Darryl_Lewis@comlink.mpx.com.au>
 >
 > I'm trying to do an animation similar to the titles used by universal
 > pictures, ie, Text circling a rotating earth. There is an earth object in
 > wavefront, but not imagine. Does any one know where I might be able to get
 > an Earth object? Has any one tried this before and can lend any tips?

Why not use an Earth Bitmap and bumpmap? Then, just rotate the sphere that the brushmap was placed on. Quck and dirty, but I've done it and it worked well for me...

Somewhere there is a decent resolution bitmap of the earth, 24 bit.

As for the text, well...That might be a bit harder, but still very possible.
-AC

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1.281 MSG-278 Subject: Re: Re[2]: conversions

Subject: Re: Re[2]: conversions
Date: Mon, 20 Mar 1995 21:01:38
From: jgoldman@acs.bu.edu

AC wrote:

> > From: Darryl Lewis <Darryl_Lewis@comlink.mpx.com.au>
> >
> > I'm trying to do an animation similar to the titles used by universal
> > pictures, ie, Text circling a rotating earth. There is an earth object in
>
> As for the text, well...That might be a bit harder, but still very
> possible.
> -AC

Actually, the text is the easy part!!

1. Pick a suitable font.
2. Make it an object.
3. Use Conform to Path to warp the text into a circular (or arc-ed) shape.
4. Position the title object in front of the planet object (this will more than likely be the final position of the title object).
5. Use Transformation requester to place the title object's axis only at the center of the planet object.
6. When animating use the effect Rotate2.0 to rotate the title object.

If all goes well, your title will orbit the planet. Unfortunately, due to Imagine's current implementation of phong shading, you can't make the front of the font object flat shaded (you'll just see a bunch of flat shaded polygons). If you used phong shading on the object you'll get bubble letters. There is a workaround...

Try the both methods of shading and see what happens. And, of course, you can always have the title follow a path if necessary.

If you want the bent title to straighten out by the end of the animation just set up a flat state and a bent state. Or, for 2.0, morph between a flat title object and the bent title object.

Jeff-->

=====

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1.282 MSG-279 Subject: Phong shading (Was: conversions)

Subject: Phong shading (Was: conversions)
Date: Tue, 21 Mar 1995 00:20:50
From: Charles Blaquiere <blaq@io.org>

> From: jgoldman@acs.bu.edu
>

> If all goes well, your title will orbit the planet. Unfortunately, due
> to Imagine's current implementation of phong shading, you can't make
> the front of the font object flat shaded (you'll just see a bunch of
> flat shaded polygons). If you used phong shading on the object you'll
> get bubble letters. There is a workaround...

I don't think there is anything wrong with Imagine's implementation of Phong shading. What's missing from this picture is a discussion of sharp and soft edges. If you create an object in the Detail editor, all its edges will be "soft edges", i.e. the Phong shading algorithm will smooth out the normals of faces that share those edges.

(This discussion does not apply to Imagine 3.x's Spline editor, which creates sharp and soft edges automatically when you "Add Points" to an outline)

If you want to create sharp edges, select the ones you want in Pick Edges mode, and choose Object/Make/Make Sharp. This disables Phong smoothing for those edges only.

Here's my recipe for a quickie perfect logo:

- 1) This assumes your logo was already created in the Detail editor. Switch the Top view to full-screen, and the selection mode to Drag Box.
 - 2) Enter Pick Faces mode. Drag a box around the front of the logo, i.e. the bottom line in the Top view. Choose Object/Make/Make Subgroup and name the subgroup FRONT.
 - 3) Do the same for the back faces, which lie at the top of the object in the Top view. Name the subgroup BACK.
 - 4) Shrink the Top view. Enter Pick Edges mode. Choose Pick/Pick Subgroup. A list of all face subgroups appears. Choose FRONT, then "Boundary edges only".
 - 5) The outside edges of the logo's front are magically selected! Choose Object/Make/Make Sharp.
 - 6) Do the same for the BACK subgroup's boundary edges.
 - 7) All we need to do now, is create the remaining sharp edges, those that lie at the corner of letters like E, and join the front and back of the object. Zoom the Front view to full-screen. Press and hold Shift.
-

8) Wherever a corner is sharp enough for your taste, drag a box around the corner point. This will actually select the edge perpendicular to the screen, which runs alongside the logo at that corner, from front to back.

9) When you have selected all the corner edges, choose Object/Make/Make Sharp one last time. Congratulations! You now have a logo which will Phong perfectly: smooth where it should be smooth, sharp where it should be sharp.

=====
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1.283 MSG-280 Subject: Re: Baseball Bat

Subject: Re: Baseball Bat
Date: Tue, 21 Mar 1995 01:37:28
From: Torgeir Holm <torgeirh@powertech.no>

>> Actually, I see three advantages over genlock color. *1* Using genlock
>> color you are restricted to index color images, preventing you from
>> using 24 bit maps when you need parts of the map removed.
>If you're mapping a 24-bit image, you can still use the Genlock button;
>the transparent color will not be palette position zero, since there is
>no palette, but rather the color defined in the Preferences setting for
>"genlock color for non-Amiga IFF's".

So that's what that is for. Is this mentioned in the manual at all?
Thanks for pointing this out to me :)

>All your other comments remain quite valid. I don't have to be sold on
>the idea of alpha channels; I've been an antialiasing religious nut
>since the early 80's.

Just hope Impulse is listening....

Torge!r
=====

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1.284 MSG-281 Subject: Re: Phong shading (Was: conversions)

Subject: Re: Phong shading (Was: conversions)
Date: Tue, 21 Mar 1995 14:22:06
From: jgoldman@acs.bu.edu

Charles Blaquiere wrote:

> I don't think there is anything wrong with Imagine's implementation of
> Phong shading. What's missing from this picture is a discussion of sharp
> and soft edges. If you create an object in the Detail editor, all its
> edges will be "soft edges", i.e. the Phong shading algorithm will smooth
> out the normals of faces that share those edges.

You're right, of course, and that was the "work around..." I mentioned. When I used to use Imagine heavily I used Sharp Edges religiously (which is why I always wanted an automatic Sharp Edges to Quick Edges function instead of having to cycle through multiple menus many times). It's the one aspect of Imagine that I find people don't have a good grasp of. A lot of the 'net images I've downloaded look really good except for the incorrect usage of flat vs phong shading. I shouldn't have been so strong by saying it can't be done. What I should have said was, it can't be done by merely selecting or deselecting the obvious Phong box in Attributes.

To be honest, I've never used the Boundry Edges method which I find to be extremely effective. It's a good tip. Fast and effective...

I'm just getting really used to a different implementation of shading...

Jeff-->

=====

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1.285 MSG-282 Subject: Re: Phong shading (Was: conversions)

Subject: Re: Phong shading (Was: conversions)
Date: Tue, 21 Mar 1995 20:14:10
From: Mike McCool <mikemcoo@efn.org>

This seems pertinent to this string, though it's not particularly font-related. Anyway, there's a great new tute down on aminet. Y'all have probably seen it by now, as I usually wander in late. It's down at gfx/3d, and it's called SoftShadows.lha. Check it out.

=====

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1.286 MSG-283 Subject: Phong/sharp edges

Subject: Phong/sharp edges
Date: Tue, 21 Mar 1995 21:59:00
From: w.graham6@genie.geis.com

For curved and irregular shaped objects, use Edge Filter>Use Angles. This is a fast and easy way to get at those edges you need to Sharpen, in fact, that's what it's for.

=====

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1.287 MSG-284 Subject: Re: PC ANIM players

Subject: Re: PC ANIM players
Date: Wed, 22 Mar 1995 23:24:43
From: "Brian Hafen" <Brian.Hafen@m.cc.utah.edu>

> Does anyone know of any programs on the PC that play amiga
> ANIM format.

