IMAGINE MAILING LIST

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

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

IMAGINE MAILING LIST

1.1 IMAGINE MAILING LIST NUMBER V53

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                    This GUIDE File was generated by the
                      "IMAGINE MAILING LIST PROCESSOR"
                        Written By Neil "Tex" Miller
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+---------------------------------oOO-(_)-OOo---------------------------------+
|                            neil@triode.apana.org.au                          |
| This is the Imagine Mailing List (imagine@email.sp.paramax.com) Archive #53 |
|            covering messages from Aug. 02. 1994 to Sep. 05. 1994.            |
|                                                                              |
|  If you have any questions or problems with this file, E-mail Nik Vukovljak |
|                          at:  nvukovlj@extro.ucc.su.oz.au                    |
|                                                                              |
|  To join the IML, send email to: imagine-request@email.sp.paramax.com and    |
|                   in the subject line type in: subscribe                     |
|                                                                              |
+------------------------------------------------------------------------------+
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1.2 IMAGINE MAILING LIST V53 - CONTENTS


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Click-->   8  MSG-   8  Subject: Re: silly people (was: scanline question:Mike  ↩
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Click-->  10  MSG-  10  Subject: Re: Cycle
Click-->  11  MSG-  11  Subject: RE: ARGH! 'INVISIB
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Click-->  13  MSG-  13  Subject: ParticleBeam
Click-->  14  MSG-  14  Subject: Re: Selective Bending
Click-->  15  MSG-  15  Subject: Re: Random Ripple
Click-->  16  MSG-  16  Subject: UNIX compressed files
Click-->  17  MSG-  17  Subject: Re: transparencies
Click-->  18  MSG-  18  Subject: Re: Argh! 'Invisible' parts of a brushmap??
Click-->  19  MSG-  19  Subject: Re: transparencies
Click-->  20  MSG-  20  Subject: Re: Argh! 'Invisible' parts of a brushmap??
Click-->  21  MSG-  21  Subject: Where can I find some pos
Click-->  22  MSG-  22  Subject: Re: Random Ripple
Click-->  23  MSG-  23  Subject: postscript fonts/tutorial tapes
Click-->  24  MSG-  24  Subject: Re: UNIX compressed files
Click-->  25  MSG-  25  Subject: Re:DXF to Imagine
Click-->  26  MSG-  26  Subject: Imagine V2.0 support (from Mike Halvorson)
Click-->  27  MSG-  27  Subject: Re: Simple Motion
Click-->  28  MSG-  28  Subject: Re: ParticleBeam
Click-->  29  MSG-  29  Subject: Re: Argh! 'Invisible' parts of a brushmap??
Click-->  30  MSG-  30  Subject: GOODphotonbeam
Click-->  31  MSG-  31  Subject: Alpha channels?
Click-->  32  MSG-  32  Subject: Have a slice
Click-->  33  MSG-  33  Subject: Re: Argh! 'Invisible' parts of a brushmap??
Click-->  34  MSG-  34  Subject: RE: Alpha channels?
Click-->  35  MSG-  35  Subject: Clipmapping texture!
Click-->  36  MSG-  36  Subject: Imagine V2.0 support (from Mike Halvorson)
Click-->  37  MSG-  37  Subject: Clipmap texture uuencoded
Click-->  38  MSG-  38  Subject:       Re: Alpha channels?
Click-->  39  MSG-  39  Subject: transparency brush help
Click-->  40  MSG-  40  Subject: Have a slice
Click-->  41  MSG-  41  Subject: Partial slice copying (forms)
Click-->  42  MSG-  42  Subject: letter to Impulse
Click-->  43  MSG-  43  Subject: Amiga rendering programs
Click-->  44  MSG-  44  Subject: transparency brush help
Click-->  45  MSG-  45  Subject: Torgeir's 3d-script
Click-->  46  MSG-  46  Subject: Torgeir's 3d-script
Click-->  47  MSG-  47  Subject: Re: IML Archive
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Click-->  51  MSG-  51  Subject: Re: Partial slice copying (forms)
Click-->  52  MSG-  52  Subject:  Need source for WWII Fighter Aircraft Models!!
Click-->  53  MSG-  53  Subject: Re: Need source for WWII Fighter Aircraft Models ↩
    !!
Click-->  54  MSG-  54  Subject: Milan's Clipmap.itx
Click-->  55  MSG-  55  Subject: Re: Partial slice copying (forms)
Click-->  56  MSG-  56  Subject: Re: Imagine V2.0 support (from Mike Halvorson)
Click-->  57  MSG-  57  Subject: imagine@email.sp.paramax.com
Click-->  58  MSG-  58  Subject: Re: Partial slice copying (forms)
Click-->  59  MSG-  59  Subject: imagine@email.sp.paramax.com
Click-->  60  MSG-  60  Subject: Re:  Milan's Clipmap.itx
Click-->  61  MSG-  61  Subject: Re: Clipmap
Click-->  62  MSG-  62  Subject: 2 Imagine 4 Everybody - Time to vote!!!
Click-->  63  MSG-  63  Subject: New clipmap texture
Click-->  64  MSG-  64  Subject: Cliptran.itx uuencoded
Click-->  65  MSG-  65  Subject: Imagine 4 Everybody - Time to vote!!!
Click-->  66  MSG-  66  Subject: re: Imagine 2.0 support
Click-->  67  MSG-  67  Subject: Scripting Imagine Projects
Click-->  68  MSG-  68  Subject: Re: silly people (was: scanline questi
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Click-->  69  MSG-  69  Subject: Brightness mapping texture
Click-->  70  MSG-  70  Subject: brghtmap.itx uuencoded
Click-->  71  MSG-  71  Subject: Re: Amiga rendering programs
Click-->  72  MSG-  72  Subject: Re: Imagine 4 Everybody - Time to vote!!!
Click-->  73  MSG-  73  Subject: 2D-> sphere??
Click-->  74  MSG-  74  Subject: Re: re: Imagine 2.0 support
Click-->  75  MSG-  75  Subject: Assigning textures to text
Click-->  76  MSG-  76  Subject: Imagine vmem and 3.1
Click-->  77  MSG-  77  Subject: Looking for Jukebox (UK)
Click-->  78  MSG-  78  Subject: Re: Need source for WWII Fighter Aircraft Models ↩
    !! (fwd)
Click-->  79  MSG-  79  Subject: Re: Assigning textures to text
Click-->  80  MSG-  80  Subject: MORE UUENCODES, DAMMIT!!!!
Click-->  81  MSG-  81  Subject: Re: UNSUBSCRIBE
Click-->  82  MSG-  82  Subject: Re: Clipmap
Click-->  83  MSG-  83  Subject: IBM anim formats
Click-->  84  MSG-  84  Subject: Re: Assigning textures to text
Click-->  85  MSG-  85  Subject: Re: re: Imagine 2.0 support
Click-->  86  MSG-  86  ------=> Sorry NO Subject!
Click-->  87  MSG-  87  Subject: Re: IBM anim formats
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Click-->  89  MSG-  89  Subject: IBM anim formats
Click-->  90  MSG-  90  Subject: Re: Imagine 4 Everybody - Time to vote!!!
Click-->  91  MSG-  91  Subject: FINALLY: Screen Size PAL
Click-->  92  MSG-  92  Subject: Re: IBM anim formats
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Click-->  94  MSG-  94  Subject: 2D-> sphere??
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Click-->  97  MSG-  97  Subject: IBM anim formats
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Click--> 100  MSG- 100  Subject: Re: Imagine 2.0 support
Click--> 101  MSG- 101  ------=> Sorry NO Subject!
Click--> 102  MSG- 102  Subject: Re: Imagine 2.0 support (fwd)
Click--> 103  MSG- 103  Subject: Re: 2D-> sphere??
Click--> 104  MSG- 104  Subject: Re: Cliptran.itx uuencoded
Click--> 105  MSG- 105  Subject: Re: MORE UUENCODES, DAMMIT!!!!
Click--> 106  MSG- 106  Subject: Re: Imagine 4 Everybody - Time to vote!!!
Click--> 107  MSG- 107  Subject: Textures MIlan
Click--> 108  MSG- 108  Subject: Re: 2D-> sphere??
Click--> 109  MSG- 109  Subject: star.itx uuencoded
Click--> 110  MSG- 110  Subject: Star flare texture!
Click--> 111  MSG- 111  Subject:       Re: Need source for WWII Fighter Aircraft  ↩
   Models!!
Click--> 112  MSG- 112  Subject:       Re: Imagine 4 Everybody - Time to vote!!!
Click--> 113  MSG- 113  Subject:  Re: 2D-> sphere?? (fwd)
Click--> 114  MSG- 114  Subject: Textures, Textures, Textures!
Click--> 115  MSG- 115  Subject: 2D-> sphere??
Click--> 116  MSG- 116  Subject: Thanks for Amiga=>IBM tips
Click--> 117  MSG- 117  Subject: Newcomer needs chrome help?
Click--> 118  MSG- 118  Subject: Re: APEX..What is FORGE anyway ?
Click--> 119  MSG- 119  Subject: SW AT-ST Walker with 3.0 bones...
Click--> 120  MSG- 120  Subject: Re: Imagine 4 Everybody - Time to vote!!!
Click--> 121  MSG- 121  Subject: Re: Newcomer needs chrome help?
Click--> 122  MSG- 122  Subject: Re: Textures, Textures, Textures!
Click--> 123  MSG- 123  Subject: Re: Imagine 4 Everybody - Time to vote!!!
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Click--> 124  MSG- 124  Subject: Re: Understanding Imagine 2.0 book...
Click--> 125  MSG- 125  Subject: Newcomer needs chrome hel
Click--> 126  MSG- 126  Subject: Re: IBM anim formats
Click--> 127  MSG- 127  Subject: MOON-MAP
Click--> 128  MSG- 128  Subject: "Slice" of crow
Click--> 129  MSG- 129  Subject: merging points (how to)
Click--> 130  MSG- 130  Subject: Re: Star flare texture!
Click--> 131  MSG- 131  Subject: Re: Newcomer needs chrome hel
Click--> 132  MSG- 132  Subject: Bandwidth; Pers. Window
Click--> 133  MSG- 133  Subject: Re: Imagine 4 Everybody - Time to vote!!!
Click--> 134  MSG- 134  Subject: IMAGINE 3.1
Click--> 135  MSG- 135  Subject: Spacecraft
Click--> 136  MSG- 136  Subject: Re: Bandwidth; Pers. Window
Click--> 137  MSG- 137  Subject: X-Specs Modeler
Click--> 138  MSG- 138  Subject: Re: SW AT-ST Walker with 3.0 bones...
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Click--> 145  MSG- 145  Subject: Re: SW AT-ST Walker with 3.0 bones...
Click--> 146  MSG- 146  Subject: Re: transparencies
Click--> 147  MSG- 147  Subject: Alpha channels?
Click--> 148  MSG- 148  Subject: Re: Alpha channels?
Click--> 149  MSG- 149  Subject: Brightmap.itx update
Click--> 150  MSG- 150  Subject: Brghtmap.itx update amiga uuencoded
Click--> 151  MSG- 151  Subject: More features wanted from Impulse updates...VOTE ↩
    !!
Click--> 152  MSG- 152  Subject:  Re: Escape Key
Click--> 153  MSG- 153  Subject: Re: IMAGINE 3.1
Click--> 154  MSG- 154  Subject: Re: Votes for Imagine 4.0
Click--> 155  MSG- 155  Subject: Re: Votes for Imagine 4.0
Click--> 156  MSG- 156  Subject: Escape Key
Click--> 157  MSG- 157  Subject: Re: IM2.0 to IM3.0or IM3.1 upgrade
Click--> 158  MSG- 158  Subject: Votes for Imagine 4.0
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Click--> 164  MSG- 164  Subject: Re: Newcomer needs chrome hel
Click--> 165  MSG- 165  Subject: WWII planes and others
Click--> 166  MSG- 166  Subject: Re: Newcomer needs chrome hel
Click--> 167  MSG- 167  Subject: Re: Votes for Imagine 4.0
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Click--> 174  MSG- 174  Subject: RE: Hide Points
Click--> 175  MSG- 175  Subject: Re: Votes for Imagine 4.0
Click--> 176  MSG- 176  Subject: Re: Bug Fix?
Click--> 177  MSG- 177  Subject: Re: 2D-> sphere??
Click--> 178  MSG- 178  Subject: Alpha channels?
Click--> 179  MSG- 179  Subject: IMAGINE 3.1
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Click--> 180  MSG- 180  Subject: Re: Votes for Imagine 4.0
Click--> 181  MSG- 181  Subject: 4.0 votes, 3.1 woes etc
Click--> 182  MSG- 182  Subject: ClariSSA
Click--> 183  MSG- 183  Subject: text extruding from a plane
Click--> 184  MSG- 184  Subject:  Imagine 2.0 refs
Click--> 185  MSG- 185  Subject: Re: text extruding from a plane
Click--> 186  MSG- 186  Subject: Bitmap memory question.
Click--> 187  MSG- 187  Subject: Re: IMAGINE 3.1
Click--> 188  MSG- 188  Subject: Re: text extruding from a plane
Click--> 189  MSG- 189  Subject: Re: Your Firends on the IML
Click--> 190  MSG- 190  Subject:      address please
Click--> 191  MSG- 191  Subject: Re: text extruding from a plane
Click--> 192  MSG- 192  Subject: Re: text extruding from a plane
Click--> 193  MSG- 193  Subject: Re: Votes for Imagine 4.0
Click--> 194  MSG- 194  Subject: RE: VOTES FOR IM
Click--> 195  MSG- 195  Subject: Texture trouble
Click--> 196  MSG- 196  ------=> Sorry NO Subject!
Click--> 197  MSG- 197  Subject: Automatic face triangulation
Click--> 198  MSG- 198  Subject: RE: VOTES FOR IMAGINE 4.0
Click--> 199  MSG- 199  Subject: IMPULSE SPEAKS
Click--> 200  MSG- 200  Subject: Re: text extruding from a plan
Click--> 201  MSG- 201  Subject:       Re: text extruding from a plane
Click--> 202  MSG- 202  Subject: Re: Textures
Click--> 203  MSG- 203  Subject: A LONG LOST DUDE
Click--> 204  MSG- 204  Subject: Re: Your Firends on the IML
Click--> 205  MSG- 205  ------=> Sorry NO Subject!
Click--> 206  MSG- 206  ------=> Sorry NO Subject!
Click--> 207  MSG- 207  ------=> Sorry NO Subject!
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Click--> 209  MSG- 209  ------=> Sorry NO Subject!
Click--> 210  MSG- 210  Subject: Re: All those neat new textures...
Click--> 211  MSG- 211  Subject: Re: Automatic face triangulation
Click--> 212  MSG- 212  Subject: 4.0 votes etc.
Click--> 213  MSG- 213  Subject: ISL 3.0
Click--> 214  MSG- 214  Subject: 4.0 votes etc.
Click--> 215  MSG- 215  Subject: Re: Textures
Click--> 216  MSG- 216  Subject: RE: VOTES FOR IMAG
Click--> 217  MSG- 217  Subject: Field Rendering
Click--> 218  MSG- 218  Subject: Re: your mail
Click--> 219  MSG- 219  Subject: IMAGINE 4.0 COMMENTS
Click--> 220  MSG- 220  Subject: Re: MOON-MAP
Click--> 221  MSG- 221  Subject: Re: Textures
Click--> 222  MSG- 222  Subject: Re: ISL 3.0
Click--> 223  MSG- 223  Subject: Re: Textures
Click--> 224  MSG- 224  ------=> Sorry NO Subject!
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Click--> 226  MSG- 226  Subject: Re: ISL 3.0
Click--> 227  MSG- 227  ------=> Sorry NO Subject!
Click--> 228  MSG- 228  Subject: Bitmap memory question
Click--> 229  MSG- 229  Subject: Re: ISL 3.0
Click--> 230  MSG- 230  Subject:
Click--> 231  MSG- 231  Subject: can 3.0 read Brilliance IFFs?
Click--> 232  MSG- 232  Subject: Re: RELAY BOUNCE
Click--> 233  MSG- 233  Subject: Re: IMAGINE 4.0 COMMENTS
Click--> 234  MSG- 234  Subject: Re: Field Rendering
Click--> 235  MSG- 235  Subject: feathers
Click--> 236  MSG- 236  Subject: Re: QUESTIONS ON AVAILABLE SOFTWARE
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Click--> 237  MSG- 237  Subject: which IML archive for bones tutorial?
Click--> 238  MSG- 238  Subject:       Re: Automatic face triangulation
Click--> 239  MSG- 239  Subject:       Re: can 3.0 read Brilliance IFFs?
Click--> 240  MSG- 240  Subject: Re: MOON-MAP
Click--> 241  MSG- 241  ------=> Sorry NO Subject!
Click--> 242  MSG- 242  Subject: Re: Field Rendering
Click--> 243  MSG- 243  Subject: WISHLIST FOR IM4
Click--> 244  MSG- 244  Subject: 'Imagine-friendly' PS fonts on aminet...
Click--> 245  MSG- 245  Subject: Bones
Click--> 246  MSG- 246  Subject: Re: WISHLIST FOR IM4
Click--> 247  MSG- 247  ------=> Sorry NO Subject!
Click--> 248  MSG- 248  Subject: Bones tutorial
Click--> 249  MSG- 249  Subject: Re: Votes for Imagine 4.0
Click--> 250  MSG- 250  Subject: memory requirements for 3.0
Click--> 251  MSG- 251  Subject: Re: 'Imagine-friendly' PS fonts on aminet...
Click--> 252  MSG- 252  Subject: Re: memory requirements for 3.0
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Click--> 258  MSG- 258  Subject: Re: memory requirements for 3.0
Click--> 259  MSG- 259  Subject: Bones Tutorial
Click--> 260  MSG- 260  Subject: Re: Textures
Click--> 261  MSG- 261  Subject: Rend24
Click--> 262  MSG- 262  Subject:       Re: Rend24
Click--> 263  MSG- 263  Subject: Conforming & Following a Path
Click--> 264  MSG- 264  Subject: Re: Rend24
Click--> 265  MSG- 265  ------=> Sorry NO Subject!
Click--> 266  MSG- 266  ------=> Sorry NO Subject!
Click--> 267  MSG- 267  Subject:       Re: Conforming & Following a Path
Click--> 268  MSG- 268  Subject: Imagine and hard drive crashes
Click--> 269  MSG- 269  Subject: DCTV4Retina update on Aminet
Click--> 270  MSG- 270  Subject: Alpha textures from M. Rivers on Aminet
Click--> 271  MSG- 271  Subject:
Click--> 272  MSG- 272  Subject: re: How to Morph with 2.0
Click--> 273  MSG- 273  Subject: Re: your mail
Click--> 274  MSG- 274  Subject: Looking for a seamless wordmap
Click--> 275  MSG- 275  Subject: Morph
Click--> 276  MSG- 276  Subject: Looking for votes
Click--> 277  MSG- 277  Subject: Re: Morph
Click--> 278  MSG- 278  Subject: Best there is...?
Click--> 279  MSG- 279  Subject: Textures and docs
Click--> 280  MSG- 280  Subject: Texture Desciptions
Click--> 281  MSG- 281  Subject: Meat, a new... update
Click--> 282  MSG- 282  ------=> Sorry NO Subject!
Click--> 283  MSG- 283  Subject: Brick Texture woes
Click--> 284  MSG- 284  ------=> Sorry NO Subject!
Click--> 285  MSG- 285  Subject: Looking for a seamless wordmap
Click--> 286  MSG- 286  Subject: Meat, a new... update
Click--> 287  MSG- 287  Subject: VMM (VIRTUAL MEMORY)
Click--> 288  MSG- 288  Subject: "custom" spatial resolution
Click--> 289  MSG- 289  Subject: CONFIG.SYS for version 3.0 (PC)
Click--> 290  MSG- 290  Subject: Textures pics demo on Aminet
Click--> 291  MSG- 291  Subject: "custom" spatial resoluti
Click--> 292  MSG- 292  ------=> Sorry NO Subject!
Click--> 293  MSG- 293  Subject: 3.0 Textures Organized
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Click--> 294  MSG- 294  Subject: Re: Texture Desciptions
Click--> 295  MSG- 295  Subject: RE: VOTES FOR IMAG
Click--> 296  MSG- 296  Subject: Kinematics
Click--> 297  MSG- 297  Subject:       Re: Looking for a seamless wordmap
Click--> 298  MSG- 298  Subject: Imagine&GigaMem3.12
Click--> 299  MSG- 299  Subject: texture examples
Click--> 300  MSG- 300  Subject: RE: VOTES FOR IMAG
Click--> 301  MSG- 301  Subject: Imagine Companion 2
Click--> 302  MSG- 302  Subject: Re: your mail
Click--> 303  MSG- 303  Subject: Blurring the lines...
Click--> 304  MSG- 304  Subject: That's deep!
Click--> 305  MSG- 305  Subject: Texture mania
Click--> 306  MSG- 306  Subject: Re: That's deep!
Click--> 307  MSG- 307  Subject: Re: Texture mania
Click--> 308  MSG- 308  Subject: Humanoid (the program)
Click--> 309  MSG- 309  Subject: Re: Kinematics
Click--> 310  MSG- 310  Subject: Re: Blurring the lines...
Click--> 311  MSG- 311  Subject: Re: Blurring the lines...
Click--> 312  MSG- 312  Subject: Imagine Companion 2.0
Click--> 313  MSG- 313  Subject: Nebula Texture.
Click--> 314  MSG- 314  Subject: Re: Kintmatics tutorial
Click--> 315  MSG- 315  Subject: Re: Blurring the lines...
Click--> 316  MSG- 316  Subject: Re: Nebula Texture.
Click--> 317  MSG- 317  Subject: Re: Imagine3&Gigamem
Click--> 318  MSG- 318  Subject: OLDA in preferences
Click--> 319  MSG- 319  Subject: Re: Blurring the lines...
Click--> 320  MSG- 320  Subject: Texture/Attribute mania...
Click--> 321  MSG- 321  Subject: Gigamem and Imagine
Click--> 322  MSG- 322  Subject: Re: OLDA in preferences
Click--> 323  MSG- 323  Subject: Re: Blurring the lines...
Click--> 324  MSG- 324  Subject: Re: Nebula Texture.
Click--> 325  MSG- 325  Subject: Re: Nebula Texture.
Click--> 326  MSG- 326  Subject:       Re: Nebula Texture.
Click--> 327  MSG- 327  Subject: PC/486SX performance stats
Click--> 328  MSG- 328  Subject: Re: OLDA in preferences
Click--> 329  MSG- 329  Subject: re:PC/486SX performance stats
Click--> 330  MSG- 330  ------=> Sorry NO Subject!
Click--> 331  MSG- 331  Subject: Re: Nebula Texture.
Click--> 332  MSG- 332  Subject: re:PC/486SX performance stats
Click--> 333  MSG- 333  Subject: Re: Antenna dishes
Click--> 334  MSG- 334  Subject: Re: OLDA in preferences
Click--> 335  MSG- 335  Subject: Re: OLDA in preferences
Click--> 336  MSG- 336  ------=> Sorry NO Subject!
Click--> 337  MSG- 337  Subject: Can;t make stuff fully Xparent
Click--> 338  MSG- 338  Subject: Re: Antenna dishes
Click--> 339  MSG- 339  Subject: Essence3 ?
```

1.3 MSG-1 Subject: Constant Upgrade