There is a great freeware program called Display that will play Amiga ANIM format files along with a number of other things. The official ftp site is NCTUCCCA.edu.tw:/pc/graphics/disp

Brian

=====

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1.288 MSG-285 Subject: Re: Lightwave

Subject: Re: Lightwave
Date: Thu, 23 Mar 1995 01:24:10
From: jgoldman@acs.bu.edu

Charles Blaquiere wrote:

> > From: Douglas Rudd <rudd@plk.af.mil>
> >
> > That said, I should point out that LW is rather limited in some areas,
> > such as brush maps (numbers and placement).
>
> Don't forget textures. I'm not a LW user, but from what I've been able
> to read, Imagine's texture support is head and shoulders over
> Lightwave's. Lightwave doesn't allow parameter morphing; you can only do
> a few tricks with textures, such as giving them a Z velocity relative to
> the object. This is a refreshing situation, compared to what we're used

Well, Parameter Morphing is available as of 3.5SA (I don't know about previous versions). You can set velocity on all three axes as well. LW (while limited in its procedural texture/brushmap layering) is fairly versatile in terms of variables. You have control over Diffuse-ness (like Imagine's Color), Luminosity (like setting Bright except it's variable), Specular, Glossiness (like Hardness), Relectivity, and Transparency. They're all basically there. Every attribute can be brushmapped or procedurally mapped (love those specular maps). Mapping types include the standard Planar (flat x/z), Spherical (wrap x/z), and Cylindrical (wrap x/flat z), but also add Cubic and

Front Projection.

Surfaces aren't assigned by object but by polygon groups (more enhanced version of Subgroups in a way).

Objects themselves can be clip mapped (mainly for shadow mapping) and displacement mapped (like applique if it were animatable in stage).

So, it's not as limited as one initially gets the impression. It does have a serious lack of procedural textures and a lack of layering ability, though. A don't even attempt to do specialized brushmap decal work with LW. Ughhh...

B5 just wants to establish a different "look"... ST:Voyager, however, looks pretty amazing...

Jeff-->

=====

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1.289 MSG-286 Subject: Re[2]: Help with fire texture

Subject: Re[2]: Help with fire texture
Date: Thu, 23 Mar 1995 07:47:17
From: aciolino@ccmail.rrddts.donnelley.com

> I'm trying to create a wall of fire of course using fire.itx
>
> I have mapped it to a primitive plane (Z axis perpendicular) and the
> result is a fan of fire, which is not desired.
>
> How does one transform the textures axis to create a wall of fire.
>
> Or is it done some other way?
>
> Cheers, Ryan.
>

I do believe that Fire.itx is a *SHPERICAL* texture, according to the readme that I got with IM 3.0. If you pull this off, it might have something to do with the scaling of the axes as well as rotation of the axes.

-AC

=====

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1.290 MSG-287 Subject: Earth map

Subject: Earth map
Date: Thu, 23 Mar 1995 14:35:08

From: Andrew <philcomp@singnet.com.sg>

Hello there!

In venera.isi.edu/pub/httpd/htdocs/soar/schwamb/gifs, I found a Earth map called EARTHTOPO.GIF. It look pretty nifty to me and should be quite usable as a brush map. However, EARTHPLAN.GIF is not found there though.

Happy rendering,
Andrew

=====

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1.291 MSG-288 Subject: Imagine Documentation

Subject: Imagine Documentation
Date: Thu, 23 Mar 1995 14:52:00
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

There has been a lot of requests for Imagine 2.0 documentation from folks who get the program off some Magazine disk or Book. I have the documentation for Imagine in electronic form I found on a BBS. It appears to be a transcript of a manual, but I'm not sure what version. I do know it's either 2.0 or before. It includes a reference manual and tutorial manual by Rick Rodriguez.

I'd be more than willing to Uencode it to anyone who wants it. However, I don't know if such distribution is approved by Impulse, since I believe Rick is an employee (unless he did this on his own). If someone at Impulse would like to review it first and ok it's distribution, I could even upload it to AmiNet.

This is probably drifting into a dark grey area....but I figure if Impulse went to the trouble of including fully functional copies of Imagine 2.0, why not provide a mini manual for folks to get into it?

....anyway, someone let me know.

```

/_____/
/=====\
|=| Mike van der Sommen || Email: |
|=| GraFX Haus BBS || mike.vandersommen@caddy.uu.silcom.com |
|=| Santa Barbara, Ca. || |
|=| "..where the 4 Horsemen of the Apocalypse play golf..." |
|=|_____||

```

~ InterNet - GraFX Haus BBS - Santa Barbara, Ca - (805) 683-1388
=====

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1.292 MSG-289 Subject: RE:Manuals for Imagine 2.0

Subject: RE:Manuals for Imagine 2.0
 Date: Thu, 23 Mar 1995 14:58:07
 From: surentrr@vax.sbu.ac.uk

Hi everyone, I got my version 2.0 of Imagine from Pcformat as well. I learnt how to use Imagine from a on disk tutorial . I sent an order for an Imagine CD-Rom (20 pounds) and recieved a CD Rom with loads of objects and a couple of massive text files on using Imagine. I believe that the files are on the aminet somewhere .The files are : Imagine_C.txt and appendix.txt . Also on the ROM was the IML archives 1 to 50 .

Alot of PD and shareware companys are selling these sort of roms (hey look in the mags and youll see what I mean) , when basically they are just files downloaded from FTP sites and the Aminet. I found that they are not usally set up correctly (youll have to point imagine to the right dirs) . I believe they may be worth about from 15 to 20 but no more . Since all they are doing is capitalising on other peoples work . (I wonder whether they got permission from the respected artists?) Please dont flame me but since I got Internet access after I bought the ROM I do feel sorry for people forking out 40 pounds for a cd which is full of Pd and shareware work from other people .

=====
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1.293 MSG-290 Subject: Re: Imagine Documentation

Subject: Re: Imagine Documentation
 Date: Thu, 23 Mar 1995 17:03:28
 From: joec@ensoniq.com (Joe Cotellese)

>This is probably drifting into a dark grey area....but I figure if
 >Impulse went to the trouble of including fully functional copies of
 >Imagine 2.0, why not provide a mini manual for folks to get into it?
 >
 >...anyway, someone let me know.
 >

 I think this is a very grey area and I would be very careful about distributing it. The mini-manual sounds to me like the actual 2.0 manual (it wasn't very big to begin with). Also, I don't think that 2.0 was provided for free. They generally charge mag companies some amount of change per copy (maybe like .15 or .25 cents). This is generally what OEM's do when they try to bundle software with say for example XYZ sound card.

Joe C.

=====
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1.294 MSG-291 Subject: Re: Re[2]: Help with fire texture

Subject: Re: Re[2]: Help with fire texture
Date: Thu, 23 Mar 1995 18:44:08
From: jim@yakko.cs.wmich.edu

On Thu, 23 Mar 1995 aciolino@ccmail.rrdts.donnelley.com wrote:

```
>
> > I'm trying to create a wall of fire of course using fire.itx
> >
> > I have mapped it to a primitive plane (Z axis perpendicular) and the
> > result is a fan of fire, which is not desired.
> >
> > How does one transform the textures axis to create a wall of fire.
> >
> > Or is it done some other way?
> >
> > Cheers, Ryan.
> >
>
> I do believe that Fire.itx is a *SHPERICAL* texture, according to the
> readme that I got with IM 3.0. If you pull this off, it might have
> something to do with the scaling of the axes as well as rotation of
> the axes.
> -AC
>
```

Try the following:

- 1 Make your wall in the following manner:
 - a. make a primetive plane with the dismension you desire.
 - b. extrude this place to give it some depth.
2. add the fire texture to this object
3. move the fire texture's axis very far away from the wall's center.

Hope this helps

Jim

=====

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1.295 MSG-292 Subject: Imagine tutorials, manuals and stuff

Subject: Imagine tutorials, manuals and stuff
Date: Thu, 23 Mar 1995 19:28:50
From: Mark Stephen Hennessy-Barrett <ph93msh@brunel.ac.uk>

Guys,

I've just noticed a lot of flame about Imagine manuals. I got my copy from the Amy Format coverdisk, and over the past two years, have mastered most of the tools.

Anyone want to browse my guide pages, the URL is :

<http://http1.brunel.ac.uk:8080/~ph93msh>

And follow the Imagine Pages link.

Any comments, mail me. If you don't have WWW access, email me, and I'll send you the texts.

OK???

mark

/-----[The Sol 3 Silly Sod Society : Daft Deluxe]-----\
 You are using the unregistered version of Mark Hennessy-Barrett. To use the full version including load, save and *boog* please send #500 to the e-mail address shown below... you have 90 days to register this product.

\--[ph93msh@brunel.ac.uk]---[The Bogster]---[Mark Heinously-Barraged]--/
 =====

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1.296 MSG-293 Subject: Fantasy & Medieval Festival - International

Subject: Fantasy & Medieval Festival - International
 Date: Fri, 24 Mar 1995 01:34:00
 From: don.adams@canrem.com (Don Adams)

RAMPAGE Medieval Festival & International Adventure

Rocky Mountains (Outside of Jasper, AB, Canada)
 Friday 25 th, Saturday 26 th, Sunday 27 th - August / 95

Help is needed in the development and design of a unique event this summer. I am the coordinator of this event which is being sponsored by Dream Merchants, an entertainment firm I provide consultative services for.

I have been given the task to develop a realistic medieval paintball type adventure scenario replete with live individual, melee and group combat, feasting, cavern & mountain exploring, and theatrical interactive character role playing. This is not a D & D board type game but rather a live, real and interactive game, played and enacted outside with period costume and armor.

This project will weave ancient history with fantasy and myth and I have received a substantial budget to work with. I have researched similiar events like the Texas Renaissance Festival

which provides some insight into elements that should and should not be included in the RAMPAGE festival. I have been authorized to grant free admission to this event to anyone that submits useful ideas that are used in festival development. The ticket price for this event is to be \$ 495.00 (Canadian) per person for the three days. This price includes sumptuous meals, free armor loan, and further amenities.

As part of our market research, ten seats will be given away in total.

The only restriction on this is you must send your idea in before June 15 th to qualify as this is the cut off for admission to the event.

This event is aimed at an exclusive group and only a small number of openings will be made available to the general public at large. About 80 % of all attendees will be registering for this festival privately, the remaining 20 % will be open to the general public. Our marketing campaign for this small 20 % will allow for brief and simple advertising in a few major cities. In summary I need to design, with your help, an intense, richly decadent and indulgent, three day fantasy for big boys and girls who can pay, high rollers, executives, professionals and the like. Since admission price is high, much more than the average festival attendee (for other smaller fairs) for other Medieval type festivals could likely afford, this festival has to be perfectly flawless as the participants are going to be damn picky, and rightly so...

I really appreciate any help anyone can provide out there... I have not worked on a project of this scale entirely before and gladly welcome your comments and suggestions. I will review all suggestions personally, however, depending on the size of response may not be able to answer all replies. Selected ideas and any winning candidates will be notified both by voice and mail (post). I'll outline briefly what I have come up with so far to give a general idea as to what is already being planned... please add on to this theme in any way you think might cause a substantial improvement.

BASIC STORY LINE :

While traveling through a remote part of the Canadian Rockies you come across an open expanse of wild grasses and sierra plain nestled on the edges by tall ancient pine. You suck in fresh {Backspace}, cool mountain air and stand dazzled for a moment by the mountain grandeur surrounding you. Suddenly the clear blue sky above cracks and shatters ...the noxious smell of ozone fills your nostrils and before you a shimmering tear in space and time hovers over the field a gleaming portal to another dimension. A strange, hooded group of creatures approach, their faces hidden... they tell you they are the Dream Merchants , and they are responsible for this intrusion into your reality. Gesturing at the tear in space, they tell you that beyond the gateway lies an impossible realm of time gone past swirling with myth, nightmare and fantasy. Beckoning you... they slowly draw you into the vortex...your mind reels, everything goes black....and time loses meaning. When you awake you find yourself lying on a soft green hill, surrounded by snow capped mountains and crystalline lakes. A harsh, guttural scream startles you into full consciousness, and you

look behind you towards the sound. Eight humanoid like creatures, six feet high, are racing toward you with wicked, black curved weapons drawn and ready to strike. As the creatures close in on you, their gargoyle like faces grimacing and dripping mucous, a figure from your left jumps and grabs at you. Pulling hard at your arm, the figure, a beautiful primitive barbarian points to a path of escape. You run closely behind, following through the concealed trail bending its way through the dark forest, choking at the base of the hill. Occasionally the barbarian turns in mid flight to let loose a black feathered arrow at the horror at your heels, while you struggle to overcome the shock of this unnerving experience. Time passes and eventually after losing your pursuers you arrive at a small barbarian village. An elder greets you and escorts you gently to a roaring bonfire that now lights the wild

night sky. You feast on leg of venison and slowly fall asleep. In the morning you are accepted as a village member and are presented with arms and armour... to earn your keep you join a patrol of warriors that have been assigned the task of rescuing the village chieftain's daughter from deep within hostile territory...will you survive ? What strange beings and forces will you encounter ? Only time will tell...

- Stunning and beautiful mountain scenery
- Realistic looking fantasy creatures, high quality latex and synthetic furs and scale costumes
- Full cast of professional actors playing different characters
- Complete character and actor interaction with participants
- Your choice of character to role play, such as ...
- Warrior Celt, Viking, Goth, Roman Soldier, Samurai, etc..
- Timeline is ancient Europe, Mediterranean Regions and Asia
- mixed with fantasy elements
- Feasts with piggish amounts of wild game and grog
- Gorgeous feast servers and strolling minstrels
- REAL TREASURE to find ! \$ 5000.00 in gold bricklets
- Combat, individual and group.... supervised by floating wraiths, to ensure chivalry and honor {Pause 5 Ticks}
- Armor and weapons (lightweight and foamcore) that look great, may leave a slight bruise but can't hurt you seriously. Armor uses a special device to indicate a hit on you... your allowed so many hits until your out for a short period of time... you can score points and even win money (tokens) off a defeated opponent. You also have the option to dry fight an opponent with field dice rather than going the brute force route.
- Pick your weapon...battle-ax, sword, spear or pilum, bow etc...
- Underground caverns and tunnels
- Choreographed events, pageantry, merchantmen shops and intriguing areas to explore

So that's pretty much the size of it... that's what we have so far... your suggestions are appreciated... please send responses via postal mail only. We need a hard copy original from you, not e-mail. This is open to participants of all countries, Canada, USA, Europe, Asia, etc...

Mail to :

Don J. S. Adams
Event Coordinator

7913 95 B Avenue
Fort Sask., Alberta
Canada
T8L 3C9

You can also reach me after 6 PM mountain standard time
at (403) 998 - 1062 Also note the following ...
Please enclose your full name, return address, area code and phone
number, fax number (if applicable). Print your correspondence
clearly by hand, or preferably neatly typed. Outline your idea
concisely and in detail. Indicate how your idea might be implemented
in such a way to have the very best results at the lowest possible costs
Describe how your idea would substantially improve the festival
fantasy adventure experience. Thanks, and I look forward to seeing
you there. Best of luck ! Feel Free to distribute this message
=====

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1.297 MSG-294 Subject: Traces

Subject: Traces
Date: Fri, 24 Mar 1995 03:43:33
From: tom.granberg@TV2.no

Howdy folks!

It's have been nice to see so many reply's to my scream for help, so thanks
again. To something more usefull, the 24 of march I will atempt to upload a
bunch of (12-20) traces to aminet, so it should probably be available sometime
during this weekend. And to those who wondering what kind of of pictures it is?
here is a taster. 4-6 pic's of virtual studios that have been/or will bee
broadcasted with/without persons, spaceship design, art in general. At the
moment I'm working my ass of to finish off our soccer show studio, and template
graphics(loads of work since there are a lot of people that feel something about
how it should look).