```
Subject: Constant Upgrade
Date: Tue, 2 Aug 94 19:08:00 -0100
From: torgeir.holm@tbc.powertech.no (Torgeir Holm)

GreG:
```

>Anyways, Impulse is aware that the looping brushes do not work as desir
>That should be remedied during the constant upgrade program.

Has anyone heard anything more about this constant upgrade program? The
last I remember reading about it was in the 2.9 "manual".

Torge!r

torgeir.holm@tbc.powertech.no

+---+
| The BYTE Castle - 6988 3700 / 6988 4100 - Askim, Norway - Info-board |
+---+

-=> RETURN TO CONTENTS!<=-

1.4 MSG-2 Subject: Axiom Position Statement

Subject: Axiom Position Statement
Date: Wed, 3 Aug 94 09:08:25 PDT
From: Harv@cup.portal.com

Please note: I was asked to post the following text by Axiom
Software's President, Scott Thede. He is the author of this text,
not me. Don't flood my mailbox with comments or questions. Scott's
contact numbers are at the bottom of this text.
Harv

August 2, 1994

TO: All Axiom Software Patrons

RE: Axiom Software leaving the Amiga market

Over the past few weeks, I have received inquiries about Axiom Software
leaving the Amiga as reported in the July issue of Video Toaster User.
Let me be the first to say that Axiom Software is NOT leaving the Amiga.
Over the past six months, Axiom Software has published three brand-new
products, all of which have taken large amounts of time and energy to
publish. In addition, Axiom Software has just published its fourth
version of Pixel 3D, Pixel 3D Professional Version 2. All of these
products are Amiga-based and demonstrate a huge commitment to the Amiga.
Here at Axiom Software, and at other software publishers, the average
time between new products is one year. With that in mind, Axiom Software
has just published its fourth product in six months, a record that puts
our money where our mouth is.

As reported in VTU, we have planned for the completion of these four
products for the past year, with Pixel 3D Professional Version 2 being
the final of these four, but NOT our final Amiga product. Everything

stated by VTU is true except for Axiom Software planning its exit from the Amiga market. We love the Amiga, it's our home, and our customers have made it possible for us to give them the coolest 3D technology we know how. We will continue to support the Amiga and all of our faithful customers. To be completely honest, we at Axiom Software wish we could program the Amiga for the rest of our lives, after all, it takes "forever" to learn how to program the thing!

Axiom Software will continue to support the Amiga, but to do this completely, we must investigate expansion, not moving. We at Axiom Software are excited about the future, Pixel 3D Professional Version 2 has just shipped and we think its our best product yet! I encourage anyone who has any questions to call and talk to us toll free at 1-800-49-AXIOM.

Thank you for your time and patronage!

Scott G. Thede
President

Axiom Software Inc.
1526 122nd Street
Burnsville, MN 55337
PHONE: 612.894.0596
FAX : 612.894.1127

-=> RETURN TO CONTENTS!<=-

1.5 MSG-3 Subject: Re: Random Ripple

Subject: Re: Random Ripple
Date: Wed, 03 Aug 1994 12:46:19 -0400 (EDT)
From: "Andrew P. Vogel" <vogelap@ucunix.san.uc.EDU>

On Wed, 3 Aug 1994, David Shaw wrote:

> Well after a little mucking around with the EssenceII texture
> Random Ripple, I'm totally frustrated :(
>
> I am trying to get it to loop over a 30 frame anim. always end
> up with a glitch. I am changing the time from 0.00 to 1.00 as the manual
> suggest for a 30 frame jobby.
>
Hiya David. I remember reading something about when you want to loop an animation you have to define a slightly longer animation, then edit. For example, knowing that a looping anim adds 2 loop frames, make the Total Number of Frames 32, and then lop off the 2 frames at the end while still doing all the tricks you mentioned in your post.. That may work for you.

==========
Drew Vogel: Admissions Officer at University of Cincinnati Undergraduate Admissions (call 800-827-8728), SysOp of The Cafe' BBS (513-232-4895) FidoNet 1:108/245, Actor, director, Amiga fan, Imagine 3.0 user, vice-

president of Ohio Valley Amiga Users' Group, documentation author, single
guy, and much, much more! "The only way OUT is THROUGH."

-=> RETURN TO CONTENTS!<=-

1.6 MSG-4 Subject: Re: Argh! 'Invisible' parts of a brushmap??

Subject: Re: Argh! 'Invisible' parts of a brushmap??
Date: Wed, 3 Aug 1994 11:55:29 -0600 (MDT)
From: Douglas Rudd <rudd@plk.af.mil>

>
> How can this be? The PC version only supports TIFF and TGA (24bit
> each). There IS no palette. Does this mean we _have_ to use the alpha
> channel method (I don't even know if this is possible on the PC version).
>
> Ed
>
If only you hadn't told me that. All this time I was using iff 1-16 bit
brushmaps in IM30-PC which I brought over from one of my Amigas. I had
no problems. But now you say I can't do that. Does that mean I have to
stop?

Seriously, look at page 171 of the manual.

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."

-=> RETURN TO CONTENTS!<=-

1.7 MSG-5 Subject: transparencies

Subject: transparencies
Date: Wed, 3 Aug 1994 11:02:13 -0700 (PDT)
From: Mike McCool <mikemcoo@efn.org>

Hey guys, guyas,

Excuse the vague subject line. The recent interchange about
transparent brushmaps had me all excited that I could accomplish a trick
I can't seem to get Imagine to handle. The more I use it, the less I
seem to know about this amazing program.

I'd like to load in a foreground pic, namely the vuport of a ship, so that the anim in the midground will play through its windshield. I realize Imagine doesn't allow direct importing of foreground pix. (That's precisely why I bought a friend's copy of LightRave when he upgraded. This is the IML, so 'nuff said on that topic). But I was hoping to work around it.

All this talk of the genlock button got me thinking maybe that would work. Make a plane in DETAIL ed, map my vuport pic onto it, with genlock button active, so all 0-value colors in the map would be transparent. Of course it didn't work. The map came out looking swell--but the vuport's windows aren't transparent, they're just black.

So now I'm resorting to cutting holes in my plane that correspond to the windows in the vuport pic. Tons of fun, since you can't see the map pic when you're cutting.

Is alpha channels the only solution? Seems so straightforward, I didn't realize I'd have to jump through so many hoops.

Thanks folks, for your attention.

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1.8 MSG-6 Subject: RE: Random Ripple

Subject: RE: Random Ripple
Date: Wed, 03 Aug 94 17:19:00 EST
From: "Ducharme, Alain: FOB" <Ducharme@fob.istc.ca>

On Wednesday, August 03, 1994 23:05, David Shaw wrote:

> Has anyone seen anything about Newtons Law for Imagine over there
>in the States? I'm interested in this if anyone has heard of it.

That title sounds promising, something I would be interested in purchasing myself. Anyone have any information on it or any other tool which will allow Imagine objects to observe the laws of physics? Wasn't the "Impulse Graphics World" newsletter indicating that such an enhancement would be forthcoming with one of the "constant updates" modules? Maybe someone has a success story on the use of ISL to achieve the same results?

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1.9 MSG-7 Subject: Re: Simple Motion

Subject: Re: Simple Motion
Date: Wed, 3 Aug 94 15:08:22 PDT
From: ua197@freenet.victoria.bc.ca (Christopher Stewart)

> It may seem easier to just alter points instead of setting up
>bones, but there are some problems, as you'll see. I'm assuming from your
>post that your humanoid is a solid figure, and not one made of discrete
>parts, each with its own axis. To move the points in a solid figure, I
>find that hiding most of the unaffected points helps me get a handle on the
>ones I want. As an example, hide the head, legs, left arm and all of the
>torso except near the shoulder. Pick points with the lasso, and begin
>moving or rotating the limb to where you want it. The objects surface may
>stay fairly smooth, but I've frequently had a crumpled look during
>animation when I try this. Also, the interpolation between states will
>produce linear movement, and may give a very unnatural motion.

I've started the bones setup already. As the movement was simple (for this piece), I didn't wan't to go to the trouble. Oh, well, I'm sure to be using the figure later. I didn't want to get into point manipulation as the deformations would have worked perfectly if you could limit the effect to one region. I still haven't figured that one out.

> It will be easier if the figure is made up of pieces. Just select
>each part, and rotate the axis. You will need to be sure that the parts
>continue to intersect during animation. With this method you will probably
>see small seams where the parts meet. As you can see, the simple methods
>might be less than optimum.

Pieces wouldn't have worked in this instance as I needed a connected object (for the rubbery dance routine ;-). Bones AND the deformations should enable me to do this. Funny, I don't even think about the cycle editor anymore.....

> It really might be worth the trouble to set up bones. In my
>experience, it takes about an hour to add 16 bones to a figure, another 20
>minutes to define the various states. If the limbs bend more that 90
>degrees, there are some odd distortions, but these can be lessened by
>adding more, shorter bones.

It's taking me longer than that to "bone". I'm not so good at it that I can eliminate experimentation. I'll get there.

Thanks,

Christopher

--
"I wish there was a knob on the TV ua197@freenet.victoria.bc.ca
 to turn up the intelligence. cs833@cleveland.freenet.edu
 There's a knob called 'brightness', Christopher Stewart
 but it doesn't work." -- Gallagher Animation/Graphic Arts/Telecomm

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1.10 MSG-8 Subject: Re: silly people (was: scanline question:Mike Halvoson, please read thi

Subject: Re: silly people (was: scanline question:Mike Halvoson, please read thi
s)
Date: Thu, 4 Aug 94 12:08:53 EST
From: ganga@abc.gov.au (Ganga Varatharajan)

On 2 Aug 1994, Mike Halvorson wrote:

>
> Customers screaming, maybe just a few screamers here on the Net. As we
> move to the next version, 3.1 it will be noted in the right hand corner of the

> startup screen for IMagine and it will be in the other menu bars under INFO.

Fine as long as you can assure your customers that all V3.1's are the same.
Why not have V3.1, V3.1A, V3.1B, etc. or some similar scheme whenever
patches are applied to V3.1 ? Patch V3.1B will contain 3.1A mods as well.
You can make these patches available via Internet, Aminet, Compuserve, etc
or customers should be able to get it from you at ~cost price (say $5-10 or so).

There is no need to go overboard by releasing a patch for every single bug.
At the same time you shouldn't ignore the bugs found by professional users
who carry your reputation.

Introduce V3.2 only when you have new features - not just for bug fixes.
Here is where your $100 upgrade programme comes in. Its great that customers
are able to choose to add new features when they want, but the bug fixes for
the versions they already have should always be available from you.

> I doubt that any one will beleive that this means much, some poor sap
> will do some silly check sum and come up with something different than his
> friend in Slovakia, and the whole thing will start over again.

Only because your customers don't seem trust you to release well defined
version of Imagine. At the moment no one knows which version of V3.0 they've
got or what KNOWN bugs it contains or what patches they can get to fix these
bugs.

I am not suggesting that you don't have proper configuration management
implemented. All I am saying is that your customers can't see it in action.

> But I know that we will be able to count on you to appreicate this new
> inovation of Version numbers, even if no one will beleive it.

They will, after you get it right a couple of times. Imagine (;-) how much
easier it would be for your support staff when a customer complains about a
problem to ask them which version they have and look up a list of known
bugs for that version and suggest the patch they require. Its so bleeding obviou
s!!

> So to answer you question, we are right for one simple reason, to date
> there are only two version of IMagnie, PC and AMIGA and in them the amiga has
> four versions, FP PAL< INT PAL, FP NTSC, INT NTSC, there were about 200 units

> that shipped with the scanline bug, its fixed and we felt no need to change th
e
> ver number for this small probelm that it seems everyone has gotten the fix fo
r.

1) I recently purchased Imagine 2.0 PC with the 3-D Modelling Lab
   book So V2.0 and 3.0 are still being sold. When I upgrade I'd expect to get
   the latest V3.Xy.
2) The first 200 copies with the scanline bug should have been called V3.0 and
   subsequent versions V3.0a (or similar). Patch 3.0a should have been made avai
lable
   to all customers. I understand that this was the case except for the version
number!

>   Toodles
>
>   Mike\
>

Ganga.

PS: These are simply my opinions. I am not telling you how run your business.

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1.11 MSG-9 Subject: Caligari 24

Subject: Caligari 24
Date: Wed, 3 Aug 1994 23:53:28 -0400 (EDT)
From: "Mr. Scott Krehbiel; ACS (PC)" <scott@umbc.edu>

Hi Folks
I just saw a used copy of Caligari 24 in a store for about $65.

I know that Caligari is pretty nice, and has some neat features, ...

Is this a kinda must have?? I know $65 is pretty low, but I'm trying
to save to buy a used A2000 or A4000 before they become more scarce...

Will I be kicking myself if I don't buy it?

Thanks
Scott Krehbiel
scott@umbc7.umbc.edu

BTW: the only 3d software I use is Imagine 2.0   I look forward to
      getting Alladin and R3D 2.0 to get some variety in rendering
      techniques.

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1.12 MSG-10 Subject: Re: Cycle

```
Subject: Re: Cycle
Date: Wed, 3 Aug 1994 22:37:52 -0700 (PDT)
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> In imagine2.0 I've had problems making a Robbie-the-Robot type object.
> Schematically Robbie looks like
>         O
>                      | ____
>                      |/    \
>         /      \---O
>                      |      |
> With the two O's rotating. Simple, just make a torus that spins about its
> z axis in the cycle editor. So I did, I put one on the vertical stalk
> and another rotated about the y-axis by 90 degrees on the horizontal stalk.
> When animated only the vertical torus rotated and the other did not do anythin
g.
> In the end I had to make a second cycle object that rotated about its x-axis -

> cumbersome but it worked.

Hmmm, how many keycells did you use for the rotation, you need to be careful
with rotating things in the cycle editor, if you don't have enough key cells
it sometime will either go half way around or not at all, I usually use 4 to 5
key cells for a 360 degree rotation, the 5th one for the key cell just
before it loop back to key cell 1 or 6 if you are going to continue on
with more key cells.

> Do cycle objects have to have (0,0,0) alignment? What if Robbie wanted to
> turn around or do a loop the loop? Any ideas?
> Andrew

No.

=RRW=
```

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1.13 MSG-11 Subject: RE: ARGH! 'INVISIB

```
Subject: RE: ARGH! 'INVISIB
Date: Wed, 03 Aug 94 22:34:00 -0300
From: greg.tsadilas@hofbbs.com

 >   How can this be?  The PC version only supports TIFF and TGA (24bit
 >
 > each).  There IS no palette.  Does this mean we _have_ to use the
 > alpha
 > channel method (I don't even know if this is possible on the PC
```

```
 > version).

Imagine 3.0 PC will read IFF & LBM files just fine...compressed or
uncompressed.  Give it a try...works great.

-GreG
```

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1.14 MSG-12 Subject: Re: shields up-phasers on kill

```
Subject: Re: shields up-phasers on kill
Date: Thu, 4 Aug 1994 00:14:29 -0700 (PDT)
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

Well, just to warn all of you here comes two uunicode textures..I hate to
do this, but its the easiest way for me to give it to all those who asked
for them, plus I'm sure any one interested won't mind the added
attributes for their attributes directory..the following uunicodes are
ParticleBeam and TeleportBeam, they should be used with tube objects, but
can be used with others too. I did get the Linear texture to work with
little effort..I just needed to set the priority to 3, I should have
realized this right off, but have not been using Imagine as much as I
would like lately so I just needed to remember that Imagines priority
system is backwards..Oh well..Sorry for those of you who hate uunicodes
in the IML but I hope you can still find some use for these
attributes..they are worth looking at, and have many posibilities with
some experimentation I did have a Phasar Torpedo too, but don't want to
clutter the IML with an object..anyways I hope they are of use for those
who are paying for them..? The textures were origanally done without the
Linear Texture so you may want to look at them with out it..Though I've
added it as it works well and is easily removed..

Enjoy!

=RRW=
```

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1.15 MSG-13 Subject: ParticleBeam

```
Subject: ParticleBeam
Date: Thu, 4 Aug 1994 00:33:36 -0700 (PDT)
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

begin 644 TeloportBeam.att
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size 898
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1.16 MSG-14 Subject: Re: Selective Bending

Subject: Re: Selective Bending
Date: Thu, 4 Aug 1994 01:07:50 -0700 (PDT)
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

>
> I've got a humanoid figure that I'm trying to animate via states. It
> may be a silly question but how do I isolote a limb to bend/stretch it and
> not affect the rest of the figure? The creature will eventually get a
> bones setup if this won't work. The movement, not being overly complex,
> shouldn't really require that level of effort.

You can do it several ways, make a deform tool to the shape you want and
then pic the points you want to deform on your object and use the deform
tool on those points and faces only, or uses the Deformations in the
Funtion menu while the point you want to change are selected, or the most
percise method is to use Hide Points, NewView or any other window and do it
manually with the lasso, Drag Box, or Click methods to move or size
X,Y or Z, to basically strech or bend in the disered direction.

=RRW=

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1.17 MSG-15 Subject: Re: Random Ripple

Subject: Re: Random Ripple
Date: Thu, 4 Aug 1994 02:04:27 -0700 (PDT)
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

>
> Well after a little mucking around with the EssenceII texture
> Random Ripple, I'm totally frustrated :(
>
> I am trying to get it to loop over a 30 frame anim. always end
> up with a glitch. I am changing the time from 0.00 to 1.00 as the manual
> suggest for a 30 frame jobby.

Hmmm? I don't have the Essence Texture Ripple, but have you tried going
from 0.0 to 0.99??

=RRW=

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1.18 MSG-16 Subject: UNIX compressed files

Subject: UNIX compressed files
Date: Thu, 4 AUG 94 10:39:20 GMT
From: SOCJROB1@VAX.LIVERPOOL-JOHN-MOORES.AC.UK

Undying gratitude to all those who answered my Q. about the .Z files so
speedily!

I shall enjoy reading through archives 37-41 tonite!

A further question: Has anybody downloaded any .dxf objects from avalon.
chinalake.navy.mil and successfully loaded them into Imagine 3.0 ?

Every time I've tried I'm informed there's something missing..

John

socjrob1@uk.ac.livjm

John Robinson, John Moores University, Liverpool, UK.

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1.19 MSG-17 Subject: Re: transparencies

```
Subject: Re: transparencies
Date: Thu, 4 Aug 1994 02:17:33 -0700 (PDT)
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

>
>   I'd like to load in a foreground pic, namely the vuport of a
> ship, so that the anim in the midground will play through its
> windshield.  I realize Imagine doesn't allow direct importing of
> foreground pix.  (That's precisely why I bought a friend's copy of
> LightRave when he upgraded.  This is the IML, so 'nuff said on that
> topic). But I was hoping to work around it.

All you need to do is load your veiwport picture into a paint program and
were the viewport is, fill it in with a white circle or whatever the
shape is and make the rest of the picture black..then if you'de like it to
have a smooth edge slightly blend  or anti-alias the edge into the black.

Then just add this brush to your plane along with the other bushmap and
make this new brush a Transparent brushwrap..They will need to be the
same size and in the same positions, but this can be pretty hassle free
if you just leave them at their defualts and size the plane to get your
picture to look right rather than moving and sizing the brushwraps.
>
>   So now I'm resorting to cutting holes in my plane that correspond
> to the windows in the vuport pic.  Tons of fun, since you can't see the
> map pic when you're cutting.

You don't need to go this route..

>   Is alpha channels the only solution?  Seems so straightforward, I
> didn't realize I'd have to jump through so many hoops.

Well, its really no hassle, considering the work it would take to Bolean
a whole and match the picture up to the whole..I think the method I
mentioned above could be done in a matter of 2 or 3 minutes, if not less.

=RRW=
```

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1.20 MSG-18 Subject: Re: Argh! 'Invisible' parts of a brushmap??

```
Subject: Re: Argh! 'Invisible' parts of a brushmap??
Date: Thu, 4 Aug 1994 18:23:07 +1000 (EST)
From: "" <williamp@triode.apana.org.au>

> Oh, God.  Is it that easy?  Shoot, I've been killing myself with alpha
> maps.  I thought the genlock button was to make the map appear as color 0
> so you could genlock through it later.  Boy do I feel stupid.  Well I
```

> never said I was always right.

This business of "use genlock" has always led to confusion,had me puzzled
too when I started out...Everyone who uses an amiga for video work thinks
it's for that purpose..."Make decal" would be better IMHO.

William John Porter

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1.21 MSG-19 Subject: Re: transparencies

Subject: Re: transparencies
Date: Thu, 4 Aug 1994 18:12:41 +1000 (EST)
From: "" <williamp@triode.apana.org.au>

> All this talk of the genlock button got me thinking maybe that
> would work. Make a plane in DETAIL ed, map my vuport pic onto it, with
> genlock button active, so all 0-value colors in the map would be
> transparent. Of course it didn't work. The map came out looking
> swell--but the vuport's windows aren't transparent, they're just black.

>
> Is alpha channels the only solution? Seems so straightforward, I
> didn't realize I'd have to jump through so many hoops.

Well not alpha channel,really.I guess you mean using a filter brush as
well as a colour brush on the plane.That should work.Having the
transparent area where your viewport is supposed to be.

William John Porter

williamp@triode.apana.org.au

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1.22 MSG-20 Subject: Re: Argh! 'Invisible' parts of a brushmap??

Subject: Re: Argh! 'Invisible' parts of a brushmap??
Date: Thu, 4 Aug 94 16:19:51 +0100
From: milan@valkieser.nl (Milan Polle)

>This business of "use genlock" has always led to confusion,had me puzzled

>too when I started out...Everyone who uses an amiga for video work thinks
>it's for that purpose..."Make decal" would be better IMHO.

Haya,

Use genlock is for insuring that the background color is always color 0, this
way you can make flying logo's etc. and genlock them over a video source.
I still think Impulse should make a foreground brush option, as this should
be much faster than rendering through a plane.

Greetz, Milan (yes, I'm new at the list)

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1.23 MSG-21 Subject: Where can I find some pos

Subject: Where can I find some pos
Date: Thu, 4 Aug 94 03:47:00 -0100
From: torgeir.holm@tbc.powertech.no (Torgeir Holm)

>Hi, where can one find some Postscript fonts that WORK with Imagine?
>Thanks, FTP sites would be good, directories and specific filenames
>would be Great!

If you use Typesmith, you can convert most fonts so that they WILL work
with Imagine3.0. Just save them with adobe encoding.

Torge!r

torgeir.holm@tbc.powertech.no

+---+
| The BYTE Castle - 6988 3700 / 6988 4100 - Askim, Norway - Info-board |
+---+

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1.24 MSG-22 Subject: Re: Random Ripple

Subject: Re: Random Ripple
Date: Thu, 4 Aug 1994 12:55:25 -0300 (ADT)
From: the Shockwave Surfer <shockwav@jupiter.sun.csd.unb.ca>

On Wed, 3 Aug 1994, David Shaw wrote:

>   I am trying to get it to loop over a 30 frame anim. always end
> up with a glitch. I am changing the time from 0.00 to 1.00 as the manual

```
> suggest for a 30 frame jobby.
>
>   I guessed that because it was "Random" ripple this is why it
> won't loop.  I ended up using 3 Wave textures to get a different result
> but wouldn't mind if someone has had this texture seamlessly loop.

To make looping animations of Essence textures, try adding two versions
of the same texture. Make two copies of your object as well, and make one
the morph target of the other. Then fiddle the texture settings to do a
texture morph: one starts at say time 0.0 and goes to 1.0, the other goes
-1.0 -> 0.0.
Then crossfade the textures with the first starting at 100% and fading to
0%, the other fading up from 0% to 100%.

The only problem is that the middle frames will be "washed out" compared
to the frames at either end...the texture will be less defined. Works OK
for ripples and waves, makes them seem a little more periodic though.
```

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1.25 MSG-23 Subject: postscript fonts/tutorial tapes

```
Subject: postscript fonts/tutorial tapes
Date: Thu,  4 Aug 94 00:35:37 PDT
From: macgyver@cup.portal.com

For anyone who needs postscript fonts that WORK with the spline editor:
If you have access to a Video Toaster, you can use the postscript fonts that
come with it.  I've tried out over twenty so far and have had no trouble
loading them into the spline editor.  Looks C@@L!

Also, has anyone purchased the tutorial tape "Unlocking Imagine 3.0" from
VRS media?  It's supposed to be part of a series and I was wondering if it
was any good.  I've already got "Imagine 2.0 -the Detail editor made simple"
from DevWare, and am looking for any other tapes or books that would help
a struggling Imagine 3.0 beginner

Todd Mizomi
"a struggling Imagine 3.0 beginner" :-)
```

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1.26 MSG-24 Subject: Re: UNIX compressed files

```
Subject: Re: UNIX compressed files
Date: Thu, 4 Aug 1994 11:52:00 -0600 (MDT)
From: Douglas Rudd <rudd@plk.af.mil>

>
```

```
> A further question: Has anybody downloaded any .dxf objects from avalon.
> chinalake.navy.mil and successfully loaded them into Imagine 3.0 ?
>
> Every time I've tried I'm informed there's something missing..
>
> John
>
I've had some luck with those files. I used a pc utility called DXF3DS.exe that
Autodesk wrote for use with 3D Studio. It comes free with Interchange. I
converted the DXF files to 3DS, then used Interchange to convert the 3DS to IOB.


I don't want to start the "Great DXF Controversy" again, so I'll just say that
I did this because Imagien and Interchange would not directly convert these
particular DXF files. Interchange seems very solid on 3DS -> IOB conversions.

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."
-------------------------------------------------------------------------------
```

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1.27 MSG-25 Subject: Re:DXF to Imagine

```
Subject: Re:DXF to Imagine
Date: Thu, 4 Aug 1994 18:05:11 -0700
From: threed@halcyon.com (Bob Mannle)

>
> A further question: Has anybody downloaded any .dxf objects from avalon.
> chinalake.navy.mil and successfully loaded them into Imagine 3.0 ?
>
> Every time I've tried I'm informed there's something missing..
>
> John
>
>I've had some luck with those files. I used a pc utility called DXF3DS.exe that

>Autodesk wrote for use with 3D Studio. It comes free with Interchange. I
>converted the DXF files to 3DS, then used Interchange to convert the 3DS to
IOB.

>I don't want to start the "Great DXF Controversy" again, so I'll just say that
>I did this because Imagien and Interchange would not directly convert these
>particular DXF files. Interchange seems very solid on 3DS -> IOB conversions.

>Doug Rudd
>rudd@plk.af.mil
```

IMAGINE 3.0/PC Version
Recently I've had some interesting experiences with various objects, DXF and Imagine. The primary thing to remember when importing DXF into Imagine is to MERGE the object. Many times I have forgotten to do this and I get an unlimited number of errors.... when wanting to quickrender the object. Imagine is pretty fussy about double edges, etc. Finally had to re-boot or just keep clicking on "OK" forever.

I was also interested in wanting to convert 3-D Studio objects to Imagine. I don't own 3-D Studio... so I don't have the conversion program noted above. I wound up using a program called "3ds2pov" to convert the 3ds file to RAW. And then used another program called "wcvt2pov" to convert the RAW to DXF. It's kind of a pain but it does work. This process will also allow you to convert various other formats to DXF... that I hadn't counted on at the time... but I use now.

Just remember to MERGE the DXF file once it's loaded and selected. I believe both of the programs I noted are available at chinalake under convertors.

Best of Luck,

Bob Mannle
ThreeD@halcyon.com

Bob Mannle
New Vision Technology
(619) 941-5500 Office
(619) 941-3934 Fax

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1.28 MSG-26 Subject: Imagine V2.0 support (from Mike Halvorson)

Subject: Imagine V2.0 support (from Mike Halvorson)
Date: Fri, 5 Aug 94 12:44:17 EST
From: ganga@abc.gov.au (Ganga Varatharajan)

Here is a mail I got from Mike re: support for V2.0, or lack thereof.

From: Mike Halvorson <76004.1767@compuserve.com>

Another note, IMagine 2.0 is NOT a supported product and we are NOT selling it, Imagine 2.0 is included as a refernce product, IMPULSE does not get any funds from this book and as such are not obligated to any form of support to

FIX things that may deemed to be bugs, indeed that is what 3.0 has done, little

if any comment has been shared here regarding the bug fixes we have made, only the ever popular negative commentary seems to prevade a few who have nothing better to do than complain.

-=> RETURN TO CONTENTS!<=-

1.29 MSG-27 Subject: Re: Simple Motion

Subject: Re: Simple Motion
Date: Thu, 4 Aug 94 20:09:11 PDT
From: ua197@freenet.victoria.bc.ca (Christopher Stewart)

> I am a Humaoid user myself . I have GREAT problems reconfiguring the
>objects to bones structured ones . The manual helps little in that area -not
>to mention that makes the situation worse than already is- . Such a case
>I have folowed the examples that someone in the IML gave in the IML in the past
 with subject "Bones" .
> Surely that kind of work ould help BUT it is SO time consuming!!!
>Is there - have you found any- a way to tranform the objects to bones ones
>in a more easy way ??? PLEASE HELP...

Yea, it's a lot of work all right. I haven't found ANY easier ways of doing it. I'm sure there's a trick or too but I seem to be too dull to get any <grin>. For the time being, I'll keep on plugging away. If inspiration arrives, I'll post it to the list. Anybody else?

--
"I wish there was a knob on the TV to turn up the intelligence. There's a knob called 'brightness', but it doesn't work." -- Gallagher

ua197@freenet.victoria.bc.ca
cs833@cleveland.freenet.edu
Christopher Stewart
Animation/Graphic Arts/Telecomm

-=> RETURN TO CONTENTS!<=-

1.30 MSG-28 Subject: Re: ParticleBeam

Subject: Re: ParticleBeam
Date: Fri, 5 Aug 1994 00:43:27 -0700 (PDT)
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> Would you mind reposting the ParticleBeam.att file. It appears that you
> put the TeleportBeam.att into both mail messages. Thanks.

Darn! sorry about that..I'll check to make sure I didn't mix the uuncodes up when I made them and resend the particle beam..

> Also would you e-mail me the torpedo object? Thanks. I really appreciate it.

Sure thing..but its my own representation so don't be upset if its not

just like the ones on StarTrek..

=RRW=

-=> RETURN TO CONTENTS!<=-

1.31 MSG-29 Subject: Re: Argh! 'Invisible' parts of a brushmap??

Subject: Re: Argh! 'Invisible' parts of a brushmap??
Date: Fri, 5 Aug 1994 00:49:36 -0700 (PDT)
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> > Oh, God. Is it that easy? Shoot, I've been killing myself with alpha
> > maps. I thought the genlock button was to make the map appear as color 0
> > so you could genlock through it later. Boy do I feel stupid. Well I
> > never said I was always right.
>
> This business of "use genlock" has always led to confusion,had me puzzled
> too when I started out...Everyone who uses an amiga for video work thinks
> it's for that purpose..."Make decal" would be better IMHO.

Ya! great tip William, I thought it was for genlocing an object, but then
maybe thats becuase I believe the old 2.0 manual made it sound that way
and I never needed a genloced object so I never tried it for a decal..

That made my day! and to think all these years I've gone another
route..Thanks! Just goes to show you that you can never experiment enough
with Imagine..

Years, hehehe, well however long its been sence Imagine was released.

=RRW=

-=> RETURN TO CONTENTS!<=-

1.32 MSG-30 Subject: GOODphotonbeam

Subject: GOODphotonbeam
Date: Fri, 5 Aug 1994 01:17:15 -0700 (PDT)
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

begin 644 ParticleBeam.att
M1D]230```WI41$1$3T)*(````VY$15-#```#7DY!344````24U!(15)%````W
M`````````````4TA0,@````0``H``4$]320````P`````````````!!6$E3?
M````)```!`````````````````0`````````````````$``%-)6D4`B
M```,`"`````@````(```0D)/6````!@`````````````````````````O
M``!005)4````!@````H``$E.5#$````,`/\```#_````_P``0T],4@````0`@

```
M````4D5&3`````0`````5%)!3@````0`____4U!#,0````0`````5%A4,P``Q
M`,,`````````````````!`````````````````````0`````````````%
M``````$```!*WF,`2MYC``,F%`````````````/\``````````(``````````3
M````_P``````````@`````````````#_`````````"````````!`@0```$"(
M!````0($`````````````````````````````````````````````````+
M$%1E>'1U<F5S+U)A:6YB;W<`5%A4,P```,0`````````````````````!````M
M`````````````````0`````````````````````$````NROX`+LK^`"[*^```H&
M``````(````$``````````$S-``"````#_````_P```/\``/__``(``````````7
M```R````,@```#(``/__`````````````!`@0!`@0!`@0`````````````````I
M`````````````````````````````$71E>'1U<F5S+U=O<FU696EN5%A4[
M,P```,(``````^8H``````I(=,/__``$`````````````````0``````````9
M````````__\``0!*WF4`2MYC`#7!_`'3[>@`_P```/\```#_`````````````O
M````````_P```/\```#_`````````````````````````````````('0($,
M`0($`0($`````````````````````````````````````````````````.
K````#U1E>'1U<F5S+TQI;F5A<E!24#$````(`````````0!43T)*````````8
``
end
size 898
```

-=> RETURN TO CONTENTS!<=-

1.33 MSG-31 Subject: Alpha channels?

```
Subject: Alpha channels?
Date: Fri, 5 Aug 94 10:27:20 +0100
From: milan@valkieser.nl (Milan Polle)

I'm new here, so please excuse me if this has already been answered before.
I've been reading a lot of messages about alpha channels in Imagine
(I've read the archives of the IML) but I still can't figure out where they
are and how to use them. The manual doesn't say very much about it.
The manual also mentions 'pop-morphing' a lot, is this just a new term for
an old function?

Well, thanks in advance for any infoz,

Milan.
```

-=> RETURN TO CONTENTS!<=-

1.34 MSG-32 Subject: Have a slice

```
Subject: Have a slice
Date: Fri, 5 Aug 94 11:12:33 +0100
From: milan@valkieser.nl (Milan Polle)

Hi people,

I found some neat tricks using slice,
```

I always wanted an option to automatically put an object's axis
in it's centre and autoscale it to it's size as well. Well I've
found it: You can slice a single object and get one axis in it's
centre (nicely sized) and an extra parent axis which you can
delete (fun!).
Also did you know that when you slice a single object it neatly
seperates all loose elements into seperate objects with their
own auto centered/scale axes ?
What I haven't teseted yet is wether a single object with inter-
secting faces will slice itself...

Have phun!

Milan

-=> RETURN TO CONTENTS!<=-

1.35 MSG-33 Subject: Re: Argh! 'Invisible' parts of a brushmap??

Subject: Re: Argh! 'Invisible' parts of a brushmap??
Date: Fri, 5 Aug 1994 15:19:42 +1000 (EST)
From: "" <williamp@triode.apana.org.au>

> Use genlock is for insuring that the background color is always color 0, this
> way you can make flying logo's etc. and genlock them over a video source.
> I still think Impulse should make a foreground brush option, as this should
> be much faster than rendering through a plane.

Hi,
   Yeap,in the old globals requester in the Action editor I couldn't
agree more...But we were talking about the brush requester for the
attributes in the detail editor.And in that case calling the button "use
as decal" for old plastic model builders at least would be more
appropiate. :)

But talking about the genlock button in the globals requester,why did
Impulse remove it in 3.0?<sigh>I often used it in the earlier versions
for just that reason you mention,flying logos genlocked over live video.

-=> RETURN TO CONTENTS!<=-

1.36 MSG-34 Subject: RE: Alpha channels?

Subject: RE: Alpha channels?
Date: Fri, 05 Aug 94 08:28:00 EST
From: "Ducharme, Alain: FOB" <Ducharme@fob.istc.ca>

On Friday, August 05, 1994 10:27, Milan Polle wrote:

```
>I'm new here, so please excuse me if this has already been answered before.
>I've been reading a lot of messages about alpha channels in Imagine
>(I've read the archives of the IML) but I still can't figure out where they
>are and how to use them. The manual doesn't say very much about it.
>The manual also mentions 'pop-morphing' a lot, is this just a new term for
>an old function?

   Actually, "Alpha channel" just means a transparency (or filter) map.
```

-=> RETURN TO CONTENTS!<=-

1.37 MSG-35 Subject: Clipmapping texture!

```
Subject: Clipmapping texture!
Date: Fri, 5 Aug 94 16:33:30 +0100
From: milan@valkieser.nl (Milan Polle)

Hi folks!

I have just made a clipmapping texture, it's just a first version,
but it works.
This is how you use it: Add a color brushmap to an object, with
any colors you like and black colors (0,0,0) for the areas to be
clipped. After that add the clipmap texture and after that maybe
some other textures (mind the filter values of those textures,
put them to -1 to have the clipmap function properly).
What the texture dus is simply make black colours transparant
while also eliminating the specular reflections at those spots.
Reading this I realize I have to eliminate the reflections as
well! I will do that before sending it.
Well, have fun with it (maybe I will make a version that can
eliminate ANY color).

Grtz, Milan.
```

-=> RETURN TO CONTENTS!<=-

1.38 MSG-36 Subject: Imagine V2.0 support (from Mike Halvorson)

```
Subject: Imagine V2.0 support (from Mike Halvorson)
Date: Fri, 5 Aug 1994 10:01:41 -0400 (EDT)
From: <bruceb@VNET.IBM.COM> (The Hurlihey Boy)

Forwarded message:

> Here is a mail I got from Mike re: support for V2.0, or lack thereof.

OK, first, though, I hope you got his permission to post this message to
the list...
```

> if any comment has been shared here regarding the bug fixes we have made, only

> the ever popular negative commentary seems to prevade a few who have nothing

Well, I'll start by saying 'Thanks for 3.0!' I had a question (which Mike answered) regarding registration (since I was automatically registered by ordering directly from them, I didn't have the opportunity to inform Impulse via a registration card that the address to which I had Imagine sent is NOT my permanent address, but I sent them email with that address so that should be fixed now), but other than that I've been doing nothing but enjoying the learning of the new features! I like Imagine, and look forward

to many good animations with it... provided the whole talent thing works out, that is... :)
I think the reason you only hear the negatives is because the good things are obvious... it's true, though, that every now and again people need a pat on the back. So, again, good work! Keep it up! Looking forward to a long time with Imagine!
btw, if you need a hand with the manual for the next release, I volunteer to do proofreading... ;) Apparently it's a vast improvement over the older versions, though, so there's another good point!

On that topic, anyone talk with Steve (is that his name?) about when a 3.0 version of 'Understanding Imagine' might be coming out?

ttyl,
bruce

--
Bruce Baltzer - bruceb@vnet.ibm.com - baltzebw@newton.ccs.tuns.ca
NLTC, IBM Toronto (Canada) Software Lab
Electrical Engineering Student (one more year *sigh*)
PGP Public Key available on request.