A good tip on a nice texture for aircraft/boat/spaceship welded plates: the
confetti texture, yes! Just make it a bit large, small spaces between the
blocks, and give it a color that don't varies to much from the orginal object
color. Then pop on the dirt texture, and scale it up so the texture/axis box
covers the object, and put these numbers in the r,g,b, boxes: 95,61,46. And of
you go rendering it.

tom.granberg@tv2.no
=====

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1.298 MSG-295 Subject: Gun fire and rocket fire

The color is not so important but it's a good rule of thumb, that you don't make it any brighter than the flame color, it doesn't matter if you make it another hue(color).

But you must turn the filter setting up to maximum.

Name it something, like "flame"?

Now quickrender.....Wooooooaw!

Cool ey, we are not finished.

Copy the object and paste it, choose it, go to attribute and delete the "mnttop" texture, press ok. Now press "R" and then "L" and rotate it 45 deg.

Copy the object and paste it, choose it, press "R" and then "L" and rotate it 90 deg. Now you should see a star formed shape in the side view.

Pick the original "flame" object, hold down shift and pick the two other objects, group them.

We are almost finished.....

Only one thing remains, add a primitive sphere, scale it so it becomes something like a long egg along the z axis, rotate it until the shape lays along the flame shape. Add the "ghost" texture, and hit ok. Give a kind of orange/yellow color, make it bright, and put a 1 in the "fog length" box.

Now group this object to. voila, finished.

If you want to animate the flames, then make a state called "name?" select all boxes,

choose pick objects, hold "shift" and select all "flame" objects, then press attributes. Now go into the "spark" texture, and put a number into the "dist travelled" box. The higher number the faster it changes/moves. Do this on all the objects, then create a new state called "name2?" select all boxes, save it, morph it! Voila, finished again.

The easy way(fast way), tough good for far away shots!

Add a tube with about 16 circle sections and 5-6 cross sections. Choose pick point and scale the sections so that they form a fire shape.

Use these colors to start with: r-249,g-187,b-90, make it bright, add the "dirt" texture and give it a warm redish color: r-200,r-50,b-50, then add the "fogtop" texture.

this texture is a correctly aligned but we need to scale it so press the "edit axis"

Scale the z axis so that the whole texture box reach the edges of the tube, we use this texture to fade away the flames at the end, if you want to, you can make more of the flames visible by scaling the texture axis down in the z direction, and move it, so the axis box reach the top of the object. Use the noise settings to break up the flames, the higher the number the more detail(longer rendering), just play around!

Hope this will give you some ideas, more tips are coming, need time to write them all down, so that as many as possible can understand it. If you think this was a good way to explain it, send me a reply.

Yours.

tom.granberg@tv.no

=====

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1.299 MSG-296 Subject: Re: Amiga 3.2 is Here!

Subject: Re: Amiga 3.2 is Here!
Date: Sat, 25 Mar 1995 20:41:10
From: Ian Smith <iansmith@moose.erie.net>

Previously, I wrote:

> I am however, upset. You can use new screen modes, but only a very
> restricted list. Screen width of 640, 800, 1024 and 1280. Only 640
> works on my system which is an ECS 3000.

It seems that I was a bit too hasty in my complaint. I had always patched the Imagine executable, because if I used a mode promoter, I would get lots of display errors and bad screen redraws. However, Imagine 3.2 seems to have no problem at all not. I use a program called NewMode which lets me open Imagine in any display mode. I played around for some time, and could not get any mangled screen refreshed like 3.1 and previously would. So there IS an easy solution, just not within the program itself. There is also a preferences setting to tell Imagine to expect that its screen will be promoted. Cool.

Imagine crashes if I select a lower screen depth! Running 3.1 in 8 colors was FAST. Just crashes now. I will take higher screen res over faster refreshes.. but wish I could have both. Can't run it in SuperHires mode on my 3000 though... :-/

Other nice things I found...

Smooth Edge Line : Take a line of points and turn it into a smooth curve. Works great especially if you run Fracture on the line to get more points. Nice!

Hide Unpicked, Unhide Points, Unhide Subgroup, all useful.

Pick More : Selects every edge that is touching a connected edge.

Autofacing of two edged... works ok.. but has problems if the two edges do not have the same number of points, or are not picked in the exact same order. Can be tedious.

Many bug fixes... and I found this in the 3.2 doc file which I got today, on March 25th, that I am not sure if I should find funny, bemused, or optimistic...

"Ah yes before we get into the middle of it all, of course the next question you have is, when is 3.3 going to be out. At the time of this writing it looks like Imagine 3.3 will be out at the end of March with 4.0 following close on its heels. The constant update program promised each of you 4.0 by May and it looks like we are right on track."

Well, if I get 3.3 in the next few days, I'll be very happy. The doc file was dated Mar 20th, so I'm not sure what to think. I will give them the benefit of the doubt, and happy priases if it is on time with neat stuff like 3.2. One new texture, and a nice shredder effect. Off to play!

--

IanSmith@moose.erie.net

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1.300 MSG-297 Subject: Re: Conversions

Subject: Re: Conversions
 Date: Sun, 26 Mar 1995 20:06:15
 From: cjo@esrange.ssc.se

>> CB> While I was out looking for a "worldmap" of the moon I found a VERY
 >> CB> good map
 >> CB> of the world. It was at (I think) ftp.univ-rennes1.fr,
 >> CB> /pub/Images/ASTRO or
 >> CB> /pub/Astro. This map is put together from LOTS of SPOT-satellite-
 >> CB> images and
 >> CB> there are two of them, EARTHPLAN.GIF and EARTHTOPO.GIF.
 >> That ftp address doesn't exist. Do you remember what else it might have
 >> been?
 >> Thanks
 >> Darryl
 >Sorry, I can't help you. This was a message I'd captured a long time ago
 >and stored.

I'm the author of that original (and rather old :) message.
 Since then I have noticed that those images have been uploaded to Aminet as
 well, though I'm afraid I can't remember in which directory they are.
 Try the search tool at "<http://ftp.wustl.edu/~aminet>" or search yourself
 in /pix/whatever.

If you want to see what that world-map looks like in a project, try
 downloading /pix/imagi/Skirmish.jpg.

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

=====

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1.301 MSG-298 Subject: Re: Conversions

Subject: Re: Conversions
 Date: Mon, 27 Mar 1995 09:21:29
 From: Michael Hazlett <tarkin@earthlight.co.nz>

On Sat, 25 Mar 1995 videoman@netcom.com wrote:

> There is an amiga version of gzip (I think thats the name) that will
> uncompress files stored with the unix compress. I have uncompressed these
> on my amiga.

I have this program...it's called Gzip....if anyone wants a copy let me know :)

MH

=====

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1.302 MSG-299 Subject: Re: Anims On PC w/2.0

Subject: Re: Anims On PC w/2.0
Date: Mon, 27 Mar 1995 12:35:12
From: Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>

You might look at Dave's Targa Animator (DTA). It is a very good shareware program for the PC to assemble .FLC as well as other formats from several different picture/frame formats including .GIF and .TGA. Haven't used it for awhile but I believe it had some palette control features. It is available on several locations on the 'net. You want to get at least version 2.0. In fact the author mentions a mod he had to make to the program to handle Imagine's format.

For all those people looking for PC shareware tools on the 'net, there is a somewhat equivalent to Aminet, usually under Simtel or FreeBSD directories. Graphics are usually found under either pc/graphics or msdos/graphics. The wustl.archive site is a good place to find most of these files.

The other good image/animation processing program is called Display usually found as displ87a.zip under the aforementioned areas.

If your budget is tight, these two programs are indispensable for editing and assembling your single frames into PC animations.

As for anything like Scala for the PC, I went to a computer fair where they were displaying Video Machine. It is a Windows based program with an incredibly easy-to-use interface to produce animations from single frames (this was not it's only application). In fact, part of the demo was to show how to build an animation with synchronized sound and music, from some 3D-Studio single frames. Of course, Video Machine retails for \$2,995US and it had to pull the single frames from the Digital Personal Recorder card which retails for about \$6,995US.

On Sun, 26 Mar 1995, Dave Wilson wrote:

>
> I'm trying to make an anim on a PC with Imagine 2.0 and I'm going
> mental. I use Imagine 3.0 on my amiga at home so I'm abit lost on the PC
> at work. What I'm having the problem with is that I'm trying to make a
> logo animation for my store where the logo comes in from off screen.