-=> RETURN TO CONTENTS!<=-

1.39 MSG-37 Subject: Clipmap texture uuencoded

Subject: Clipmap texture uuencoded
Date: Fri, 5 Aug 94 16:38:08 +0100
From: milan@valkieser.nl (Milan Polle)

```
begin 777 clipmap.itx
M   #\P         #          (   !4    9P    $   /I    5$CG 0@N
M+P ,2?D     ( =(0$C <F"P06<$< !@9$A'0D=(1TI'9R1!^P%P    7B/(
M   !B"/\    A    90C_    00   &88")!^P%P    K"/(   !B"/\
MQ    90C_    4    &82'@$TDZY   !0EA/0?D   %\( A,WQ" 3G5(YP ,
M(F\ $$GY     /(I1   &/(  +KRC@!2\BE$   <@  NO*. $3R*40  "#R
M  "Z\HX -O(\1  _@   2^D ,/(=9 #R'60 \AUD $OI "1"G4*=0IT@:0!4
M2^@ #$GI  PHW2C=*-U,WS  3G4O#$GY     "A?3G5.<4YU3G$@.0     B
M .>!DH#G@=* TH'2@.F!DH#2@9* !H$   Y@ H%_____( %3@"/      " !
M3G4@+P $4X CP     !.=0   ^P    !         '0    +     0   'P
M  !J    9@   &    !<    5@   $8   !"    /    #@    R    !@
M  (   %*   !.@   0X   #^    D@    H        #@   ^H   !G0VQI
```

```
M<$UA<"!497AT=7)E
M          !     2     %     !8     8     &@    !P     >     (     "(
M    D     )@    "@     J     +     "X
M
M
M                                                                    _
M@                     /X                     #^    !!(    02    $$@
M
M         "@     H     *   !)5%A4                        ,     ’0
M          ^P     3      0    ’     !L     :     &0    !@     7     %@
M  !4     4     $P    !(     1     $      \     .     #0     P    !D
: 8P         #@    ^H     !          _(\

end
```

-=> RETURN TO CONTENTS!<=-

1.40 MSG-38 Subject: Re: Alpha channels?

```
Subject:       Re: Alpha channels?
Date:          Fri, 5 Aug 1994 13:44:41 BRA3EST
From: "Daniel ’Mega’" <MEGA@maracana.lci.ufrj.br>

Milan wrote:
> I’m new here, so please excuse me if this has already been answered before.
> I’ve been reading a lot of messages about alpha channels in Imagine
> (I’ve read the archives of the IML) but I still can’t figure out where they
> are and how to use them. The manual doesn’t say very much about it.
Alpha channel or alpha buffer is a common way to compose images. Lets
say that you have images A & B and will compose to image C. The
compositing algorith for each pixel gets the pixel from alpha channel
and according to the value blends the pixels. For instance, for a
pixel, the alpha value is 0, so in C will be A (opaque), or value is
255, so in C will be B (totally transparent), other values the color
in C will be weighted blended from A & B.

Day message: job - never walk on a hallway without a paper

Daniel Bueno Bracher
Universidade Federal do Rio de Janeiro
Internet E-mail: mega@lci.ufrj.br
```

-=> RETURN TO CONTENTS!<=-

1.41 MSG-39 Subject: transparency brush help

```
Subject: transparency brush help
Date: Fri, 5 Aug 1994 20:47:04 -0700 (PDT)
From: Mike McCool <mikemcoo@efn.org>
```

Thanks y'all, for your good advice on filter mapping. And excuse my not responding privately and specifically to each of you who posted me your tips.

I hate seeming like such a dunce, but I've been over the manual again and again, and their brief treatment of transparent brush maps is vague vague vague. I've already spent more space thanking you for your help than the manual devoted to the topic.

From the book, I'd have NEVER figured out that the trick to make a vuport transparent so things will show through it takes TWO brushes, one color, and the second a filter brush, using the same image as the first but converted to all B & W, with the visible parts black and the windows white.

I'm experimenting right now with the inverse video option, as my windows at 255 255 255 mapped as a filter brush still don't yield a completely transparent effect.

If I got Mike Halleen's advice right, I do the reverse of a normal filter brush. That is, instead of making the windows white and the vuport frame black, I make the frame white and the windows black, and map it as a filter brush but hit the 'inverse video' button. (I'll find out in about two minutes if I'm right here, or off the mark completely).

Again, thanks, for everyone's advice.

-=> RETURN TO CONTENTS!<=-

1.42 MSG-40 Subject: Have a slice

Subject: Have a slice
Date: Fri, 5 Aug 94 23:49:00 -0100
From: torgeir.holm@tbc.powertech.no (Torgeir Holm)

>I found some neat tricks using slice,
>I always wanted an option to automatically put an object's axis
>in it's centre and autoscale it to it's size as well. Well I've
>found it: You can slice a single object and get one axis in it's
>centre (nicely sized) and an extra parent axis which you can
>delete (fun!).
>Also did you know that when you slice a single object it neatly
>seperates all loose elements into seperate objects with their
>own auto centered/scale axes ?
>What I haven't teseted yet is wether a single object with inter-
>secting faces will slice itself...

>Have phun!

>Milan

Thanks, this was great! I've been needing this function. BTW: if you

slice an object with itersecting faces, it fractures the faces, but
doesn't add the axes.

Torge!r

torgeir.holm@tbc.powertech.no

+---+
| The BYTE Castle - 6988 3700 / 6988 4100 - Askim, Norway - Info-board |
+---+

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1.43 MSG-41 Subject: Partial slice copying (forms)

Subject: Partial slice copying (forms)
Date: Sat, 6 Aug 94 10:21:50 GMT
From: Steven Cockrill <scockrill@sprill.demon.co.uk>

Greetings,

Sorry if this has been asked before. There is no mention in the manual
(IM3.0 Amiga) of a facility in the forms editor (two former view) to copy
only part of a slice, I was wondering if there is a way to do this. I've
got a car-body.form coming together and want to copy the sills and
leave the upper bodywork intact.

thanks and best wishes,

Steve

-=> RETURN TO CONTENTS!<=-

1.44 MSG-42 Subject: letter to Impulse

Subject: letter to Impulse
Date: Sat, 6 Aug 94 09:49:04 GMT
From: Paul Rance <paul@rance.demon.co.uk>

I recently wrote a message to Mike Halvorson about future releases of Imagine.

Basically, the next upgrade should be out in a few weeks time. Theyre currently
making the spline editor into a full blown spline modeller. Spline interpolation

will have a graphical interface for all settings and finally texture settings wi
ll
morph when used in states.

Paul Rance

.---.
!Email paul@rance.demon.co.uk   2:254/516.2@Fidonet   !
`---'

-=> RETURN TO CONTENTS!<=-

1.45 MSG-43 Subject: Amiga rendering programs

Subject: Amiga rendering programs
Date: Sat, 6 Aug 94 13:43:00 -0100
From: torgeir.holm@tbc.powertech.no (Torgeir Holm)

>> Hi,
>>
>> Is Aladdin or R3D available for the PC or are they Amiga-only progs.
>>
>> Thanks.
>>
>> Ganga.

>Yes they are. Sorry about that.

>Raymond Ney <rayney@freenet.columbus.oh.us>

Actually, Real3D 2.49 just came out for Windows about six weeks ago. It
is virtually identical to the amiga version.

Torge!r

torgeir.holm@tbc.powertech.no

+---+
| The BYTE Castle - 6988 3700 / 6988 4100 - Askim, Norway - Info-board |
+---+

-=> RETURN TO CONTENTS!<=-

1.46 MSG-44 Subject: transparency brush help

Subject: transparency brush help
Date: Sat, 6 Aug 94 13:43:00 -0100
From: torgeir.holm@tbc.powertech.no (Torgeir Holm)

Stuff deleted....

>I'm experimenting right now with the inverse video option, as my
>windows at 255 255 255 mapped as a filter brush still don't yield a
>completely transparent effect.

>If I got Mike Halleen's advice right, I do the reverse of a
>normal filter brush. That is, instead of making the windows white and
>the vuport frame black, I make the frame white and the windows black, a
>map it as a filter brush but hit the 'inverse video' button. (I'll fin
>out in about two minutes if I'm right here, or off the mark completely)

>Again, thanks, for everyone's advice.

Have you tried Milan's Clipmap texture? It is supposed to make
everything that is color 000000 completely invisible. It removes all
specularity, and reflections on the clipped areas as well.

I haven't had time to play with it yet though.... :(

BTW:Any luck with the 3D script?

Torge!r

torgeir.holm@tbc.powertech.no

+---+
| The BYTE Castle - 6988 3700 / 6988 4100 - Askim, Norway - Info-board |
+---+

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1.47 MSG-45 Subject: Torgeir's 3d-script

Subject: Torgeir's 3d-script
Date: Sat, 6 Aug 1994 14:19:02 -0700 (PDT)
From: Mike McCool <mikemcoo@efn.org>

Hey y'all,

  Anybody able to find Torgeir's stereo-to-3d-conversion script,
down on Aminet? I've looked in all the usual places, but it hasn't shown
up yet.

  Thanks.

-=> RETURN TO CONTENTS!<=-

1.48 MSG-46 Subject: Torgeir's 3d-script

Subject: Torgeir's 3d-script
Date: Sun, 7 Aug 94 02:20:00 -0100
From: torgeir.holm@tbc.powertech.no (Torgeir Holm)

>Hey y'all,

>Anybody able to find Torgeir's stereo-to-3d-conversion script,
>down on Aminet? I've looked in all the usual places, but it hasn't sho
>up yet.

>Thanks.

I'll get the guy to upload it again! I wish I had ftp.....:(

Torge!r

torgeir.holm@tbc.powertech.no

+---+
| The BYTE Castle - 6988 3700 / 6988 4100 - Askim, Norway - Info-board |
+---+

-=> RETURN TO CONTENTS!<=-

1.49 MSG-47 Subject: Re: IML Archive

Subject: Re: IML Archive
Date: Sun, 7 Aug 1994 00:21:34 -0500 (CDT)
From: jlockett@hanszen.rice.edu (Joseph L Lockett)

Steven Cockrill asks:
> would someone please confirm that the archive is still at
> wuachive.wustl.edu /pub/amiga-boing/... I can't find it :)

Nope. The entire boing archive was recently consolidated into Aminet, I
believe. I saw some posts about it on the aminet-weekly mailing list.
So check, um, probably /pub/aminet/gfx/misc or something.

-------------------------*-------------------------*-------------------------
Joseph L. "Chepe" Lockett | "Nullum magnum ingenium | GURPS fan, Amiga user,
-------------------------* sine mixtura dementiae | Shakespearean scholar,
jlockett@hanszen.rice.edu | fuit." -- Seneca | actor and director.
-------------------------*-------------------------*-------------------------

-=> RETURN TO CONTENTS!<=-

1.50 MSG-48 Subject: Re: Alpha channels?

```
Subject: Re: Alpha channels?
Date: Sat, 6 Aug 1994 23:53:39 -0700 (PDT)
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> I'm new here, so please excuse me if this has already been answered before.
> I've been reading a lot of messages about alpha channels in Imagine
> (I've read the archives of the IML) but I still can't figure out where they
> are and how to use them. The manual doesn't say very much about it.
> The manual also mentions 'pop-morphing' a lot, is this just a new term for
> an old function?

Well Imagine really doesn't have Alpha support, unless you want to call
laying tranpart brushwraps on an object at varying transparancies..You
can do this by using White as your most Tranparent color and Black as your
most opaque color and all the greys inbetween will have a different
Tranparancy or Opaqueness.

=RRW=
```

-=> RETURN TO CONTENTS!<=-

1.51 MSG-49 Subject: Re: Argh! 'Invisible' parts of a brushmap??

```
Subject: Re: Argh! 'Invisible' parts of a brushmap??
Date: Sun, 7 Aug 1994 00:01:48 -0700 (PDT)
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

>    Yeap,in the old globals requester in the Action editor I couldn't
> agree more...But we were talking about the brush requester for the
> attributes in the detail editor.And in that case calling the button "use
> as decal" for old plastic model builders at least would be more
> appropiate. :)

Ya, I agree, thats what it is called in Wavefronts Properties Editor. But
now that I know what it is, I really don't care. But it would have been
more obvious to me if it had been, as I imagine it would be to many others.

=RRW=
```

-=> RETURN TO CONTENTS!<=-

1.52 MSG-50 Subject: Re: Partial slice copying (forms)

```
Subject: Re: Partial slice copying (forms)
Date: Sun, 7 Aug 1994 01:20:57 -0700 (PDT)
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

>
> Sorry if this has been asked before. There is no mention in the manual
> (IM3.0 Amiga) of a facility in the forms editor (two former view) to copy
> only part of a slice, I was wondering if there is a way to do this. I've
> got a car-body.form coming together and want to copy the sills and
> leave the upper bodywork intact.

No I don't believe so, you would have to go into the Detail Editor to do
this, and once you save it back out it will not reload into the forms
editor for more editing. You could delete all the pionts of that area,
buy selecting Right Amiga-D and DragBox and draging the box over the
points you want to get rid of..but you will need to remove any keys you
may have on them, or it will not let you delete them..

=RRW=
```

-=> RETURN TO CONTENTS!<=-

1.53 MSG-51 Subject: Re: Partial slice copying (forms)

```
Subject: Re: Partial slice copying (forms)
Date: Sun, 7 Aug 94 10:04:23 GMT
From: Steven Cockrill <scockrill@sprill.demon.co.uk>

Hi Randy , in <Pine.3.87.9408070157.A12733-0100000@corpse.ecst.csuchico=
=2Eedu> on Aug 7 you wrote:

> >=20
> > Sorry if this has been asked before. There is no mention in the man=
ual
> > (IM3.0 Amiga) of a facility in the forms editor (two former view) t=
o copy
> > only part of a slice, I was wondering if there is a way to do this.=
=20I've
> > got a car-body.form coming together and want to copy the sills and
> > leave the upper bodywork intact.
>=20
> No I don't believe so, you would have to go into the Detail Editor to=
=20do=20
> this, and once you save it back out it will not reload into the forms=
=20
> editor for more editing. You could delete all the pionts of that area=
,=20
> buy selecting Right Amiga-D and DragBox and draging the box over the=20
> points you want to get rid of..but you will need to remove any keys y=
```

```
ou=20
> may have on them, or it will not let you delete them..

A-ha just had a thought, maybe if I save two versions, the first with
the upper section removed and the second minus the lower section both
with one common set of points (somehow), I can then copy the lower
section and rejoin them in the Detail Editor. :) I'll give it a try.

thanks and best wishes,

Steve
```

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1.54 MSG-52 Subject: Need source for WWII Fighter Aircraft Models!!

```
Subject:  Need source for WWII Fighter Aircraft Models!!
Date: Sun, 7 Aug 94 10:04:09 EST
From: quarters@expert.cc.purdue.edu (Jeff Hanna)

If anyone knows of any FTP sites, PD disks, or BBS's that carry Imagine
objects of WWII fighter aircraft, please let me know of them!

Also, if someone could post me the newest phone number for Studio Amiga BBS
I would appreciate it.

--
-------------------------------------------------------------------------------
 Jeff Hanna           |  "Albert Einstein nailed space-time, but the
 quarters@expert.cc.purdue.edu |   Wild Thing had him stumped."
 quarters@genie.geis.com       |                                  -Thomas Dolby
-------------------------------------------------------------------------------
```

-=> RETURN TO CONTENTS!<=-

1.55 MSG-53 Subject: Re: Need source for WWII Fighter Aircraft Models!!

```
Subject: Re: Need source for WWII Fighter Aircraft Models!!
Date: Sun, 7 Aug 1994 19:06:17 -0700 (PDT)
From: Mike McCool <mikemcoo@efn.org>

Hey Jeff,

  I've got a P51 Mustang, and I heard there's also a Spitfire that
just showed up somewhere.  Seems like down at Aminet.  Also, try:

  avalon.chinalake.navy.mil
```

I d'loaded a Spitfire from one of these places, but it seems like it never quite decoded right. Maybe this new Spitfire that showed up is a straight lha file and not one of these Z compression files. Because it was the Z'd or Zipp'd one that wouldn't decode right for me.

Jeez. what am I thinking? I just nabbed a P38 from someplace. One of THE coolest airplanes. Lemme think . . . You know, it seems like it must have been down on the Aminet. That's where I usually end up. I'll try to check back, see if I can remember where I got that one. It's gorgeous.

-=> RETURN TO CONTENTS!<=-

1.56 MSG-54 Subject: Milan's Clipmap.itx

Subject: Milan's Clipmap.itx
Date: Sun, 7 Aug 1994 19:39:05 -0700 (PDT)
From: Mike McCool <mikemcoo@efn.org>

One word sums it up: HURRAY!

-=> RETURN TO CONTENTS!<=-

1.57 MSG-55 Subject: Re: Partial slice copying (forms)

Subject: Re: Partial slice copying (forms)
Date: Sun, 7 Aug 1994 19:38:02 -0700 (PDT)
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> > No I don't believe so, you would have to go into the Detail Editor to do
> > this, and once you save it back out it will not reload into the forms
> > editor for more editing. You could delete all the pionts of that area,
> > buy selecting Right Amiga-D and DragBox and draging the box over the
> > points you want to get rid of..but you will need to remove any keys you
> > may have on them, or it will not let you delete them..
>
> A-ha just had a thought, maybe if I save two versions, the first with
> the upper section removed and the second minus the lower section both
> with one common set of points (somehow), I can then copy the lower
> section and rejoin them in the Detail Editor. :) I'll give it a try.

Yes, you could do this but you'll have to make sure you keep the points that you plan on rejoining them with in tack on both objects, you could move any of the other points however you want, but leave the conecting point alone. Then after you make your edits you could load them both into the Detail Editor and use Merge to connect them back together, this way it should Join the objects and elimenate any extra points..It doesn't always work though, but 3.0 does a much better job than 2.0 ever did..if you plan on this area to be smooth you will need to do this, so if Merge

doesn’t work you will have to Join the object and go into point editing
and set Lock on and then lock the points for the connecting points to
there closest grid position then use Merge, and manually edit them back into
place with Lock off..this can take a while or be very easy, all depends on the
objects..you can test to see if all is well by going into Pick Points and
selecting one of the connecting points without using the shift key, if
all the edges around the point become highlighted then it worked for that
point, if they do not then you will have to try again..The Lock points
method will almost always work without any problems, but can be a bit of
work..But then again you may get luck and it will Merge fine on the first
try without haveing to go trew any point manipulation. It quite often
does..You may want to try it a couple of times before you commit to the
point editing method, I have sometimes had it not work one time but then
tried it again and it did..Hope this help you out..

=RRW=

-=> RETURN TO CONTENTS!<=-

1.58 MSG-56 Subject: Re: Imagine V2.0 support (from Mike Halvorson)

Subject: Re: Imagine V2.0 support (from Mike Halvorson)
Date: Sun, 7 Aug 1994 23:10:06 -0400 (EDT)
From: Edwin Phillips <flaregun@strauss.udel.edu>

> -------------
> From: Mike Halvorson <76004.1767@compuserve.com>
>
>   Another note, IMagine 2.0 is NOT a supported product and we are NOT
> selling it, Imagine 2.0 is included as a refernce product, IMPULSE does not ge
t
> any funds from this book and as such are not obligated to any form of support
to
> FIX things that may deemed to be bugs, indeed that is what 3.0 has done, litt
le
> if any comment has been shared here regarding the bug fixes we have made, only

> the ever popular negative commentary seems to prevade a few who have nothing
> better to do than complain.
>
>

  I’m sorry that you don’t receive any funds from Imagine V2.0 (PC)
that is included with the book "3D Modelling Lab". You do however get
free advertising for the upgraded version of the product. It is a shame
that Impulse decided to "give away" Imagine V2.0 like this. However,
someone made the decision to do so, and Impulse is going to be plagued
with questions about V2.0. It is a complex piece of software, and the
book does not serve as a reference. Personally, IMHO, I don’t think it is
wise for Impulse to refuse to help these people when possible. Yes,
there is now V3.0, but every time you turn away a V2.0 user, you risk
losing a potential buyer and long term customer. It would be much more
beneficial, IMHO, to encourage the use of V2.0, even aid it. Convince

people that V3.0 is a refined yet evolving product which allows them to
perform their art with the greatest of ease. Prove to the customer that
V3.0 will be supported.
  I think that Imagine V2.0 is the best piece of software that I
ever bought included with a book, hands down. However, before I (or many
others, I would guess) shell out 10 times the money for V3.0, I would
hope to get at least twice as much product, not just another book and
some disks, with the same software I already paid for.

  Thanks for a great program,

  Ed

```
/*************************************************************************/
/* Ed Phillips  flaregun@strauss.udel.edu      University of Delaware    */
/* Jr Systems Programmer  (302) 831-6082    IT/Network and Systems Services */
/*************************************************************************/
```

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1.59 MSG-57 Subject: imagine@email.sp.paramax.com

Subject: imagine@email.sp.paramax.com
Date: Thu, 28 Jul 94 00:17:32 +0200
From: Anders_Lattermann@p24.anet.bbs.bad.se (Anders Lattermann)

I've been reading old IML-archives. I'm currently on number 25, phuh! There
was a lot of talk about Imagine and 3D-glasses.

How is the status today on this subject? Which to buy and rought prices?

Anyone know?

/Anders Lattermann

```
FidoNet:  2:201/411.24              ! PointBreak - Bg-St-Maurice - France
AmigaNet: 39:164/100.24             !     A3000/14/105 + SQ88C & 17xSQ800
InterNet: Latte@p24.anet.bbs.bad.se ! I want a Samsung sticker & backdrop!
```

-=> RETURN TO CONTENTS!<=-

1.60 MSG-58 Subject: Re: Partial slice copying (forms)

Subject: Re: Partial slice copying (forms)
Date: Sun, 7 Aug 1994 23:33:55 -0700 (PDT)
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

Hi Steve,

Hey in the message below, I forgot to mention that if you are using seal
top or seal bottom when you delete the points appart, you wiil need to
leave one section above the bottom part and one bellow the top part as
this section will be sealed, then when you load it into the Detail editor
you can just delete the point that seals the part..The Merge command
should work just fine, I went and double checked this and all works fine,
so you shouldn't have any problems..Enjoy!

=RRW=

> > A-ha just had a thought, maybe if I save two versions, the first with
> > the upper section removed and the second minus the lower section both
> > with one common set of points (somehow), I can then copy the lower
> > section and rejoin them in the Detail Editor. :) I'll give it a try.
>
> Yes, you could do this but you'll have to make sure you keep the points
> that you plan on rejoining them with in tack on both objects, you could
> move any of the other points however you want, but leave the conecting
> point alone. Then after you make your edits you could load them both into
> the Detail Editor and use Merge to connect them back together, this way
> it should Join the objects and elimenate any extra points..It doesn't
> always work though, but 3.0 does a much better job than 2.0 ever did..if
> you plan on this area to be smooth you will need to do this, so if Merge
> doesn't work you will have to Join the object and go into point editing
> and set Lock on and then lock the points for the connecting points to
> there closest grid position then use Merge, and manually edit them back into
> place with Lock off..this can take a while or be very easy, all depends on the

> objects..you can test to see if all is well by going into Pick Points and
> selecting one of the connecting points without using the shift key, if
> all the edges around the point become highlighted then it worked for that
> point, if they do not then you will have to try again..The Lock points
> method will almost always work without any problems, but can be a bit of
> work..But then again you may get luck and it will Merge fine on the first
> try without haveing to go trew any point manipulation. It quite often
> does..You may want to try it a couple of times before you commit to the
> point editing method, I have sometimes had it not work one time but then
> tried it again and it did..Hope this help you out..
>
> =RRW=
>
>

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1.61 MSG-59 Subject: imagine@email.sp.paramax.com

Subject: imagine@email.sp.paramax.com
Date: Thu, 28 Jul 94 00:18:06 +0200
From: Anders_Lattermann@p24.anet.bbs.bad.se (Anders Lattermann)

I think I have to learn all the tricks to make my objects and projects smaller.

They always seam to eat ram like candy.

I’ve just layed the last hand on a project where to cars are going over a bridge, resulting in:

Car with two humanoids inside, 1MB each. The bridge 1,5 MB (Alot of latticized planes) And finally a Vista created backdrop 0.5 MB.

I’m running on an A3000 with 14 MB memory and it all just says zip and is gone. My normal VMem 8 MB partition got sucked up too. So I had to go for a 20 MB swapfile of which 16 MB and all my fastmem went directly to Imagine land.

VMem is great, but it ain’t the fastest thing around. Only loading and initializing the swapfile thing had been going for over one hour, when I gave up and resetted.

Back to the detail editor, cut away the legs and lower parts of the humanoid bodies (Yes, feels a little cruel) but it these parts are not showing on the render and stripped the bridge of all parts that was not visible in the camera angle I used for this project.

New results: The cars where down to 0,8 MB and the bridge little over 1,1 MB. I came up with the idea of just using a worldsize that was exactly as big as what was going to be seen in the picture. I loaded a cube and scaled it to surround only what the camera could see and there after used "Transformation" to see the size and position of it. I then deleted the cube and wrote its information into "Globals world size".

Wow! The thing actually rendered with my 8 MB VMem partition, and left me little under 1 Mb fastmem to do other things with. Took 20 hours in trace mode to render, but it is working.

I’ve been watching CPU-load with Xoper a lot. Normally Imagine gets on it’s -2 priority 99% of all CPU time if nothing else is going. And the total load is always 100%. This makes that the 68030 goes on full speed and Imagine takes it almost all. The remaining 1% is WB and disk operating tasks.

With a swapfile, Imagine used an average of 30% and total load was never over 45%. So this means that it was going on something like seven times slower than normal. This about equals an A500.

With a dedicated VMem partition, I get between 50-98% load from Imagine and the total load is between 50-100%. It’s hard to give an average because it changes very much all the time, but clearly this is a lot faster than a swapfile. But still does not come close to a fastmem only rendering.

I think I read (how do you get that one spellt right in imperfect?) somewhere that if you "merge" the objects the redrawing in the detail/stage editors get quicker. Do they get faster and smaller also in a real render? I just tested and my car shrunk only 15 KB and I didn’t notice any speed up in redrawing, but I have to test this in a rendering as soon as my now cooking 20 hour render is done....

Any other tricks for memory minimazing? Actually to be able to squeeze a project in the normal 14 MB memory will speed wise beat any solution with VMem, so even if it is a slowdown rendering wise it could be good when memory is on its way to running out.

Anybody feel like giving an explanation of how things relate? There must be other ways, then the ones I found, or do I simply need a SGI with Alias and 200 MB of RAM for my projects? Yes I know I do, it's only a small matter of a missing $100.000 :-)

Thanks!

/Anders Lattermann

FidoNet: 2:201/411.24 ! PointBreak - Bg-St-Maurice - France
AmigaNet: 39:164/100.24 ! A3000/14/105 + SQ88C & 17xSQ800
InterNet: Latte@p24.anet.bbs.bad.se ! I want a Samsung sticker & backdrop!

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1.62 MSG-60 Subject: Re: Milan's Clipmap.itx

Subject: Re: Milan's Clipmap.itx
Date: Mon, 8 Aug 94 10:05:16 +0100
From: milan@valkieser.nl (Milan Polle)

>One word sums it up: HURRAY!

Thanks! I will probably making some more versions like one which clips maximum transparant parts of an object and one which NOT clips a certain color. The current texture seems to have a problem with the anti-aliasing of brushes (you get dirty edges). The difficulty in selecting a certain color of an object lies in rounding errors when converting the requester range of 0-255 to the internal texture range of 0-1.

Grtz, Milan

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1.63 MSG-61 Subject: Re: Clipmap

Subject: Re: Clipmap
Date: Mon, 8 Aug 94 10:25:15 +0100
From: milan@valkieser.nl (Milan Polle)

>Hey,
>
>Thanks a million for your clipmap texture. I just tried it out,

You're welcome!

>and it worked great. Unless I used Shininess :(Can you fix this in a

>way? I don't know anything about the Object/Texture formats of imagine
>so I don't know If you can alter the shininess value of the object in
>selected spots using a texture. So I'll Leave this to you.
>

Nope, a texture cannot alter shininess values, even worse, it cannot
even alter specular values. If it could, we would probably already
have proper specular mapping (e.g. set it to the reflection colors).
The clipmap texture just uses a trick to get rid of the specular
highlight.

>I have a question concerning UUencoding (assuming you are an amiga
>user). Whenever I post a UUencoded file, it reaches it's destination in
>an altered state. I have no Idea what is happening. Tried Posting my
>ImageFX Arexx macros for making 3D glass type images from Imagine
>rendered pics three times now. No matter what I do it doesn't work. What
>software do you use?
>
>I get my email through a BBS, so this might have something to do with
>it.
>

I'm sorry, my amiga is hooked to some sun stations, so I remote login and
uuencode the stuff on a sun. I don't have a version here for the amiga.

>BTW: I guess you are PAL user of imagine. (Holland, right?) I noticed
>that you are new to the IML. We just found the im30/PAL positions for
>patching the screen size. Do you need them?
>

Yes, it's Holland allright and yes I would like the positions. Would be
fun to play with the size. I only have AGA, does it work for that?

>Thanks again for a much needed texture :)
>
>

No sweat!

>Torge!r

Milan.

B.T.W.: Anybody have a good mailsystem for the ami (I'm quoting with a text
editor and it's NOT handy :(

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1.64 MSG-62 Subject: 2 Imagine 4 Everybody - Time to vote!!!

Subject: 2 Imagine 4 Everybody - Time to vote!!!
Date: Thu, 28 Jul 94 00:14:36 +0200
From: Anders_Lattermann@p24.anet.bbs.bad.se (Anders Lattermann)

#136 Why isn’t test rendering of textures an automated process? Like pop up a requester and multiselect the textures or attributes you want to study. Push the "Go!" button and go to sleep. Wake up in the morning and voila! And think if we could get the program to put 4-9 spheres/planes on one picture with the name of the used attributes/textures under. I guess one could cook this up with ARexx or another macro language. But then again, Imagine doesn’t have any. ..

#137 A texture that does the look of paint that has lost some flakes. Like a yellow paint on a metal surface and on some places the paint is gone and you can see the metal underneath.

#138 Lot’s of good pre-made attributes like, snow, skin, etc, etc

#139 "Attributes Texture" = a texture that is totally white. You have to color it with an attribute. In this way, you can color a whole grouped object with " apply to children".

#140 "Fake fur" or "crystal formations". Fake fur wouldn’t really imitate true fur but can do a decent job to make some thing look a lil furry; of course extra textures/attributes to take advantage of a displacement map might serve well here.

***~Manual improvment wishes ***

#141 A textfile on the Imagine-disks with recomendations for assignments so it’ s easy to move projects between PC/Amiga and also different peoples machines.

#142~A textfile distributed on the Imagine-disks with info about Imagine clubs, the IML-list on internet and also the Imagine meeting on Fidonet. I’m pretty sure this file could be assembled on the IML. Maybe Impulse could setup an internet adress so people outside Impulse could update it easily = no work for Impulse, other than copying it onto the disk.

#143~A textfile distributed on the Imagine-disks with info about PD-sites, both through FTP and disk librarys. Maybe Impulse could setup an internet adress so people outside Impulse could update it easily = no work for Impulse, other than copying it onto the disk.

#144 A textfile distributed on the Imagine-disks with a list of where to find supporting products for Imagine. Maybe Impulse could setup an internet adress so people outside Impulse could update it easily = no work for Impulse, other than copying it onto the disk.

#145 In the manual a much better index would be VERY useful!

*** Ideas sent to the list that actually already exist in Imagine = Maybe need better explanation in the manual ***

#146 Possibility to see how many points an object contains.

Bugs

< Amiga >

*** Project Editor ***

#147 Fix for phong shading bug that causes triangles to show up after slicing or when magnetism is used.

#148 BACKDROP PIC-Fix bug that causes a backdrop picture to not be seen through a filter object

#149 GLOBAL LensFlare- Post processing causes the lensflare not to disappear when place behind an object.

#150 FOG OBJECTS -If two or more fog objects are intersected a dark area appears in the intersection, they should add the values of fog together and thus be thicker (denser).

#151 SHOW - When selecting a range of rendered frames to show the first frame gets displayed ok and then it just flicks through the remaining selected frames without displaying them.

#152 Backdrop images don’t render through transparent objects in Trace, but works in Scanline.

#153 Imagine 2.9’s "info"-button gave totaly wrong creation date on a swedish localized machine. Fixed in 3.0?

#154 Sometimes many objects are cuted on rendering, because there are not enough free ram (or other reasons...?)

*** Detail Editor ***

#155 PARTICLES - the particles are only smooth if you render them in trace mode,theyre facetted in scanline mode. But this only applies to the preset particles, it doesnt smooth the particles you load in! I’ve also found the texture settings to the main object do get assigned to the particles but when the particle moves away it loses the texture positioning, cant seem to get iff brushes to map onto particles either.

#156 FLAT X WRAP Z - When you wrap an iff brush the Y axis is set to size 1, this causes a problem when wrapping brushes onto a sphere - you get a white dot at the top of the sphere.You have to manually scale down the y to 0 to get rid of it.

#157 Whenever I add 2 equal brushmaps to an object I get an file not found error when initialising. If I clone and rename the brushmap and change the Attributes to the new filename for one of the brushes the error disappears.

#158 "Cycletranforms" wrongly spelt in the menu, should say "CycleTransforms"?

#159 The font loader in the Spline Editor works, but bitmap fonts no longer load into the Detail Editor in version 3.0.

*** Forms Editor ***

*** Cycle Editor ***

*** Stage Editor ***

*** Action Editor ***

*** Spline Editor ***

#160 POSTSCRIPT FONTS - Cannot load fonts with custom encoding table, only works with adobe standard encoding - not really a pain but alot of fonts come with custom encoding so it means converting them.

#161 ADD KNOT - When creating knots you cant double click to bypass rotating the knot you have to move it (tangent direction) to be able to move onto the next knot.

#162 NEW MODE - No newmode in spline editor (not sure if this was intentional) . If you select new mode in detail editor and then goto the spline editor the perspective view is still in newmode - new mode is handy in the spline editor as you cant see the splines before you add points without it.

*** Misc ***

#163 "Percentage" wrongly spellt in the config file:
"SCRL 0.500 # scroll percantage (of screen width/height)"

#164 Problem with Imagine 3.0 of whom I am not sure if it results from a bug within Imagine itself or if its a system problem. The system crash occurs when I try to save an bone object. For example a simple tube with approximately 10 objects axes which have been grouped in a sequentially manner. Other operations on the same problem work correctly but saving is impossible. By the way loading and saving the hand.bone example objects works without any problem.

< PC >

*** Project Editor ***

*** Detail Editor ***

*** Forms Editor ***

*** Cycle Editor ***

*** Stage Editor ***

*** Action Editor ***

*** Spline Editor ***

*** Misc ***

New Products we want to see from Impulse ----------
--

#165 A graphics card running Scala in its full glory and other programs through patching the system or maybe EGS. Video-out of course. When the graphics processor is not used for blitting graphics it should help the CPU with rendering.

```
The users says "hi" to Impulse
------------------------------
Best 3D-program i ever used! / Anders Lattermann

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

Note: This is my personal project, or better put, our _the users_ project. I'm
not an employee of Impulse and this list is not anchored with them. But
hopefully they will use it for thier future development work.


/Anders Lattermann

FidoNet:  2:201/411.24              ! PointBreak - Bg-St-Maurice - France
AmigaNet: 39:164/100.24             !     A3000/14/105 + SQ88C & 17xSQ800
InterNet: Latte@p24.anet.bbs.bad.se ! I want a Samsung sticker & backdrop!
```

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1.65 MSG-63 Subject: New clipmap texture

```
Subject: New clipmap texture
Date: Mon, 8 Aug 94 12:02:18 +0100
From: milan@valkieser.nl (Milan Polle)

Hi people!

I have made a new version of the clipmap texture which clips on maximum
transparancy. So what you do is first add a transparancy map
(filter/aplha channel ? :) and then add the cliptran texture.

The cliptran texture has much better edges than the clipmap texture
but if you have any suggestions to a very handy way to clipmap, please
let me know. I'm working on another neat texture (a bit of a hack really).
But I have to work around the rounding errors of picking a single color.

Well, mucho fun and let me know any suggestions.

Da greetz, Milan.

(I'm also working on a signature here)
```

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1.66 MSG-64 Subject: Cliptran.itx uuencoded

```
Subject: Cliptran.itx uuencoded
Date: Mon, 8 Aug 94 12:02:47 +0100
From: milan@valkieser.nl (Milan Polle)
```

```
begin 777 cliptran.itx
M   #\P         #          (   !/    9P    $   /I    3TCG 0@N
M+P ,2?D     ( =(0$C <F"P06<$< !@9$A'0D=(1TI'9R1!^P%P    7B/(
M   !B"/\    A    90C_    00   &88")!^P%P    FB/(   !B"/\
MQ    90C_    4    &82'@$TDZY   !+EA/0?D   %\( A,WQ" 3G5(YP ,
M(F\ $$GY     /(I1   ,/(\4#@  ?*. #[R*40  #3R/% X  'RC@ N\BE$
M   X\CQ0.  !\HX 'DOI "1"G4*=0IT@:0!42^@ #$GI  PHW2C=*-U,WS
M3G4O#$GY     "A?3G5.=4YQ(#D     (@#G@9* YX'2@-*!TH#I@9* TH&2
M@ :!   .8 *!?____R !4X CP      @ 4YU("\ !%. (\      3G4   /L
M     0        !T    "P    $   !\    :@   &8   !@    7    %8
M  !&    0@   #P    X    ,@    8    "   !-@   28   #Z    [
M )(    *         _(   /J    9T-L:7!-87 @5&5X='5R90
M                                        0    $@   !0    6
M    &    !H    <    '@   "     B    )    "8    H    *@   "P
M   N
M
M
M                                 /X                   #^
M               _@   02   $$@  !!(
M                                          H    *    "@  2518
M5                    #    !T              /L    $P    $   !P
M    ;    &@   !D    8    %P   !8    5    %    !,    2    $0
M  !     /    #@    T    ,    9    &,         _(   /J     0
&      /R

end
```

-=> RETURN TO CONTENTS!<=-

1.67 MSG-65 Subject: Imagine 4 Everybody - Time to vote!!!

```
Subject: Imagine 4 Everybody - Time to vote!!!
Date: Thu, 28 Jul 94 00:14:36 +0200
From: Anders_Lattermann@p24.anet.bbs.bad.se (Anders Lattermann)

    ********************************************************************
    ****                 Imagine 4 everybody!                       ****
    **** Your chance to make your suggestions in the next release!  ****
    ****                                                            ****

E TO VOTE, TIME TO VOTE, TIME TO VOTE, TIME TO VOTE, TIME TO VOTE, TIME TO
VOTE
    ****                  Results Version 0.9                       ****
    ********************************************************************

IT'S TIME TO VOTE!

Ok, this is the list including the last entrys and it time to vote! If you
miss an entry, you can still send it and I'll put it on the list with a remark
that it came to late to be voted upon.

How does it work?

You have 100 points and you can give all your 100 points to just the one entry
```

you can't live without, or you can give one point each to 100 entrys or any combination in beetween. The choise is yours.

The format you use are:

VOTE: Your name

#xxx.xxx

Where the first group of three digits represents the entry number and the second group of digits represents your points. Finally after you have given all your points you make a line, count that it is really 100 points all together and let that calculation stay there.

If you think there are entrys in the list that Impulse shouldn't bother with at all, you can give 0 points to these entrys. You can spend as many "don't wants" zeros as you like (Since it's no job for Impulse not to include an entry :-)

Examples:

If you want to give all your points to entry number 089:

VOTE: Joe Average

#089.100

100

If you want to give 25 points each to entry number, 013, 026, 080 and 098 and 0 points to entry 135 and 156:

VOTE: Bill Average

#013.25
#026.25
#080.25
#098.25
#135.0
#156.0

100

You can only vote once. Closing date for votes are august 31. And don't forget to include a line of something you think Imagine is good at!

You can use one of the following addresses:

FidoNet: 2:201/411.24
AmigaNet: 39:164/100.24
InterNet: Latte@p24.anet.bbs.bad.se

Here we go:

Ideas

*** Project Editor, Ideas ***

#001 Faster better more up to date optimized renders (scanline and trace).

#002 Scanline shadows.

#003 Possibility to stop a project that is rendering and restart it later. Maybe also have the option to write to a log file for every finished percent, and if something crashes the machine, it's easy for Imagine to self know how long it got the last time and continue at the right spot.

#004 A rendering-spooler! What I would really like is a requester asking which projects that are in the que and in which order they should render. This could be a Rendering engine with option to set priority on the rendering and maybe also networking.

#005 On the programming side i'd seriously consider a "slave" option": like give a certain number of amigas bits of the anim/scene to render using a simple network system maybe as simple as parnet!

#006 I would like that Imagine could trigger some program when it's done rendering. Like it's now, I often have to flip screen to see if it ready or not. A "boing", screenflash or some words from the speech-synth, would be great.

#007 Possibility to see how much memory a project will need to render. This way you can optimize VMem so you will have, say, 1 MB Fastmem to do other things with.

#008 Built in VMem (like ImageFX), where you can specify how much fastmem you want left for other programs. And some good intelligence that swaps things it doesn't use to VMem and counts in fastmem. This is a very important one for PC users: Virtual Memory Manager, built-in or whatever...

#009 I would like to have morphable brushmaps. What I mean is that I would like to apply an anim or series of pictures as my map, the quantity of which match the frame count of the object etc. in the action editor.

#010 How about a button or something that would let me set how many frames right here instead of having to go to the action editor to set the frame count.

#011 I want multitasking from the project editor! I would like to be able to start a project and then have control of imagine again to do other things.

#012~I would like to have Iconify in the project editor. So I could reduce it while I use other memory intensive stuff. The Iconify could be made with a percentage bar on the WB and automatic back to full screen poping when done rendering. One screen less to flip through when doing other things.