> When I do the make movie function if I tell it to lock the palette I wind
> up with an anim of dark blues and black becuse those are the only colors
> in the first frame. If I don't lock the palette I wind up with an anim
> that changes colors every frame. I'm doing this to FLC because I'm going
> to need to play this back with an external player for a multimedia
> presentation that we'll be having looping in our display window. How can
> I get this to work right and what is the best way to do anims frome
> Imagine 2.0 on a PC. Are there any external program sthat will allow me
> to edit an FLC on a frame by frame basis?
>
> Also is there anything like Scala for the PC?
>

=====
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1.303 MSG-300 Subject: Re: Too many faces.

Subject: Re: Too many faces.
Date: Mon, 27 Mar 1995 16:33:47
From: joec@ensoniq.com (Joe Cotellese)

>P.S. Is there anything even approaching 1/2 the quality of DPaint IV
> on the PC?? I don't want to go broke with it, so some shareware
> would be acceptable too. I find I have to do all my GFX touchup
> on the amiga and render on my P100. It's rather tedious to XFER
> all those files :)
>
Steve,

I am pretty happy with PC Paintbrush. It only cost \$99 (US) and has some
nice features. I was in the same situation you were about 6mos ago and this
program did the trick.

Joe C.

=====
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1.304 MSG-301 Subject: .FLCs on an Amiga

Subject: .FLCs on an Amiga
Date: Mon, 27 Mar 1995 21:13:00
From: w.graham6@genie.geis.com

Image F/X from version 1.5 onward can make .FLCs from 24bit files. It even
comes with a VGA palette to render with. I've made many .FLCs with it and
they play back on peecees just fine.

=====

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1.305 MSG-302 Subject: Re: The Art Machine

Subject: Re: The Art Machine
Date: Mon, 27 Mar 1995 21:50:27
From: Mike McCool <mikemcoo@efn.org>

Vertex is way cool,--but I'm afraid I can't say if the Art Machine is still alive or not.

Till someone comes through with an answer for you about Vertex, you might fill in the time with a little PD utility called "FR" which should be down on Aminet in the gfx section.

This program makes very nice trees, with limbs and branches and twigs. Foliage is still up to you, but hey, it's free. And besides, you can make two- and three-D snowflakes.

Lemme know if you can't find FR, and I'll gladly uuencode it to you, or even binary it to you, if your server accepts binary attachments.

=====

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1.306 MSG-303 Subject: 3-D Contest: 1st place = \$2000

Subject: 3-D Contest: 1st place = \$2000
Date: Mon, 27 Mar 1995 23:06:39
From: spechan@worldfusion.com

World Fusion Software
presents...

"3-D COOLNESS '95"

The animation contest where the animation is judged on... well, basically...it's coolness!

1st Place...\$2000 (US)
2nd.....\$1000
3rd.....\$500
4th.....\$250
5th.....\$125
6th-10th places receive a World Fusion Software polo shirt.

Top 10 will also receive award certificates.

***No entry fee.
***Enter as many times as you want.
***Use any software or hardware.

Judging will be based on:

- 1) Overall Coolness,
- 2) Creativity,
- 3) Originality,
- 4) Detail.

Your animation must abide by the following rules:

- 1) Must be looping animation;
- 2) Length: 10 - 60 seconds, 15 frames per second, (150-900 frames);
- 3) Must be raytraced;
- 4) 24 bit color;
- 5) 640 x 480 resolution,

Deadline:

Entries must be received by Fri, June 30 1995.
Winners will be notified by Mon, July 31 1995.

How to Enter:

Send animation files on 3.5" high density DOS format diskettes:
named pic001.tif, pic002.tif, etc...
Acceptable Formats: .BMP, .TGA, or .TIF (.TIF preferred)
Can be compressed across diskettes using PkZIP 2.04g or self
extracting program.

You may enter as many times as you want, however each entry
must be submitted separately.

Along with your animation, include artist(s) name; address;
telephone; email; title of animation; tools, platforms, and
hardware used; where you heard about the contest; a one sentence
description of your animation; and any information you think
is important.

Send to: 3-D Coolness '95
 5942 Edinger, Suite #113-718
 Huntington Beach, CA 92649

An FTP site will soon be available for uploading submissions.
An update and FTP location will be posted next month.

Please email any questions to 3DCool@worldfusion.com.

Special Notice to all Entrants (Read before entering contest):

By entering the "3-D Coolness '95," each contestant warrants
that he or she is the original author of the work submitted and
non-exclusively licenses World Fusion Software to duplicate,
modify, sell, and distribute the entry in any way it sees fit.
Credit will be given to the original artist(s). This contest

is void where prohibited.

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1.307 MSG-304 Subject: Re: Smoothing out an object

Subject: Re: Smoothing out an object
Date: Mon, 27 Mar 1995 23:44:23
From: Steve J. Lombardi <stlombo@eos.acm.rpi.edu>

>
> Suppose I have an octagon, and I want to double or triple the points and
> smooth it out to make it look like a circle. I want to do this
> smooth out blocky 3-d objects as well. Can I use fracture?
> but then I want to pull out all the new points to make it smoother.
> Is there a way to just pick the new points created? and move these
> around and lock all the old points so they don't move?
> the new points? or can I use magnetism to smooth out an object?
> I have Imagine 3.0 for Amiga.
>

Imagine 3.2 has a nice feature that allows you to smooth curves without adding points. I think it's called smooth edge line. It's simple to use and seems to work well. Just select the edges to be smoothed, and select smooth edge line from the functions menu. Imagine will then adjust the points to smooth the curve between them.

--
steve lombardi
stlombo@acm.rpi.edu

=====

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1.308 MSG-305 Subject: Re: Anims On PC w/2.0

Subject: Re: Anims On PC w/2.0
Date: Mon, 27 Mar 1995 23:59:24
From: SGiff68285@aol.com

In regards to:

"I'm trying to make an anim on a PC with Imagine 2.0 and I'm going mental. I use Imagine 3.0 on my amiga at home so I'm abit lost on the PC at work. What I'm having the problem with is that I'm trying to make a logo animation for my store where the logo comes in from off screen. When I do the make movie function if I tell it to lock the palette I wind up with an anim of dark blues and black becuse those are the only colors

in the first frame. If I don't lock the palette I wind up with an anim that changes colors every frame. I'm doing this to FLC because I'm going to need to play this back with an external player for a multimedia presentation that we'll be having looping in our display window. How can I get this to work right and what is the best way to do anims frome Imagine 2.0 on a PC. Are there any external program sthat will allow me to edit an FLC on a frame by frame basis?

Also is there anything like Scala for the PC?"

I love Imagine, and I am certainly no basher of Impulse, but as a PC user, I must say that this problem, is one of the reasons that will keep Professionals away from Imagine and using programs like 3D Studio, and Lightwave. Impulse definately should focus on creating an optimized Project editor with more animation control such as setting frame rate, and a host of other features to produce a quality animation. After all isn't that what the whole point is. When you think about it, with all the programs that are coming out for the PC and MAC, Imagine shoud focus 1st, on what Professional Animators look for in a program, not just Bells and Whistles, and Imagine has plenty of those. And If Impulse is planning on keeping a piece of the Pie they better learn how to steal away users from Programs like 3D Studio, and Lightwave, because people are going to change to whatever Program and Platform gets the job done, regardless of whether a program is feature rich.

I am not saying this because I am angry or unhappy user, but it worries me that after spending a good deal of money on Impulse products, upgrades, etc.

That they are more worried about Bells and Whistles than Meat and Bones, no pun intended, and I would hate to have to buy another program after investing so much time and money. This of course is all just my humble opinion so feel free to flame me.

Imagine should be able to scan the entire pallete from all of the frames and then create an optimized 256 color pallete out of those frames to which you could lock your animation to. One thing I wonder is why can't we have a tiff format that has 1024 colors. That way we could have a lot more colors with out having to worry about creating a full 24-bit animation, which requires way to many resources.