#013 Modularity. Have a menu-like directory to select from a variety of many more renderers. The hyper-realistic ray-tracer with radiosity variables. The quick effective scanline with(out) shadows. The wire frame. The solid frame or shaded frame.

#014 How about an even quicker rendered to display just a quick estimate of

textures/brushes/colors? How about something quick for use with 2-d style animation? Let the Imagine program be able to incorporate renders created by other programmers. It would make rendering to the IBM or other platform easier!

#015 A slick database for all the info to what format to render to. EG: Size x: 320 Aspect x: 6 Colors: 24 mil (selected from a menu of color choices) Size y: 400 Aspect y: 7

#016 Set Palette: (No for each palette separate, or from a menu of palettes, or "previous" for previous frame's pall.)

#017 Dump the anim format stuff. Use a shareware to just compile an anim format from files produced. Hell, make one with a feature to add each frame to an anim file in between renderings to save memory constraints. But such a program within the program is very wasteful.

#018 Clip mapping. Being able to have an object have clipped edges based off a brush map. Though a transparency map can provide an idea of the same thing, there should also be a way to visualize the clip on the object from the detail editor (other editors too) because waiting until after a "quick" render is too long. How about an outline of the clip map on the object?

#019 Another mapping should be displacement mapping. Having the object deform based off a texture/brush. It would be much more accurate.

#020 Possibility to use external Shower/renderer (for "Show" button) with Arexx Script execution.

#021 Most "standard" interface & short-keys for Imagine 4 AmigaVersion.

#022 Rendering option for adding "lines" on top of phong-dam edges and/or edges where object meets background. Usefull for giving renders a cartoon look. Line thickness should be definable.

#023 Display preview of image while computing; halt rendering when part way through; continue rendering a halted partial scene later; render partial image (i.e: start/end tracing at columns and rows number)

*** Detail Editor, Ideas ***

#024 A backwards find requester. Click on an object and it gives you the name.

#025 Font handler in detail editor still very poor - although the spline editor has made this pretty much reduntant.

#026 Unslice feature (similar to what was available in Sculpt4D) that can take 2D slices and turn then into 3D objects without requiring the same number of points in each slice (unlike Imagine's skining feature).

#027 In the Texture/Brush area on the Attribute requester, how about adding a " Drop" button so a texture or brush can be dropped from the list without having to use "Info" first.

#028 Better implementation of DEMs. Don't want to go through Vista, want Imagine to load them directly. The same quality as from Vista, so the objects really looks like they are in the same world as the DEM.

#029 To have a more robust DXF translation capabilities. DXF is hardly a standard and always seems to choke for some reason or another.

#030 Support for more graphic formats for bitmaps. Various TGA formats, BMP's, GIF's, JPG's and so on...

#031 Gaseous objects (like in Aladdin!)

#032 How about putting a different amount of friction on every bonejoint to make kinematics easier. Just like in Real3D.

#033 Better slice function that doesn't give those: "Error - an edge is to near too an edge or near too a face". If difficult to make better, an explanation exact where the problem is could also help.

#034 A possibility to hunt through an object and change an attribute to another or texture. Like Find/Replace in a wordprocessor.

#035 That Imagine doesn't flip screen and ask if I wan't to delete the quickrender, when I'm working with something else during the rendering. And also the possibility to see the quickrender directly from Imagine, like a view quickrender again button.

#036 That newloaded objects in the detail editor and also primitives pops up where you are, so you can see them in the window and position you are at for the moment, and not at some default point. It's so irritating to need to zoom out every time to find them.

#037 The possibility to hide objects. Should speed up redrawing when you work with Grouped objects and also make it easier to see what you are doing.

#038 That the detail editor requests that there are unsaved objects left. I've lost objects so many times by going in to the detail editor quickly to just change an attribute on one object in a grouped object with the result that only the highlighted newly changed object got saved.... The requester only needs to pop up if there are unsaved objects, otherwise just leave quietly without the "Ok. to quit detail editor" requester used today.

#039 I Would like to be able to "link" objects in the detail editor and load them in the stage there after under just one name and that the stage editor keeps their internal position to each other. Example: A driver and a car, you don't want to group them, but they do go together.

#040 I want some simple measuring method. There are already coordinates, but I want to be able to set my own zero point and just measure how long an object is without needing to count everytime.

#041 Have all textures in a directory-like window of its own, with maybe an icon of how each texture might look for quick access (also for brushmaps and maybe even macros and predetermined objects!). Similar to how ADPro now sets up its operators.

#042 Better way to pick colors for each object (maybe a window?) and its attributes. How about setting a pop-up menu near the bottom of the screen instead of the middle? How about a icon or display to "preview" how the attributes would affect an object (say on a globe or square?) (If this is all

on a Workbench-like screen with windows open, it would be easy to have the " preview" window open or not.)

#043 To create fog/clouds/fire/water, maybe there's a way to create an object whose mesh is actually a container for one-point particles to flow in like gaseous or liquid substances to create non-linear fog/fire/different clouds... Imagine that as a base for particle animation with variables for fluidity, turbidity, etc. At 100% "filled", the particles could mimic a true "solid" object. (Of course, there should be a way to make this feasible w/o too much memory taken or speed taken while rendering).

#044 There must be a way to create a faster quickscan just to see how colors and textures will be set, especially now that textures can be tacked. So long as textures are tacked, can there be a way to show via a "mode" a quick and dirty version of the tacked texture/brush?

#045 Splines. There's got to be a way to define spline-based objects in Imagine. Maybe because everything is defined in triangles is a problem, but can't there be a way to define a spline and then define how many points divide each spline, but also re-edit that spline to have more subdivisions or a different shape even being gone thru the Detail Editor? Would be very interesting.

#046 More primitives. How about an effective bowl shape or hyperbole or whatever. If these predetermined objects can be defined via an external file with the ability to have programmers create more files of mathematically based pretermined object. Then as more files are created, they can be "added" to the directory of predefined shapes (Look above for that sort of idea of having directory-like windows). Imagine with modularity. Iimagine a predefined object to create a tree shaped object or starflakes, given defined variables. WOW!

#047 A Freeform object based off a lasso-like sketch (or a trace using a Wacom tablet) would be interesting.

#048 Fractal trees with leafes, maybe different ones like oak, palms etc.

#049 Better zoom. To be able to zoom in on a object better.

#050 A ruler of some sort, like in a word processing program.

#051 How a bout a function to add more edges to smooth a pointed corner on an object, like a square, with variables to how many extra points to add. Would make creating softer objects like pillows and clouds.

#052 More variables for functions of Lattice (make it create more round or more square girders.)

#053~Nice if the Lattice function can be used solely on selected "quickedges" only, instead of the entire object and its edges.

#054 Bones in notGouped objects (points who follows the bones alignement... like LightWave).

#055 Conform to Path with CLOSED-Path

#056 Possibility to use "Flip to grid"-function with axis.

#057 Possibility to invoke "attributes requester" in "pick faces" mode, i.e. the ability of select attributes for the selected faces

#058 Total Internal Reflection (TIR) box into attribs requester

#059 Deform tool to use splines instead of just points.

#060 Add mouse zoom/pan controls to left/right/top views as you've done with the perspective view.

#061 Buttons to enable you to select perspective view from lights (spotlights). Perhaps add a marks to show centre and radius of spotlight?

#062 A Move button in the perspective button so you could move left/right, up/down and perhaps forward and backwards with the right mouse button pressed.

#063 Add Specular maps to brushwrapping

#064 Choice of Spline controls in detail editor for adding lines

#065 Instead of the light emitting from the objects axis have it emit from the polygons. This would help with lightbulbs and fluorescent strip lights.

#066 Change plane primitive defaults to 1,1 sections instead of 10,10. Or even better user specified.

*** Forms Editor, Ideas ***

#067 Scaling of a whole cross-section.

#068 "Go to section no." button or requester.

#069 Spline curves for the cross-sections.

#070 Possibility to lay cross-sections over each-other with different colors to easily see the difference.

*** Cycle Editor, Ideas ***

#071~Be able to import spheres (not the primitive spheres) and "particles" into the editor.

#072 Be able to cycle object in a method that won't "tear" the cycled object apart. Eg: If a arm is attached underneath a shirt sleeve or shoulder, moving the arm should be restricted to being under the shirt sleeve or attached to the shoulder. If the arm breaks contact with the shoulder or arm creates contact with shirt sleeve, restrict it. So basically, metods of collision detection should be avaiable in cycle and stage editor.

#073 Possibility to ADD/Delete objects in DetailEditor for Cycle objects.

*** Stage Editor, Ideas ***

#074 If fog setting is on allow spotlights,etc to work as if they were in fog. ie you can see the beam of light and gradually disperses depending on fog

setting.

#075 Lightlines also from objects assigned as lights in the detaileditor.

#076 How about a button or something that would let me set how many frames right here instead of having to go to the action editor to set the frame count.

#077 Selective anti-aliasing per object (do you need to anti-alias an object with 3000 faces that's only a few pixels wide i.e. far away?)

#078 Multiple cameras in the Stage Editor (for multiple viewing could be useful!) Possibility to choose which of these cameras is the "active one" (produces the output files). With this system, you could get a more interresting anim with different camera angles in an easy way.

#079~Ability to specify frame rate in stage animation preview.

#080 Some kind of warnings when world-size is exceeded. It's so frustating to find out after a 20 hour rendering.

#081 Think if it was possibly to put a reference mark on the wheels of a car for instance and Imagine makes sure that the car doesn't sink through the ground. Would be extremely nice for anims where the car follows a bumpy terrain.

#082 Collision detection, also with ability if wheel is on road, it rolls when being dragged on ground.

#083 Make depth of field more understandlavble and user friendly. Be able to " focus" on one object and slowly "focus" to another. Same with camera following object. Be able to slowly focus to another object with acceleration/ decacceleration.

#084 I want to be able to choose which type of light i just added without needing to go to the action editor.

#085 Possibility to chose just a piece of the screen to render. But with the same other preferences I have put in the project editor. And also the possibility to pick an area and just rerender that area and keep the old pixels from the previous rendering. Very good when you are playing with different attributes/textures.

#086 The stage editor interface should differ from the detail editor interface. Combine the stage editor interface with the action editor. Have a "Get Info" feature for each object with the stage editor that opens a menu that tells the time chart for that object and all that info that is there via the stage editor. It's better than constantly switching from the different editors (stage/action)

#087 F/X Modularity!! With an icon explaining what that F/X might do. Also any way to let other programmers create F/X, like melt object; implode; shrivel; how about twist? (twist the object into a corkscrew-like shape) or vibrate (have the object be able to rattle). A better way to explode or blob (to create blobs like in they were in 0-g)

#088 Also, the F/X should not just be an object modifier; it should be able to differ the way Imagine renders an object. (F/X for motion blur or F/X for lens

flare (this light with this f/x will produce a lens flare!) or F/X to create an object to "sweat/bleed" ! or an F/X to randomly stretch and squish the texture or brush on that object) F/X should describe special F/X! (How F/X to create "Wind blur" on an object?)

#089 Depth of Field is always good, but what about filters for the camera? Set u in a menu directory, of course, how about applying a reddish filter or postering filter or "antique" filter or f/x? to mimic maybe a person trying to hold the camera like a consumer portable cam (shaky and loose). Back to filters, a backlight inducing filter (to produce halos?) or a soft filter (to produce faded image). Again, modularity.

#090 How about smoothing effects on brushmaps to fade the edging.

#091 Creating Animation: Imagine always seemed to wanted to go towards creating very character-like animation (DinoSkin with texture tacking smells like a Jurassic thing) so, how's about revolutionary ideas. Modularity!

#092 If you are going to produce physics-like effects, like gravity and collision detection, you should be able to select which objects will be affected, then jump into a "Physics Editor", in which you can choreograph how the collisions will be via physics for the objects selects then, Imagine will calculate all the paths/positions/rotations for each object and ask the user to save those calculations for the stage editor. This also includes all the new paths, any new objects that an object must "morph" to via the physics of it being made of concrete or glass or rubber or silly putty (such physical properties should be modular too so any programmer can add on more and more! for plastic being scratched or dented, or meta being crushed) granted, the physics editor will probably make a lot of new objects and/or paths, but having seen Morpheus and similar programs, a "physics editor" seems feasible...

#093 Something also neat about the physics editor idea is to use it for the cycle editor too (if you wanted to create an a man juggling, physics is involved, so why make the cycle editor flawed to not take advantage of physics?)

#094 More better bones. So you can animate a 3-d object for facial expressions. Be able to select points not only so bones can bend from there but create wrinkles from that point to simulate a lips and cheeks stretching to make a smile, or clothes folding underneath a crotch area.

#095 Better use of global backgrounds. Be able to zoom back/zoom in from it. That includes the starfield. (The mesh as a container idea would make up for a cool starfield.)

*** Action Editor, Ideas ***

#096 Add browse button to some of the requestors in the Action Editor - such as Associate objects, follow path. Saves having to remember what they are called.

#097 How about making timestreching possible in the Action-Editor .

#098~Stretch/Scale feature would be great in Action. So that when frames are added or removed you don't have to alter everything manually.

#099 Also frame related, let us be able to define our playback rate so that the time display at the top of action editor reflects the intended playback rate. Now is seems locked in at 30fps.

#100~A way to define multiple objects in stage/action so that the object is loaded once and then copied to the various locations. Multiple copies would most likely still be held in memory but this would reduce disk access time.

#101 Possibility to preset your default: Global.map, ambient light, camera position, lights and so on.

#102 It’s possible to set a star density, fine, but down on earth you’ll need clouds. Density and type of cloud could be nice.

#103 For lights it’s only possible to set "Dimish", I’d like filtering for the type of diffuse light that comes through the clouds a cloudy day.

#104 Possibility to edit Staging in a text-editor.

#105 Add Smoth-Shadows option to LightSources.

*** Spline Editor, Ideas ***

#106 Possibility to load Path-objects il Spline editor, and load Spline-objects in Detail and Stage editor.

#107 Add "Transformation"-function on Spline-Editor.

#108 Spline Interpolation - Show as a chart, with spline controls (knots,etc) so you have a visual display instead of numbers.

#109 Spline Editor - be able to have open splines instead of just closed.

#110 Improved iff convert, perhaps using the spline editor

*** Filehandling, Ideas ****

#111 Improved file handling. If I send a project to a friend it takes them weeks to set it up on there system. Two things could be added that would help this greatly! 1) When you get an object not found requester, add a replace with object command to it - like lightwave has. This makes it easy to adapt the scene file to your system. 2) How about an Archive project command that automaticaly LHA’s all the files that are needed by your current project to a file.

#112 What about a compress option on the objects. Everytime I use LHA on my objects I get over 50% compression. Would be nice if Imagine could save/load on the fly with LHA-compression.

#113 A utility to move a object from one disk to another, or from one drawer to another. Like the "FixScript" utility of Scala. Also when Imagine doesn’t find an object, brushmap, texture and so on, pop up a requster with the options "Cancel rendering", "Skip the missing xx" and finally "Give me a file requster, so I can give you the new path".

#114 Can't the default path for the detail editor point in the current open projects "objects" drawer and attributes in the Imagine/attributes drawer, textures in Imagine/textures drawer and so on. Or even better, user-setable in prefs?

#115 ASL Requesters for screenmode and directories (Hide/show files,etc)

*** Screen handling, Ideas ***

#116 Quickrendering overlays perspective window. Would help if you implemented Screen mode settings so AGA users, etc could run Imagine in upto 256 colours.

#117 Cancel button when error messages appear instead of just OK. This is a pain if you load an object with errors it keeps comming up with ok, a cancel button to end this would be helpful.

#118 Enhance the quickrender requestor to ask for screen presets as well as palettes. ie you have a choice of quarterscreen,full screen,etc instead of having to change the .config each time.

#119 Use libraries for displaying on various graphics cards.

#120 Four Color screen. Why use a 16 color screen that only slows down redraws on ECS machines? Or at least choosable.

#121 New interface: If you've seen ADPro's revision of interface from buttons on its custom screen to a workbench-like interface, Imagine I think should go under similar changes. Have different points of view in different windows on either its custom screen or Workbench screen.

#122 I would like to see either screen display database support so that Imagine can be opened on any 'reasonable' screen size or at least allowing for easy retargetability of Imagine. Right now, Imagine cannot be retargeted due to some of the routines being used for displaying and updating objects. Redraw button has to be repeatedly used if one wants to use one of the new WB emulation 24 bit cards. Impulse, get one of these cards (e.g. Picasso or EGS cards) and see for yourselves what I mean.

*** Misc, Ideas ***

#123 Preferences - Should be easier to setup quickrender screen options. Perhaps a requestor appears when you select the option and lists all the presets.

#124 Completely update interface to conform with wb2+

#125 Possibility to choose if one preferencs should be as default or just for one project = project conected.

#126 Version numbers on each release/bugfix/feature addition, like 3.00, 3.01, 3.02, 3.04b and not just 3.0 with different byte sizes for the bug fixes.

#127 An adjustable mouse speed especially in the detail and forms editors. So when you get in those up close and tight spots you can make a quickset adjustment then kick back to normal after you are done.

#128 PC-Version, to be compiled with a compiler that would allow Imagine to coexist with EMM386.EXE, and or Windows. Or for that matter, a bonafide Windows version...

#129 Release of the hook information for textures and effects so we can play with them and add to the "neat stuff".

#130 For the anim tools, friction, gravity, collision... Would be over the top, because only Real3D has them to my knowledge and since it renders only in trace .ms are real long to render!

#131 Add arexx, I would like built in requestors and buildable buttons for arexx routines so I can access the functions of other programs automatically through an arexx port. for example while rendering I would like to select a deformation type of dither and see how it will look on the first couple of frames etc.

#132 68040 version fully optimized - ie so the mouse pointer doesnt jerk around when rendering, etc

#133 Rexx (PC-version usable).

#134 Some kind of macros. Same on both Amiga/PC version.

*** Wanted Textures/Attributes ***

#135 How about a forge style editor (texture editor?)

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1.68 MSG-66 Subject: re: Imagine 2.0 support

Subject: re: Imagine 2.0 support
Date: Mon, 8 Aug 94 04:35:59 PDT
From: 08-Aug-1994 0618 <leimberger@marbls.enet.dec.com>

Ed phillips wrote

> I think that Imagine V2.0 is the best piece of software that I
>ever bought included with a book, hands down. However, before I (or many
>others, I would guess) shell out 10 times the money for V3.0, I would
>hope to get at least twice as much product, not just another book and
>some disks, with the same software I already paid for.

Ed,
  Imagine 3.0 has much more to offer than 2.0. Enough if fact that they can give away 2.0 in the book. Every so often you pass thru a threshold in product development that renders the older version obsolete. Imagine 2.0 offers more than many of the other 3D programs around and 3.0 greatly surpasses 2.0. I can see your point of view, however I have been using Imagine since it's Silver days and the amount of posts to this list

over the years has been overwhelming. It would not be possible for Impulse
to answer the questions of all those people that have purchased 3D Lab
without adding significant resources. Also remember Impulse extends support
only to registered users.If you had PURCHASED 2.0 you would be on their
database and entitled to support. Pick up the video I mentioned eariler
and you will get many hours of enjoyment from 2.0. Also remember thet many
of the things you learn in 2.0 will carry forward to 3.0. If Impulse supported
just anybody that called their number they could not protect against those
few that may well be using 3.0 without proper ilcensing. So by giving 2.0
away Impulse can indeed say that it is now an unsupported product.

bill

/* Bill Leimberger Nashua N.H.

**/

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1.69 MSG-67 Subject: Scripting Imagine Projects

Subject: Scripting Imagine Projects
Date: Mon, 08 Aug 94 10:10:00 EST
From: "Ducharme, Alain: FOB" <Ducharme@fob.istc.ca>

RE: The lack of AREXX or Imagine scripting language.

A while ago someone suggested that a program which would enable stuffing keyboard and mouse events into the input stream would at least be some help in controlling Imagine project renderings.

Well recently such a program has appeared on Aminet. Check out /util/cdity/director11.lha. It can record mouse and keyboard events and stores them into an AREXX script which of course can be edited. This would allow you to add AREXX controlled conditions or actions between each set of Imagine operations. I've tried it out and it's pretty clever, but it seems to have had some problems with Imagine's custom interface. You need AREXX knowledge to take full advantage of it.

Unfortunately this program is, of course, useless for PC Imagine users.

Alain.

p.s.: I don't know and am in no way associated with the author of director11.

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1.70 MSG-68 Subject: Re: silly people (was: scanline questi

Subject: Re: silly people (was: scanline questi
Date: Fri, 05 Aug 94 22:33:14 GMT+1
From: flynn@scala.ping.dk (Finn Kettner)

In a message of 04 Aug 94 at 12:08:53 Ganga Varatharajan wrote to all about Re: silly people (was: scanline questi:

>> Customers screaming, maybe just a few screamers here on the Net. As we
>> move to the next version, 3.1 it will be noted in the right hand corner
>> of the startup screen for IMagine and it will be in the other menu bars
>> under INFO.