At any rate back to the question: DTA (Daves Targa Animator) now showing at a BBS or FTP site near you has many different features including scanning your animation to create a 256 color flic using an optimized pallete. But if you like you can use a method that I have used somewhat successfully, which is: Taking 4 or more frames from a 24bit animation at successive points in your animation, (preferably where colors change) and pasting them into one file using an image editing program. Then convert that file to a 256 color image with optimized dithering, and save it as your pallete. Remember you don't need to render the entire animation in 24 bit beforehand, only the frames that are at points of color change. This way you get all the colors needed into one file, and have an optimized pallete. Also remember that a pallete file must be 256 colors, not 24 bit.

Good Luck, and always remember "Wherever You Go, There You Are"

Stephen G.

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1.309 MSG-306 Subject: Re: Smoothing out an object

Subject: Re: Smoothing out an object
Date: Tue, 28 Mar 1995 06:25:05
From: gregory denby <gdenby@twain.helios.nd.edu>

Steve McLaughlin writes:

> Suppose I have an octagon, and I want to double or triple the points and
> smooth it out to make it look like a circle...

Of the top of my head (caution ;->), pick the outer edges and use Fracture. Then, assuming you started with a disk, if you go into Pick Points, Pick Range the requestor should have something like Range 1,17,1. Change this to 3,17,2. This should select the ne points. Otherwise, grab 'em manually. select Scale, and scale them up till it looks rounder. Repeat this another time, Fracturing, Selecting Point, and Scaling. Its a little clumsy but should work.

Hope this helps
Greg Denby
gdenby@darwin.cc.nd.edu

P.S. Just a little note. I've noticed that there is an occassionally unwanted interaction between Phong shading and specular highlights. There are some situations in which the edge of a poly will stop the Specular light. Say you have a specular spot moving across a surface, and it is sort of a blobby circle. As it passes over a curved area of small triangles, the circle contrats and breaks up into triangular shapes. This is probably inherent in the way Phong shading interpolates between poly edges, but can cause for a faceted look if your object has many small "cramped" triangles.

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1.310 MSG-307 Subject: Brush map problem in 2.0

Subject: Brush map problem in 2.0
Date: Tue, 28 Mar 1995 15:51:31
From: amadaeus@ccwf.cc.utexas.edu

I've got a flat plane object and a brush I want to map onto it. The local origin of the plane is aligned in such a way that its x and y axes are in the plane, and its z axis is perpendicular. For some reason, this alignment seems to throw off imagine's routine for automatically matching up the brush; i.e., the series of clicks: "brush 1" in attributes, "ok" in file requester for brush, and "ok" in brush attributes--doesn't produce the desired result. I suspect some editing of the brush axes will be required. Any suggestions?

Chris
amadaeus@ccwf.cc.utexas.edu

=====

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1.311 MSG-308 Subject: Still more brush map trouble

Subject: Still more brush map trouble
Date: Tue, 28 Mar 1995 17:38:12
From: amadaeus@ccwf.cc.utexas.edu

Ok, I figured out the problem with the funny axes on my planes, but now I've got an even more bizarre problem.

I'm creating a cycle object. I have 6 key frame objects, each consists of a set of axes and a plane on which a brush is mapped. In the detail editor, each one of the key frame objects, when quickrendered, shows the brush mapped correctly. But in the cycle editor, as well as the stage editor, any quickrendering produces a picture of a plane without any brush on it. This mystery goes for quickrendering in the cycle editor specifically on key frames as well. What is up here? Will the cycle editor just disregard brush maps or what?

Chris
amadaeus@ccwf.cc.utexas.edu

=====

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1.312 MSG-309 Subject: Re: Amiga 3.2 for Yoo-Hoo

Subject: Re: Amiga 3.2 for Yoo-Hoo
Date: Tue, 28 Mar 1995 21:01:40
From: Mike McCool <mikemcoo@efn.org>

No offense to Imagine, but I've found their DCTV support to be a bit lame from the start. I haven't upgraded to 3.2, so I can't say what's happening. But try rendering your frames as straight 24bit iff's,--which Imagine LOVES to do--and then using the dctv util, 'ifftodctv' to convert them to dctv pix. Compare these resulting converted 24bit pix to frames rendered BY imagine into DCTV, and see if you can't tell a marked superiority in the former over the latter.

Though I'm no rexx wiz, I don't see why this couldn't be set up to work on the fly, waiting in the wings to convert the 24bits directly to dctv's as they're generated. Like Rend24--but again, much better resulting images. Rend24's only adequate as a conversion tool for DCTV. Ifftodctv's the greatest.

I notice this string DID pertain to quickrender, which my above suggestion would seem to turn into not-quite-as-quickrender.

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1.313 MSG-310 Subject: Re: Still more brush map trouble

Subject: Re: Still more brush map trouble
Date: Tue, 28 Mar 1995 23:29:16
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

Well, I'm not sure how your getting your objects to the cycle editor but, I would suggest using Cycle SetUp in the Detail editor before you set up your brushmaps. If you don't do this your brushmaps will all be change when loaded into the Cycle Ed or if you use Cycle Setup after you have mapped everything. The reason for this is that USUALLY your axis for the objects in your group will change to relate to their parent axis, which in return also changes your brushes axis too.

You could try and use the Cycle Setup on the object you have and just reposition the maps back to were you want them.

Hope this helps, though I'm sure its not what you wanted to hear.

=RRW=

> Ok, I figured out the problem with the funny axes on my planes, but
> now I've got an even more bizarre problem.
> I'm creating a cycle object. I have 6 key frame objects, each consists
> of a set of axes and a plane on which a brush is mapped. In the detail
> editor, each one of the key frame objects, when quickrendered, shows the
> brush mapped correctly. But in the cycle editor, as well as the stage editor,
> any quickrendering produces a picture of a plane without any brush on it. This
> mystery goes for quickrendering in the cycle editor specifically on key frames
> as well. What is up here? Will the cycle editor just disregard brush maps
> or what?
>
> Chris
> amadaeus@ccwf.cc.utexas.edu
>

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1.314 MSG-311 Subject: SetED/Filed

Subject: SetED/Filed
Date: Wed, 29 Mar 1995 00:27:53
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

I would just like to thank Mike Halvorson for listening to the suggestion I made to him for adding a command for connecting edges, He didn't have

much to say about it when I told him I would like a tool for connecting wrist, Necks, etc, etc... But he obviously did like the idea too. And implemented it into Imagine in the form of Set to Edge Line and Fill to Edge Line.

I noticed a post the other night, that mentioned it was tedious and would not work unless the edges had the same amount of points.. Well I'm sorry you didn't get it to work correctly for you. But I will tell you that this is not true at all. When I first saw this post I said Great Impulse added it, and read on and thought "darn but they didn't implement it 100%".

Well, now I have my copy of 3.2 so I tried it myself and they did implement it properly, and it works GREAT! and its way to easy to use.

I don't know what the person who posted the message of it not working with edges with different points did. But it must have been something wrong. Just the fact that he thought it was tedious makes me suspicious that he was using it wrong.

The manual was pretty straight forward. But heres a quick tutorial:

Make a tube with 24 circle sections, now make one with 50 circle sections. Move one of them below the other and select them both with R/A_A and join them with R/A_J. Now go into Pick Edges Mode and Drag Box (F8), select the bottom edge of the top tube and click SetED gadget or whatever you have changed it to. Now click the mouse anywhere on screen to deselect the edges. Now Select the Top Edge of the bottom tube and click FileD or whatever you have. Wala! Faces, Faces, and more Faces.

What a time saver these two commands are.

Anyways Thanks Mike for listening, and not just this one time. I remember a letter I sent you once and never heard back from, but was happy when I saw some of the things I had asked for in 3.0. I won't mention them all, but will say this, I am glad to know that you guys really do listen if its something you feel will really help Imagine and is something you can implement.

Anyways Thanks for listening, and tell the guys at Impulse Thanks too. It works better than I could have dreamed!

=RRW=

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1.315 MSG-312 Subject: Re: Amiga 3.2 for Yoo-Hoo

Subject: Re: Amiga 3.2 for Yoo-Hoo
Date: Wed, 29 Mar 1995 01:16:27
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

OK, you sound desperate, so I'll tell you whats wrong. 3.2 comes with

QUFF set to only RGBN. What you need to do is set it to RGBN-12bit or ILBM-12bit and your problems will all go away! ILBM-12bit should do the trick for DCTV of course you'll need to set QUIK to DCTV, and of course press the RGB button to CVBS to see the DCTV display on your 1084 monitor if thats what you have.

Let me know if this doesn't work or if you have any other problems with it.

=RRW=

On Tue, 28 Mar 1995, Ian Smith wrote:

> On Tue, 28 Mar 1995, Steve J. Lombardi wrote:
 > > Although I'm pretty sure there is no way to DIRECTLY quickrender to dctv,
 > > HAM is no problem. Go to the Preferences editor. Check out the
 > > Quickrender preset option. Try setting it to
 > > HAM Quarterscreen.
 >
 > Nope. Ever since Imagine 2.0 I have been rendering directly to my DCTV
 > display by using "DCTV" as my save file option. Except in 2.9 which
 > broke DCTV support.
 >
 > DCTV does not work anymore, and HAM doesn't either. I already tried HAM
 > Quarterscreen, HAM full screen.. checked over the screen mode
 > definitions, installed the default config files that came with 3.2, 3.1
 > and even 3.0. Does anyone else have a problem with 3.2 and quickrenders?
 >
 > The files it saves are fine... I can use an external viewer and see a
 > perfect DCTV of HAM image.. but no matter what I do I can't get
 > quickrender to display it in anything but a 16 color hires-lace screen.
 > It does the same for the "Show" button and "Show Pic" menu option on the
 > Project screen... all images show up in that screen mode and look pretty
 > terrible.
 >
 > --
 > IanSmith@moose.erie.net
 >

=====

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1.316 MSG-313 Subject: Re: Amiga 3.2 for Yoo-Hoo

Subject: Re: Amiga 3.2 for Yoo-Hoo
 Date: Wed, 29 Mar 1995 14:11:12
 From: Ian Smith <iansmith@moose.erie.net>

On Wed, 29 Mar 1995, Randy R. Wall wrote:

> OK, you sound desperate, so I'll tell you whats wrong. 3.2 comes with
 > QUFF set to only RGBN. What you need to do is set it to RGBN-12bit or
 > ILBM-12bit and your problems will all go away! ILBM-12bit should do the
 > trick for DCTV of course you'll need to set QUIK to DCTV, and of
 > course press the RGB button to CVBS to see the DCTV display on your 1084
 > monitor if thats what you have.

>
> Let me know if this doesn't work or if you have any other problems with it.

Yes... I am pretty familiar with Imagine preferences and DCTV. Everything worked perfect for me before, and I do a LOT of quickrenders! Here is what I have...

```
QUIK "HAM"
QURM "Scanline"
QUFF "ILBM-12bit"
QPTH "Ram:"
```

And then for the HAM rendering preset...

| Text | Width | Height | xAspect | yAspect | Viewmodes |
|------|-------|--------|---------|---------|-----------|
| HAM | 320 | 200 | 6 | 7 | HAM |

What happens in a quickrender is that it renders, writes to the file, and then displays the file... in 16 color hires! Ick! BUT! If I view the quickrender file from the shell, it shows up in HAM, or DCTV or whatever mode I specified. It makes me think that perhaps something is wrong not with quickrender, but Imagines picture viewing routines, since I have the same problem in the project screen too. It ignores all picture settings, including display size.

--
IanSmith@moose.erie.net

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1.317 MSG-314 Subject: RE: PC Anim Players?

Subject: RE: PC Anim Players?
Date: Wed, 29 Mar 1995 18:52:36
From: fred aderhold <fredster@cyberport.net>

Dave Wilson pondered unto all...

> I'm just wondering what the best PC animation formats are
>(FLC,FLI,AVI...) and what the best players are. I'm using an Amiga right

Depends on what you want to do with the animation I should think. FLC and FLI are pretty much the standard (as far as my limited, hobbieist, experience goes) for Windows and DOS. (The only difference between them is FLI's can only be 320x200, FLC's can be any size, and use a different encoding method, so the file size tends to be smaller.) AVI's can get HUGE, but you can add sound. Also, you can make 24 bit AVI's, whereas FLC's and FLI's can only be 8 bit.

If you're planning to go to video tape, I'll be no help at all, 'cuz I don't know about that yet...

Players - IMHO Autodesk's AAPLAYHI is the best DOS-based viewer because it

can handle any resolution your video card can, will load the anim into ram if you have it, and it's free. There are lots of other DOS viewers out there, take your pick!

>machines can animate in a descent form before I do. I'm running a 486
>DX2/66 with 16megs ram at work with dos6.22 and windows 3.11. I've done

Me too, at home.

>an animation with Imagine 2.0, 640x400 in 24bit which flickers as it
>plays. I don't want that and can't have that. How can I fix this? The
>animation is a little over 9megs in size and loading it into memory
>doesn't help much. Any and all help would be great, thanks.

Well, I think you're suffering from "screen tear". That's when your video card can't keep up with what it's being asked to display (I think), and I get that too sometimes. Still in the beginning stages of all this animation stuff - so I don't know how to fix that. More VRAM?

You know, sometimes if I play around with the playback speed that can go away. An animation rendered for 30fps played back at say, 24fps, would cause it to flicker a bit...

RD7
GD bdDSgdb...
P

Fred Aderhold
E-mail: fredster@cyberport.net (fred aderhold)
Time: 21:44:55

Relax, it's all 1's and 0's...

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1.318 MSG-315 Subject: Re: PC Anim Players?

Subject: Re: PC Anim Players?
Date: Wed, 29 Mar 1995 19:36:50
From: Shane Davison <daviso@cs.uregina.ca>

Dave,

> I'm just wondering what the best PC animation formats are
> (FLC, FLI, AVI...) and what the best players are. I'm using an Amiga right
> now but with the companies demise I'm thinking of moving to a new
> platform. But since I do alot of animating I need to see that the
> machines can animate in a descent form before I do. I'm running a 486
> DX2/66 with 16megs ram at work with dos6.22 and windows 3.11. I've done
> an animation with Imagine 2.0, 640x400 in 24bit which flickers as it

> plays. I don't want that and can't have that. How can I fix this? The
> animation is a little over 9megs in size and loading it into memory
> doesn't help much. Any and all help would be great, thanks.

FLC is pretty much the standard for DOS animations. Look for DTxxxx.zip and DFVxxxx.zip on ftp.povray.org in /pub/povray/utils to help with compiling and viewing FLC's. In Windows, AVI is *the* format to use. You can get Video For Windows free by contacting Microsoft or you could try Video For DOS, a shareware program found on some ftp sites. Other than that, you could look at some commercial programs like Premiere or Razor.

I believe the flickers you're getting are related to your graphics card. I have an ATI card and I get the same flicker. I'm still not sure because ATI is supposedly still working on the problem but my hunch is that the video card can't handle fast movement of large portions of color (such as in animations). If anyone knows better, please say so.

Regards,

--

Shane Davison (tsml)
davis@cs.uregina.ca

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1.319 MSG-316 Subject: Re: PC Anim Players?

Subject: Re: PC Anim Players?
Date: Wed, 29 Mar 1995 20:06:30
From: Falko@aol.com

> I'm just wondering what the best PC animation formats are
> (FLC, FLI, AVI...) and what the best players are.

Hiya Dave,

In my opinion, there is only one tool for full screen, fast animation creation and playback. Dave's Tools, better known as DTA (Dave's Targa Animator), DFV (Dave's Flic Viewer), DSV or BuildSV (Dave's (Build) Self Viewing animations). There is also Dmorph for creating morph anims or other special effects.