GV> Fine as long as you can assure your customers that all V3.1's are the
GV> same.

Which they most probably are not, I've had two versions of the 3.0 (Amiga) and they didn't have the same filesize which is really confusing because which one is the better then???

GV> Why not have V3.1, V3.1A, V3.1B, etc. or some similar scheme whenever
GV> patches are applied to V3.1 ? Patch V3.1B will contain 3.1A mods as
GV> well.

If Mike is so afraid (sorry if I am making a mistake about your opinion, but as I haven't spoke with you I can only try to find your opinion through the letters of other list-writers) of having several version-numbers he could simply start by having a 'correct' (amiga) version string in the program and then the small patches would differ only in the date in the version string, not the version number. I can't suggest how to do that in the PC-version as I have no PC, but there must be a way to this also.

This way you could easily determine which version is the newest without actually having to name the version numbers with these .0 .1 or 0a 0b that Mike is so afraid of you just have to do a simple 'version full Imagine' to see what copy you have without telling how many pathces that have been to the original program.

GV> You can make these patches available via Internet, Aminet, Compuserve,
GV> etc or customers should be able to get it from you at ~cost price (say
GV> $5-10 or so).

Which could be easily determined if it was the version you need, just state that the patch is for the program with the date ????? in the version string. This is normally done with version numbers, but I see no problems in doing it with the date instead, it's so straightforward that it could be explained in a simple readme file along with the patch (and the .readme file which is used in Aminet announcements).

>> I doubt that any one will beleive that this means much, some poor sap
>> will do some silly check sum and come up with something different than
>> his friend in Slovakia, and the whole thing will start over again.

This will not be the the case with dates, as you simply use _AMIGADATE_ in the version string definition, and then the compiler finds the current date automatically, hence no chance to forget to change the version date.

```
 GV> Only because your customers don't seem trust you to release well
 GV> defined version of Imagine. At the moment no one knows which version of
 GV> V3.0 they've got or what KNOWN bugs it contains or what patches they
 GV> can get to fix these bugs.

I'm backing you up on this statement, the confusion is total when you have
more that one (different) copy of the same version of a program.

 >>  So to answer you question, we are right for one simple reason, to date
 >> there are only two version of IMagnie, PC and AMIGA and in them the
 >> amiga has four versions, FP PAL< INT PAL, FP NTSC, INT NTSC, there were
 >> about 200 units that shipped with the scanline bug, its fixed and we
 >> felt no need to change the ver number for this small probelm that it
 >> seems everyone has gotten the fix for.

First the NTSC/PAL and INT/FP could be included in the version string as
well, so you could easily see what kind it is (though it would be obvious in
most cases :-).

Second the date could/would have been changed in the bugfix that you sent
out after the 200 first ones, thus it would be easy to see that you have the
fixed/bugged version and need not/need to get a patch/update instead of
comparing filesizes which we have seen a few do on the list that last few
days.

 GV> PS: These are simply my opinions. I am not telling you how run your
 GV> business.

Well, I ditto that though I know I've promoted my idea quite a lot :-).


Yours faithfully.
Finn Kettner.


END OF LINE
--
Fribert Consult, Chief of development
Finn Kettner, (Home address), Ved Bellahoej 17A 3 tv., DK-2700 BRH, Denmark
Home (VOICE only) (+45) 31 28 83 55                  Fido-Net:  2:230/311.4
E-Mail: flynn@scala.ping.dk                          AmigaNet: 39:141/107.4

-- Via Xenolink 1.90
```

-=> RETURN TO CONTENTS!<=-

1.71 MSG-69 Subject: Brightness mapping texture

```
Subject: Brightness mapping texture
Date: Mon, 8 Aug 94 16:56:33 +0100
From: milan@valkieser.nl (Milan Polle)

Yes, it's me again and I made another texture.
```

This time it's a brightness mapping texture and it's used like
this:

Add a texture or brushmap, add the brghtmap texture, in the
texture enter the color which has to be bright.
I the attributes requester make the textured object a light-
source. If you make it shadow casting you can use the adjust
filter setting in the texture to make the bright parts emit
light.

As the texture manipulates the surface normals there are
some drawbacks:

- it doesn't like specular reflections (check and find out)
- bright parts have reflection turned of.
- Use enough resolution for the brushmaps to avoid ugly
  antialiasing edges. (just like in clipmap.itx)

You could add the texture more times for other colors to get
bright as well.

Well, much fun with it and suggestions are welcome.

Grtz, milan.

-=> RETURN TO CONTENTS!<=-

1.72 MSG-70 Subject: brghtmap.itx uuencoded

Subject: brghtmap.itx uuencoded
Date: Mon, 8 Aug 94 16:57:10 +0100
From: milan@valkieser.nl (Milan Polle)

```
begin 777 brghtmap.itx
M   #\P          #           (    "J     =@     $    /I     JDCG 0@N
M+P ,2?D      ( =(0$C <F"P06<$< !@9$A'0D=(1TI'9R1!^P%P     7B/(
M   !PB/\     O@    <XC_     3X    '28")!^P%P    "!B/(    !PB/\
M_@    <XC_     7H    '22'@$TDZY    "FEA/0?D    &V( A,WQ" 3G593_(G
MX/Q(YP <)F\ 8"IO %Q)^0     !)U?(<1 #R   " 0^L &/(91 #R   $ \CQ1
M(P#_@ %*/( "!CR   " \AQ$ /(   0#R&40 @ !@/(\4:, __( ":CR   P8
M@ ! /(<1 #R   & \AE$ /(O9(   5/(   (#R/%"C /_R   RH@ $&/(   (#R
M+T0   %3R/%0X/^,S,S,S,S/R@P$B\CQ5.#_C,S,S,S,S\H,!$O(\5+@_XS,S
M,S,S,_*# 0))[P!D(%SR*$0    3R   & (%3R*$0    CR   PH0^\ 9"!1\BA%
M@   ((%SR*$2    SR   RH(%GR$$6 (%GR*$4    3R+V0   %3R   TH@ +@/(
M'H#R !ZC@ 5&/( "P#R+T:   %3R !0 @ 4(_(   1CR   LB@ & /( $0#R
M !$C@ (F/( !R+R !B$@ 'H$GK   SR'&> @ &H/(<9H#R   8@\AQF $GK
M "1"G$*<0ISR+40    SR/% X___R@0 ^2>L &/(<10#R   $C0^L ,/(990#R
M+40    SR'$4 @ !(_(990#R+40    SR   " \AQ$ /( !"/R&60 3-\X /(?
MT#]83TYU+PQ)^0      H7TYU3G5.<2 Y      "( YX&2@.>!TH#2@=* Z8&2
M@@-*!DH &@0   #F "@7____@ 5. (\       ( %.=2 O   13@"/       $YU
M   #[      $          =      L     !     ?     &H    !F     8     %P
M  !6     1@    $(     \     .     #(     &      @    J(    *2    "9@
M E@    "<     "@         /R    #Z@    '9"<FEG:'1N97-S36%P<&EN9R!4
M97AT=7)E $-O;&]R(%)E9 !#;VQO<B!'<F5E;@!#;VQO<B!";'5E  !&:6QT
```

```
M97(@061J=7-T("@P+BXQ*0
M     !H    D    ,    #P   !2    5    %8   !8    6@   %P   !>
M    8    &(   !D    9@   &@! @0                  0W\  $-_  !#
M?P  OX
M
M                                                     _@
M               /X                   #^   !!(   02   $$@
M
M    "@    H    *  !)5%A4                      :@   *X
M       #[    !,    !    J@   *8   "B    G@   )H   "6    D@
M (X   "*    A@   ((   !^    >@   '8   !R    ;@   &H   '*   !
9Q@        /R   #Z@    $        #\G8

end
```

-=> RETURN TO CONTENTS!<=-

1.73 MSG-71 Subject: Re: Amiga rendering programs

```
Subject: Re: Amiga rendering programs
Date: Mon, 8 Aug 94 12:21:05 CDT
From: wilks@lbm.com (Stephen Wilkinson)

torgeir.holm@tbc.powertech.no (Torgeir Holm) replied:

[snip]
> Actually, Real3D 2.49 just came out for Windows about six weeks ago. It
> is virtually identical to the amiga version.
[snip]

They were demoing this software at SIGGraph too! It was running on a
Raptor+ and a PC. There was a 1080(?) showing animations perched on
top of the Raptor box. Too bad Impulse couldn't have a booth, I would
have liked to have seen some of those folks and talked with them!
Oh, well :)

Stephen

_____________________________
S. Wilkinson   wilks@lbm.com  "Programming is like pinball. The reward for
Software Engineer LB&M Assoc   doing it well is the opportunity to do it again.
_____________________________
#define OPINION        (myown)  GCS/S -d+(--) p+(---) c++++ !l- u++ e+(*) m@
#define COMPANYOPINION (~myown) s+/- n-(---) h++(*) f-- !g w+ t+ r(+) y?
      This message created using 87% recycled neuro-transmitters
```

-=> RETURN TO CONTENTS!<=-

1.74 MSG-72 Subject: Re: Imagine 4 Everybody - Time to vote!!!

Subject: Re: Imagine 4 Everybody - Time to vote!!!
Date: Mon, 8 Aug 94 11:02 PDT
From: jeffo@pacifier.com (Jeff Owens)

>#033 Better slice function that doesn't give those: "Error - an edge is to
>near too an edge or near too a face". If difficult to make better, an
>explanation exact where the problem is could also help.
>

Make this #033 - Slice that works everytime PERIOD, no lies, no
b.s., no excuses.

THAT would get 100% of my vote - AND my money.

(please don't start a ridiculous thread about how slice does/does not
work on Amiga/PC/whatever, because this/that/theotherthing...)

Jeff Owens
(jeffo@pacifier.com)

-=> RETURN TO CONTENTS!<=-

1.75 MSG-73 Subject: 2D-> sphere??

Subject: 2D-> sphere??
Date: Mon, 8 Aug 94 11:15:28 MDT
From: Brad Wright <bradw@rams.sp.paramax.com>

Hello all,

Just wondering if anyone had any good suggestions for making
a soccer ball (or football :>). I pretty new at this stuff
so take it easy on me..

Anyway, I'm using Imagine 2.0 PC version. On my first attempt at the
ball I tried wrapping a color brush map that had the "standard"
soocer panals drawn on it. The problem is that the pattern
for the panels can not be drawn on a flat (not spherical) surface.

Is the brushmap approach workable for this?? How do I adjust the
shapes so that when the picture is wrapped to a sphere it lines up
correctly.

If the bruch map doesn't work I'm going to try modeling the panels
indivdually. Any comments on this approach..

Thanks

Brad
--

```
|       Brad Wright       |email:          Brad.Wright@ftcollins.ncr.com |
|   NCR Microelectronics  |phone:          (303)223-5100 x9200           |
|     2001 Danfield Ct    |fax:            (303)225-4829                 |
|     FtCollins CO 80525  |favorite color: Blue, no Green                |
|_________________________|______________________________________________|
```


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1.76 MSG-74 Subject: Re: re: Imagine 2.0 support

Subject: Re: re: Imagine 2.0 support
Date: Mon, 08 Aug 94 13:37 PDT
From: Michael North <IBTLMAN@MVS.OAC.UCLA.EDU>

----------TEXT-OF-YOUR-MAIL----------

> Imagine 3.0 has much more to offer than 2.0. Enough if fact that they
> can give away 2.0 in the book. Every so often you pass thru a threshold
> in product development that renders the older version obsolete. Imagine
> 2.0 offers more than many of the other 3D programs around and 3.0
> greatly surpasses 2.0. I can see your point of view, however I have been

I can see why Impulse doesn't support Imagine2.0, but that still leaves some of us in a tight spot, trying to decide if Imagine is worth our time and money, using an old version with documentation that really isn't close to sufficient.

This leaves me with two questions: does it make sense to mess with version 2 at all? Does working with 2 for a while make the transition to 3 easier for someone used to, say POV-Ray?

Is it possible to find a copy of "Understanding Imagine 2.0"? I have looked everywhere, including Powell's "City of Books" in Portland, and I have called Apex without being able to reach a live human being or get a response to a message. The Imagine 2.0 Companion is definitely out of print and unavailable.

Having one of these books, or an old manual, would make it much easier to evaluate the program.

Michael North

-=> RETURN TO CONTENTS!<=-

1.77 MSG-75 Subject: Assigning textures to text

Subject: Assigning textures to text
Date: Mon, 8 Aug 94 15:35:54 PDT
From: "Steve McLaughlin" <stevemcl@VNET.IBM.COM>

Hi, When I use postscript text in the spline editor, and I extrude it
and bevel it, what it the easiest way to give the different sides
different attributes? Such as the front of the Text one color, the
beveled part another color, the extruded side another color or texture, and
the back side a different color.
Does one have to go into the Detail editor and individually pick all of
the faces?

-=> RETURN TO CONTENTS!<=-

1.78 MSG-76 Subject: Imagine vmem and 3.1

Subject: Imagine vmem and 3.1
Date: Mon, 8 Aug 94 18:05:36 CDT
From: wilks@lbm.com (Stephen Wilkinson)

Hello all!

I am looking for a VMem program which works on an A3000 under 3.x OS.
As a developer, I've got the 3000 kickfiles for 3.x and wb 3.x too, but
NONE of the VMem programs work with the '30 under 3.x. I've tried
the one from the German PD mag, HDMEM, and a beta of VMM040 but none
work :(Can anyone tell me if a newer version of VMM040 works under 3.x?
I'd love to be a beta-tester, I use Imagine and AdPro all the time as
well as C++ coding (quite a hog).

Since I'm also posting to the IML...back to Imagine:

The "crumpled" texture can make a pretty good "mackerel"-type
cloud cover. Make the texture "bump" colors white and set the object
to a nice blue (35,118,255 is ok) and scale the texture size up about
200x200x200 (or just bring the plane it is on nearer the camera). I've
got a plane with this texture behind a "window" and it looks very nice
since I don't have enough ram for a clouds backdrop image :(It looks
a lot better if the plane is tilted away from you rather than fully
perpendicular. You can flip the colors to make a water plane with
"caustics" on the surface (bumps blue, object white)...
BTW, if you load something in a fullscreen view (like the
default of the spline editor) and hit F1 to make it the current obj,
only the top half turns purple for me. What's up? I don't have any
display board, just ECS..

Stephen

S. Wilkinson wilks@lbm.com "Programming is like pinball. The reward for
Software Engineer LB&M Assoc doing it well is the opportunity to do it again.

#define OPINION (myown) GCS/S -d+(--) p+(---) c++++ !l- u++ e+(*) m@
#define COMPANYOPINION (~myown) s+/- n-(---) h++(*) f-- !g w+ t+ r(+) y?
This message created using 87% recycled neuro-transmitters

-=> RETURN TO CONTENTS!<=-

1.79 MSG-77 Subject: Looking for Jukebox (UK)

```
Subject: Looking for Jukebox (UK)
Date: Mon, 8 Aug 94 18:58:43 CDT
From: Jason Jack <jay@tyrell.demon.co.uk>

Anybody know where I can find a Jukebox - commercial or PD.

Anybody know a UK distributor who does the 50's Diner set?

Thanks,
Jay

---
jay@tyrell.demon.co.uk
```

-=> RETURN TO CONTENTS!<=-

1.80 MSG-78 Subject: Re: Need source for WWII Fighter Aircraft Models!! (fwd)

```
Subject: Re: Need source for WWII Fighter Aircraft Models!! (fwd)
Date: Mon, 8 Aug 1994 17:34:13 -0700 (PDT)
From: Mike McCool <mikemcoo@efn.org>

---------- Forwarded message ----------
Date: Mon, 08 Aug 94 16:04:19 EST
From:midgard@met.com
To: mikemcoo@efn.org
Subject: Re: Need source for WWII Fighter Aircraft Models!!


There's a fair # of WWII Aircraft on the Syndesis 3D ROM CD
```

-=> RETURN TO CONTENTS!<=-

1.81 MSG-79 Subject: Re: Assigning textures to text

```
Subject: Re: Assigning textures to text
Date: Mon, 8 Aug 1994 22:20:56 -0500 (CDT)
From: Michael Halleen <halleen@Mcs.Net>

On Mon, 8 Aug 1994, Steve McLaughlin wrote:

> Hi, When I use postscript text in the spline editor, and I extrude it
```

> and bevel it, what it the easiest way to give the different sides
> different attributes? Such as the front of the Text one color, the
> beveled part another color, the extruded side another color or texture, and
> the back side a different color.
> Does one have to go into the Detail editor and individually pick all of
> the faces?

I believe that they will be saved with the faces already subgrouped for you, so the process of assigning different colors and textures shouldn't be all that hard. (If that's too hard for you, you shouldn't be messing with 3D)

Try, in pick faces mode, choosing 'pick subgroups'. You should get a list of all available face groups.

Mike Halleen

-=> RETURN TO CONTENTS!<=-

1.82 MSG-80 Subject: MORE UUENCODES, DAMMIT!!!!

Subject: MORE UUENCODES, DAMMIT!!!!
Date: Mon, 8 Aug 1994 22:17:27 -0500 (CDT)
From: Michael Halleen <halleen@Mcs.Net>

On Mon, 8 Aug 1994, Milan Polle wrote:

```
> begin 777 brghtmap.itx
> M   #\P         #          (   "J    =@    $   /I    JDCG 0@N
> M+P ,2?D     ( =(0$C <F"P06<$< !@9$A'0D=(1TI'9R1!^P%P    7B/(
> M   !PB/\    O@   <XC_    3X   '28")!^P%P   "!B/(   !PB/\
> M_@   <XC_    7H   '22'@$TDZY   "FEA/0?D   &V( A,WQ" 3G593_(G
[...]
>
> end
>
```

Wow!

Although I haven't had a change to try them out, thank you for your new textures, Milan. What a great contribution. And how convienient not have to ftp them, they just show up in my mail box, I love it!

Keep up the good work.

Mike Halleen

-=> RETURN TO CONTENTS!<=-

1.83 MSG-81 Subject: Re: UNSUBSCRIBE

```
Subject: Re: UNSUBSCRIBE
Date: Mon, 8 Aug 94 21:15:47 GMT
From: david@flevel.demon.co.uk

Hi Bob,

> Finding much more info for the Amiga on here than for the PC, which I=
=20guess=20
> can be expected.
>=20
> What's not expected is the amount of WHINNING about a software progra=
m that=20
> offers some incredible features at a price that is equally incredible=
=2E  I=20
> guess some folks just need something to BITCH about!
>=20
It's not that- it is that Amiga users are far more disciminating that P=
C owners.
We expect graphics software to perform to the highest standards.

We also expect software suppliers to be very self critical and responsi=
ve.
If they are not then they do not deserve to remain in business.

David S

+-------------------------------------------------------------------------=
---+
! Email david@flevel.demon.co.uk                                          =
=20  !
! Fourth Level Developments             Optical Magneto Drive Systems     =
=20  !
! Multi-Media System Developers         for Amiga, PC & Apple             =
=20  !
+-------------------------------------------------------------------------=
---+
```

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1.84 MSG-82 Subject: Re: Clipmap

```
Subject: Re: Clipmap
Date: Mon, 8 Aug 1994 23:43:42 -0700 (PDT)
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> >I have a question concerning UUencoding (assuming you are an amiga
> >user). Whenever I post a UUencoded file, it reaches it's destination in
> >an altered state. I have no Idea what is happening. Tried Posting my
> >ImageFX Arexx macros for making 3D glass type images from Imagine
> >rendered pics three times now. No matter what I do it doesn't work. What
> >software do you use?
```

I us UUxt-GUI version 1.0a by Asher Feldman and it seams to work fine for
me, so far no one has complained that any files I have sent them were bad..

Hope this helps?

=RRW=

-=> RETURN TO CONTENTS!<=-

1.85 MSG-83 Subject: IBM anim formats

Subject: IBM anim formats
Date: Tue, 9 Aug 1994 00:47:12 -0700 (PDT)
From: Gerard Menendez <gpm@netcom.com>

I'd like to send my brother some of my Imagine pics.. I'd really like to
send him some of my anims. I have AdPro 2.0 so I can send him the pics
no problem. I found nothing on Aminet to make an animation that can be
played on an IBM. Am I not looking hard enough? Can anyone tell me of
an anim making utility for IBMs that he can get to make an anim with my
pictures?

thanks for any help!

Gerard.

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1.86 MSG-84 Subject: Re: Assigning textures to text

Subject: Re: Assigning textures to text
Date: Tue, 9 Aug 1994 01:20:18 -0700 (PDT)
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> Hi, When I use postscript text in the spline editor, and I extrude it
> and bevel it, what it the easiest way to give the different sides
> different attributes? Such as the front of the Text one color, the
> beveled part another color, the extruded side another color or texture, and
> the back side a different color.
> Does one have to go into the Detail editor and individually pick all of
> the faces?