DTA version 2.2b is a tool that takes a series of TGA images and compiles them to a FLI/FLC/FLH/FLT (depending on color depth of the final animation) which can then be viewed with DFV version 1.1.2 or made into a self executing animation with BuildSV version 1.0.6. These are available from ftp.povray.com in /pub/povray/incoming (newest files) or /pub/povray/utilities or some such. By the way, you need robust VESA support to use most resolutions/color depths above 320x200x8bit. For this you need UNIVESA 5.0 which is also available in this location (I think)

Falko

=====

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1.320 MSG-317 Subject: RE_saving_changes

Subject: RE_saving_changes
Date: Wed, 29 Mar 1995 22:51:31
From: Robert Thompson <Robert.Thompson@LNO.WMC.wmc.telememo.au> (Tel)

If the camera changes position when you exit the stage editor you will need to update the bars for the action editor, (mentioned in a previous post) but the shortcut can be used from the stage editor is to press the 7 8 and 9 keys. That will update the size, position and ?rotation bars in the action editor.

The other problem, the project editor showing a different view to the quickrender, sounds as though you havn't selected Display Camera view in the stage editor. The other problem with using quickrenders is that the aspect ratio is fixed, and if your final render is not the same aspect ratio as your quickrender you may find that Imagine has cropped your picture differently to what you may have expected.

Good luck,
Bob.

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1.321 MSG-318 Subject: Imagine 3.2 Upgrade

Subject: Imagine 3.2 Upgrade
Date: Wed, 29 Mar 1995 22:53:03
From: Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>

For all their eccentricity, Implus does get a feature now and then that is absolutely killer. The Set Edge Line, Fill Edge Line has to be one of the most useful modeling features I have seen. The Detail Editor is probably the strongest part of Imagine and one of the most powerful modelers around. Now, if only they would get that Slice working a little better. If the Smooth Line feature ever becomes a Smooth Object feature, that will really be a feat. 3D Studio has it but in the form of an expensive plug-in.

Quick Attributes are OK but nothing really exciting, does save a little time.

The Slider bar on the States and Stage preview animation viewer is a nice little addition. Now if they would just make it an option whether

all the objects are reloaded into RAM for every frame or just loaded once in the beginning.

40 bug fixes? Several that I never knew were there and several that I do know are there and never seem to get fixed e.g. sperical brushmap "seam".

Whatever happened to Scanline Shadows? Motion blur? True Inverse Kinematics? Are these features going to be restricted to Lightwave users only, Forever, Man?

"We are listening...some of the time, anyway"

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1.322 MSG-319 Subject: Space Hulk 3DO

Subject: Space Hulk 3DO
Date: Thu, 30 Mar 1995 01:30:38
From: Andy Jones <andy@activa.demon.co.uk>

Strange title, but it is related to Real..

FTP to ftp.ea.com and have a look in pub/gifs/space_hulk_3do

There you will find screen shots of the game I've been working on for the past year. Unfortunately the quality isn't too hot, they're screen shots from the actual game but everything you see was rendered in Real (apart from the scanner and icons, etc)

Of course you could always dash out and buy a 3DO and the game when it's released :)

Andy

"It's hard waking up when your whole world is black..."

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1.323 MSG-320 Subject: Re: SetED/Filed

Subject: Re: SetED/Filed
Date: Thu, 30 Mar 1995 14:33:19
From: Ian Smith <iansmith@moose.erie.net>

On Thu, 30 Mar 1995, Randy R. Wall wrote:

> [...Snip]

> Oh and as far as the P goes I think you could probably do it in about two
> tries, which isn't too shabby. Even Wavefronts Model doesn't have this

Subject: RE: Star Field Generator
 Date: Thu, 30 Mar 1995 23:14:06
 From: Bush Doktor <sppcarso@ultrix.uor.edu>

On Thu, 30 Mar 1995, Ian Smith wrote:

> On Wed, 29 Mar 1995, Bush Doktor wrote:
 > >
 > > AND THIS PROGRAM IS A KILLER!!!!!!
 >
 > Thanks! :-) I have had a new version of this utility sitting around on
 > my HD since Jan, I just uploaded it to Aminet as IIUtilities13.lha in
 > the gfx/3d directory. It might not show up for a day or so, so check for
 > it in the new directory. You won't be able to see it, but get will work.
 > Those that got versions through e-mail might already have this version.

This is the version I've been using, I was one of the early emailed people. And I'm glad I asked for it early. :-) A worthwhile download for any Imagine users! One thing I'm not sure Ian mentioned is to use TRACE mode... saves ALOT of memory that way, or seemed that way to me.

BUSH DOKTOR sppcarso@ultrix.uor.edu

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1.326 MSG-323 Subject: Re: 3-D Contest: 1st place = \$2000

Subject: Re: 3-D Contest: 1st place = \$2000
 Date: Fri, 31 Mar 1995 11:16:53
 From: mbc@po.cwru.edu (Michael Comet)

I am not affiliated with this contest, so please don't send me mail about it. I am merely posting this as it was sent to me rather than the list.
 Thanks!

Mike Comet

>Mike:
 >
 >You are not alone in your apprehension about the contest. I hope I can answer
 >your questions for you. If I do not answer all of your questions, I will be
 >posting a faq about the contest, our intentions, and our other pertinent
 >information. However, it may take a day or two to put together...the only
 >place we have promoted the contest was on the imagine mailing list. I figured
 >that was the best place to find out what was wrong and what was right about
 >the
 >contest. After we work out the quirks, I will promote it more broadly...
 >
 >>>Too bulky for now. It is easier to keep track of diskettes or uploaded
 >>>entries.

>
>> I understand...it's just with my PAR and animations already on it
>>it's a lot easier to send a SVHS tape than to take the anim, resize it all
>>to 640x480 and place a bunch of huge TGA files on disk.
>
>Yep, we have also entered those types of contests. It's a pain in the
>neck...unless you win. We may ammend the rules according to the responses we
>get from the imagine mailing list. For example, there is no reason we
>shouldn't allow people to submit entries on DAT tape and we will definitely
>offer an FTP site for uploading...we just needed to test the waters first.
>
>>>Why? We are not asking you to sign away the rights...we just want
>permission
>>>to publish it in either video, digital, or print format if the opportunity
>>>arises. If we use it we will give credit to the artists. Besides, there is
>>>not one contest (that I am aware of) which will allow you to enter without
>>>giving rights of publication. If you know of one, I would be interested to
>>>know about it. Any suggestions you have would be appreciated.
>>
>> Can you tell me what this contest
>>was created for, why the company is sponsoring it, about the company.
>>etc...etc...
>
>We got the idea of sponsoring a contest from a contest we entered...and
>yes, we
>also had to sign over permission to publish it. And yes they will be putting
>our animation on a CD-ROM. (We got 3rd place.) Our intention is to do the
>same
>thing...probably. We have never sponsored a contest before, and we do not
>know
>what to expect. The prize money was pretty much arbitrarily chosen. We
>looked
>at the going rate for prizes in other contests of the same caliber. We found
>that the going rate for 1st place was \$1000. We figured that wasn't enough
>money for incentive to enter, so we doubled it, added cash awards for 5th thru
>2nd places and there you have it. The contest could be total flop or a
>complete success...we don't know yet. We decided to try our idea out on the
>imagine mailing list first since we are an avid user of Imagine and have
>subscribed and read the list for a long time...which brings me to what World
>Fusion Software actually does...
>
>We are a small company, currently 10 permanent people and about 5 part-time
>freelancers. We were founded in 1987. I personally joined the company in
>1992. Our company does a few different things. One thing we do is legal
>graphics and animations, like accident reconstruction. We also provide
>programming services to companies who want to integrate graphics into their
>products. Lastly, we provide object-oriented analysis, design and programming
>services. What we really like to do is work on 3-D graphics and animations
>all
>the time, but unfortunately, animation work does not bring in as much money as
>our OO consulting.
>
>> I probably won't submit if it has to be on floppy...perhaps the ftp
>>method. Even so, 15 fps sounds kind of cheezy.
>
>Cheezy? Well, we don't need broadcast quality. This is strictly animations
>from a computer for a computer. You can submit an animation with 30 fps if

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