No, but you will need to pick the subgroups from the Detail Editor and
set the attributes to them individually. The Splines Editor will make all
the Subgroups for you and name them as well, you can then set
attributes for the seperate Subgroups by going into Pick Faces and

selecting the Subgroup or Subgroups with the Pick Subgroups command.
Then just add any changes to the atribute as you want, though you are
limited to only changing the color, reflectivness, and filters with
this method, if you want to have different Textures you will need to
assing the Subgroup in the texture requester for the particular subgroup
you want it on.. If you did want ALL different attribute settings for
each Subgroup then you could go into Pick face mode and select
the Subgroup you want and then use split to seperate it into a seperate
object and group it back together with the original part so that you
could use it as a single object in an animation.

=RRW=

-=> RETURN TO CONTENTS!<=-

1.87 MSG-85 Subject: Re: re: Imagine 2.0 support

Subject: Re: re: Imagine 2.0 support
Date: Tue, 9 Aug 1994 00:57:47 -0700 (PDT)
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> This leaves me with two questions: does it make sense to mess with
> version 2 at all?

Yes, I have done many things in 2.0 and considering what you paid for it,
its a heck of a deal, even with no manual..Just start using it, the more
you do the more you will learn and the more enjoyment you will get out of it.

> Does working with 2 for a while make the transition
> to 3 easier for someone used to, say POV-Ray?

Most defenenently, it will gain you most of the knowledge you will need
to know in order to get around in Imagine, and learn many of the
techniques use for animation and object creation. Then when you feel
comfortable you can get 3.0 or whatever it is when you buy it, and only
need to learn the extra feature, which will add even more power and
creativity to your work. I would strongly recommend you do this and if
you find that you love Imagine as much as many of us do, you will feel
comfortable making the investment. I feal this is probably why Impulse
did this in the first plays.

> Having one of these books, or an old manual, would make it much
> easier to evaluate the program.

Yes it would, but reading reading the IML should help as well, remember
we are only a phone call away, and if you need help with something or
don't understand something, you have many Imagineers who are very well
versed in Imagine and willing to give you a hand. What better way could
there be to evaluate the program.. All you need to do is ask the folks
here a question. Don't be shy many folks here ask things all the time and
they almost always get a reply of some kind.

=RRW=

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1.88 MSG-86 Subject: Sorry Could Not Find Subject!

Date: Wed, 10 Aug 1994 01:41:27 +1000
From: imagine-relay@email.sp.paramax.com

Hi Gerard Menendez,

<I'd like to send my brother some of my Imagine pics.. I'd really like to
<send him some of my anims. I have AdPro 2.0 so I can send him the pics
<no problem. I found nothing on Aminet to make an animation that can be
<played on an IBM. Am I not looking hard enough? Can anyone tell me of
<an anim making utility for IBMs that he can get to make an anim with my
<pictures?

<thanks for any help!

<Gerard.

There is a utility called tgatofli. It will *.tga pictures (true color
24 Bit or 16 Bit) into a *.fli animfile. It's very easy to use with Doc.
text.
Try using xarchie to find the ftp side. If you have no success, I can
send to you.
Horst

Dipl. Ing. Fh Horst Heberle
LINDENSTRASSE 9 54292 TRIER - GERMANY
Phone 049 651 47493 - Fax 049 651 43176
e-mail heberle@trier.fh-rpl.de

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1.89 MSG-87 Subject: Re: IBM anim formats

```
Subject: Re: IBM anim formats
Date: Tue, 9 Aug 1994 09:47:59 -0400 (EDT)
From: Edwin Phillips <flaregun@strauss.udel.edu>

On Tue, 9 Aug 1994, Gerard Menendez wrote:

>
>
> I'd like to send my brother some of my Imagine pics..  I'd really like to
> send him some of my anims.  I have AdPro 2.0 so I can send him the pics
> no problem.  I found nothing on Aminet to make an animation that can be
> played on an IBM.  Am I not looking hard enough?  Can anyone tell me of
> an anim making utility for IBMs that he can get to make an anim with my
> pictures?
>
> thanks for any help!
>
> Gerard.
>

  Gerard,

  If you make a .FLC movie with imagine, you should be able to play
it with a free program called AAPLAYHI from Autodesk.

  Ed

/*****************************************************************************/
/* Ed Phillips  flaregun@strauss.udel.edu      University of Delaware        */
/* Jr Systems Programmer  (302) 831-6082    IT/Network and Systems Services */
/*****************************************************************************/
```

-=> RETURN TO CONTENTS!<=-

1.90 MSG-88 Subject: Re: Imagine 2.0 support

```
Subject: Re: Imagine 2.0 support
Date: Tue, 9 Aug 1994 08:11:23 -0500
From: gregory denby <gdenby@twain.helios.nd.edu>

As various people have mentioned:

>>>  Imagine 3.0 has much more to offer than 2.0. Enough if fact that they
>>>  can give away 2.0 in the book....

>>I can see why Impulse doesn't support Imagine2.0, but that still leaves
>>some of us in a tight spot, trying to decide if Imagine is worth our
>>time and money, using an old version with documentation that really
>>isn't close to sufficient.
```

>>This leaves me with two questions: does it make sense to mess with
>>version 2 at all?... Does working with 2 for a while make the transition
>> to 3 easier for someone used to, say POV-Ray?

>Most defenenently, it will gain you most of the knowledge you will need
>to know in order to get around in Imagine, and learn many of the
>techniques use for animation and object creation.

Adding my .02: Without some sort of manual, it will be hard to get much out of Imagine 2.0, since many little details must be observed to get things to work. (Such as, when in Stage, and repositioning an object; select local, and then modifying the position bar, or whatever. Remember to save when moving back and forth from Stage to Action. Etc, etc...)

If you think you will move on to 3.0, forget learning the Cycle editor. States and bones in 3.0 pretty much do away with the need for Cycle, and it was always hard to use.

However, if you can get into 2.0, there are loads of features. Although a "hobbyist," I've used Impulse's products at least 20 hrs. a week for years, and have never exhausted all the options available in the software.

Greg Denby

p.s. trick of the week: Render a scene and save it as a brush. Place the on a plane so that you have the appearance of depth, but really a shallow space. Create a fog plane 2-3 hundred units away, and warp it. Create a second warped fog to morph to during an anim. Viola! shifting haze.

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1.91 MSG-89 Subject: IBM anim formats

Subject: IBM anim formats
Date: Tue, 9 Aug 94 07:21:00 PDT
From: KEN_ROBERTSON@robelle.com

Gerard wrote:
>played on an IBM. Am I not looking hard enough? Can anyone tell me of
>an anim making utility for IBMs that he can get to make an anim with my
>pictures?
I just downloaded the latest MainActor v 1.5, and checked it out.
Apparently it can convert anims to all of the different Amiga formats,
(including Picasso) as well as FLC and FLI.

I think that I found it in pub/aminet/gfx/edit or pub/aminet/gfx/conv.

One of the really neat things that MainActor 1.5 can do is to add iff
sound to key frames in your animation. Works great!

Note that the standard version of AdPro, 2.5, will only save ANIMs in
Amiga ANIM Formats 5, 7 and 8.
\KenR

```
Is it just me, or is everything getting bigger?
------------------------------------------------------------------------
```

-=> RETURN TO CONTENTS!<=-

1.92 MSG-90 Subject: Re: Imagine 4 Everybody - Time to vote!!!

```
Subject: Re: Imagine 4 Everybody - Time to vote!!!
Date: Tue, 9 Aug 1994 12:16:45 -0700
From: bmolsen@bvu-lads.loral.com (Brad Molsen)

>>#033 Better slice function that doesn't give those: "Error - an edge is to
>>near too an edge or near too a face". If difficult to make better, an
>>explanation exact where the problem is could also help.
>>
>
>Make this #033 - Slice that works everytime PERIOD, no lies, no
>b.s., no excuses.
>
>THAT would get 100% of my vote - AND my money.
>
>(please don't start a ridiculous thread about how slice does/does not
>work on Amiga/PC/whatever, because this/that/theotherthing...)
>
>Jeff Owens
>(jeffo@pacifier.com)

        Jeff, My sentiments exactly!!! I'd give up 90% of the other
suggestions on this list for a slice function that slices. If I had a
dollar for every minute that I sat diddling my mouse to try to reposition
my slice to alleviate "an edge is to close to an edge" I could buy
Wavefront!!! AREXX! SHMAREXX! MAKE SLICE WORK !!!!! PLEASE!!!
                                regards,

xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
        Almond rocca?!! Ahhh..no thanks, I have a cat!

Brad Molsen c/o  LORAL                          bmolsen@bvu-lads.loral.com

13810 SE Eastgate Way Suite 500                 (206) 957-3230
Bellevue, Wa 98005                              Fax: (206) 746-1335
```

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1.93 MSG-91 Subject: FINALLY: Screen Size PAL

```
Subject: FINALLY: Screen Size PAL
Date: Tue, 9 Aug 94 07:47:00 -0100
```

From: torgeir.holm@tbc.powertech.no (Torgeir Holm)

>>BTW: I guess you are PAL user of imagine. (Holland, right?) I noticed
>>that you are new to the IML. We just found the im30/PAL positions for
>>patching the screen size. Do you need them?
>>

>Yes, it's Holland allright and yes I would like the positions. Would be
>fun to play with the size. I only have AGA, does it work for that?

I have AGA also, so it works.

----8<-------------begin old message-----------------------

Internet-Mail message #1073 from TORGEIR HOLM to ALL.

Entered on 01-Aug-94, at 21:18:00, 20 lines.

==========

Thanks to Joop I have now successfully patched my version of imagine to
the screen size I want.

IMAGINE 3.0 PAL filesize 876192

to change vertical size: edit location FD9F This value is 1/8 of the
vertical resolution you want.

to change horizontal size: edit location D0560 This value is the same
as the size you want.

Thanks a million Joop!

Torge!r

torgeir.holm@tbc.powertech.no

------8<----------end of old message--------------

Hope this works for you :)

Torge!r

torgeir.holm@tbc.powertech.no

+---+
| The BYTE Castle - 6988 3700 / 6988 4100 - Askim, Norway - Info-board |
+---+

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1.94 MSG-92 Subject: Re: IBM anim formats

Subject: Re: IBM anim formats
Date: Tue, 9 Aug 1994 15:45:10 -0400 (EDT)
From: Raymond Ney <rayney@freenet.columbus.oh.us>

On Tue, 9 Aug 1994, Gerard Menendez wrote:

>
>
> I'd like to send my brother some of my Imagine pics.. I'd really like to
> send him some of my anims. I have AdPro 2.0 so I can send him the pics
> no problem. I found nothing on Aminet to make an animation that can be
> played on an IBM. Am I not looking hard enough? Can anyone tell me of
> an anim making utility for IBMs that he can get to make an anim with my
> pictures?
>
> thanks for any help!
>
> Gerard.

The only thing I know of is Imagemaster R/T which can output FLI
animations. Does anyone know of a program to put together MPEGs?

Raymond Ney <rayney@freenet.columbus.oh.us>

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1.95 MSG-93 Subject: Re: Assigning textures to text

Subject: Re: Assigning textures to text
Date: Tue, 9 Aug 1994 17:11:11 -0400 (edt)
From: dovh@dorsai.dorsai.org

On Mon, 8 Aug 1994, Steve McLaughlin wrote:

> Hi, When I use postscript text in the spline editor, and I extrude it
> and bevel it, what it the easiest way to give the different sides
> different attributes? Such as the front of the Text one color, the
> beveled part another color, the extruded side another color or texture, and
> the back side a different color.
> Does one have to go into the Detail editor and individually pick all of
> the faces?
>
Yes and no.

Yes you have to go to the detail editor and pick the faces you want
then use the atributes requestor.
No its not hard because the spline editor has A nice hidden feature that
Automagicly names the faces of the object you have extruded (ie. front
face, back face, Bevel face Etc..) when you load the object into details
go to pick faces and use the pick faces requester and voila ready to go.

DOV

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1.96 MSG-94 Subject: 2D-> sphere??

Subject: 2D-> sphere??
Date: Tue, 9 Aug 94 21:35:00 -0100
From: torgeir.holm@tbc.powertech.no (Torgeir Holm)

>Is the brushmap approach workable for this?? How do I adjust the
>shapes so that when the picture is wrapped to a sphere it lines up
>correctly.

>If the bruch map doesn't work I'm going to try modeling the panels
>indivdually. Any comments on this approach..

>Thanks

>Brad
>--

In Understanding Imagine 2.0, there is a section on brushmap mathematics
for creating brushes that look right when mapped onto a sphere. There is
a picture of a Basketball that looks great.

Torge!r

torgeir.holm@tbc.powertech.no

+---+
| The BYTE Castle - 6988 3700 / 6988 4100 - Askim, Norway - Info-board |
+---+

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1.97 MSG-95 Subject: IBM anim formats

Subject: IBM anim formats
Date: Tue, 9 Aug 94 21:35:00 -0100
From: torgeir.holm@tbc.powertech.no (Torgeir Holm)

>I'd like to send my brother some of my Imagine pics.. I'd really like
>send him some of my anims. I have AdPro 2.0 so I can send him the pics
>no problem. I found nothing on Aminet to make an animation that can be
>played on an IBM. Am I not looking hard enough? Can anyone tell me of
>an anim making utility for IBMs that he can get to make an anim with my
>pictures?

>thanks for any help!

>Gerard.

Try MainActor 1.52 for the amiga. $25 shareware. This great program writes and reads several anim formats for both amiga and PC. And can use Adpro through some included Arexx scripts for rendering sequences and saving them as anims. I use it all the time now for converting stuff for PC users.

BTW: I am just an ordinary user of this software, no self promotion here!

Torge!r

torgeir.holm@tbc.powertech.no

+---+
| The BYTE Castle - 6988 3700 / 6988 4100 - Askim, Norway - Info-board |
+---+

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1.98 MSG-96 Subject: Re: IBM anim formats

Subject: Re: IBM anim formats
Date: Tue, 9 Aug 94 17:45:42 PDT
From: ua197@freenet.victoria.bc.ca (Christopher Stewart)

>The only thing I know of is Imagemaster R/T which can output FLI
>animations. Does anyone know of a program to put together MPEGs?
>
>Raymond Ney <rayney@freenet.columbus.oh.us>
>

Here's a tutorial that I posted a couple of months ago and will post again. While not Imagine specific, I archive my animations this way ;-)
I now use the LoadMPEG script (on aminet) to convert the MPEG's back to

.anims when I need them. The quality loss IS noticiable but acceptable at 30fps. You just need mainactor and ADPro to have "push a button" conversion. Now, if that script just worked the other way <hint>.

****

This is what I can remember from the Amiga Users of Calgary's Mpeg tutorial. I've completed the process several times now and have added what I know.

1. Aquire the frames in whatever format you can. Your numerical extentions are probably going to be the .00001 etc... type but we'll deal with that soon ;-). Don't do all the processing on your only copy. Make a backup of the frames.

2. Scale all the frames to 352x240 (NTSC) through ADPro and FRED or some other conversion program. While scaling you can convert the numerical extentions to:

```
filename.1                          filename.00001
filename.2                          filename.00002
filename.10     <==good  bad==>     filename.00010
filename.146                        filename.00146
filename.1236                       filename.01236
```

3. Convert all the images to .ppm format with 24toPPM and a:

```
List >ram:script LFORMAT="24toppm %f%n %f%n.ppm"
Execute ram:script
```

   This leaves you with a bunch of files you can delete (everything without a .ppm). I used DOPUS's little "s" button to select the .ppm files and right-clicked on the "all" button to toggle the selection.

4. Same as above except you use ppm2yuv. Note the "m" instead of the "n" in the following. This is to get rid of the .ppm extention.

```
List >ram:script1 LFORMAT="ppm2yuv %f%m %f%n"
Execute ram:script1
```

   You'll find you're overflowing with little .y, .u and .v files everywhere. Delete the .ppm files.

5. To create an MPEG <finally!>:

```
MPEG -a 1 -b 750 <filename.> -s <mpegname.mpeg>
```

   Note that the 750 represents the # of frames and the filename gets the "." after it as mpeg just looks for numbers.

   To create a 160x128 MPEG:

```
MPEG -a 1 -b 750 -h 160 -v 128 <filename.> -s <mpegname.mpeg>
```

****

It looks nasty but is REALLY easy after you get it down the first time. If you have any problems, drop me a line. If you plan to write an AREXX macro to duplicate the above functions, let me know too ;-)

--
"I wish there was a knob on the TV to turn up the intelligence. There's a knob called 'brightness', but it doesn't work." -- Gallagher

ua197@freenet.victoria.bc.ca
cs833@cleveland.freenet.edu
Christopher Stewart
Animation/Graphic Arts/Telecomm

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1.99 MSG-97 Subject: IBM anim formats

Subject: IBM anim formats
Date: Wed, 10 Aug 94 01:05:00 -0100
From: torgeir.holm@tbc.powertech.no (Torgeir Holm)

>animations. Does anyone know of a program to put together MPEGs?

I think there is a script for ImageFX called BuildMPEG, haven't tried it though.

Torge!r

torgeir.holm@tbc.powertech.no

+---+
| The BYTE Castle - 6988 3700 / 6988 4100 - Askim, Norway - Info-board |
+---+

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1.100 MSG-98 Subject: FMATH

Subject: FMATH
Date: Wed, 10 Aug 94 01:48:28 EST
From: mrivers@tbag.tscs.com (Michael Rivers)

Contrary to popular belief, The FMATH libs are useful for part of Imagine, the Effects.

```
-----------------------------------------------------
|  Commodore failure. Press mouse button to continue  |
|  Guru Meditation $80000666      task : $00000CBM    |
```

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1.101 MSG-99 Subject: Re: IBM anim formats

Subject: Re: IBM anim formats
Date: Wed, 10 Aug 94 07:20:31 +0100
From: "Steve Essery" <sessery@uk.oracle.com>

In-Reply-To: PYR2:imagine-relay@email.sp.paramax.com's message of 08-09-94 15:45

On Tue, 9 Aug 1994, Gerard Menendez wrote:

>
>
> I'd like to send my brother some of my Imagine pics.. I'd really like to
> send him some of my anims. I have AdPro 2.0 so I can send him the pics
> no problem. I found nothing on Aminet to make an animation that can be
> played on an IBM. Am I not looking hard enough? Can anyone tell me of
> an anim making utility for IBMs that he can get to make an anim with my
> pictures?
>
> thanks for any help!
>
> Gerard.

Tell him to get hold of the xanim program by Mark Podlipec, which should be available from ftp.x.org in the contrib directory. I've built and run it on an RS/6000 successfully.

Here's the doc from the 2.6.4 veersion:

This describes(rather roughly) the animation types supported and some
of their special features. It's more of an organized rambling but
might give insight into what's going on.

FLI/FLC Animations:

  FLI is by Autodesk Animator for the PC's. Support is for the 320x200
  images. The file is composed of a series of images and deltas(a delta
  is data that can generate the next image given a previous image) to
  be played in sequence. An FLI animation can also change the color map
  during the anim. FLC's have a few additional chunks and has support
  for larger image sizes.

IFF Animations and Images:

  IFF files were developed for the Amiga. Sound chunks are currently
  ignored. Most IFF Animation files are meant to be double buffered.
  The deltas refer not to the previous image, but the image before the
  previous(two back). I know of 11 types of compressions 0 thru 8, J,

l and scala 32.

I've only included types 3, 5, 7, J and l because those are the only ones I could test. The J type compression has an ANSI chunk at the end which includes the order in which the deltas are to be applied and they can be used more than once. Type l (small L) type anim is also supported in revs 229 and higher. It's a compression type I've only found in older animations.

IFF animations can be looping or non-looping. Looping means the last two deltas produce images that are the same as the 1st two images. To continuously loop an animation, you would not jump back to the beginning but to the 2nd image instead. In order to loop non-looping animations you would need to jump to the 1st image. There's no way to know ahead of time which is which so the default is looping and if you have a non-looping animation use the -c switch.

The Amiga has a couple of weird display modes, EHB and HAM. XAnim fully supports EHB animations. HAM can produce 4096 colors(4 bits each red, green, and blue) from 6 bits per pixel. One True and Direct Color displays this is no problem. On lesser display, you have your choice of 332 or Grayscale. 332 means the 8 bits(for 256 color display, less for others) is divided into 3 bits of red, 3 bits of green and 2 bits of blue and the HAM images are mapped to fit.
Surprisingly enough, it's not too bad for most anims.
NOTE: HAM8 is recently out and that is supported the same way.

IFF supports color cycling chunks that specify color ranges to be cycled at specified intervals. Since there's no obvious end to this type of animation, I just display the image for a set interval(see xanim_config.h) and then move on. Early Amiga software totally screwed up by saving color cycling chunks enabled in a lot of images that were never meant to be cycled. This goes for animations as well.

Single IFF images are supported as well. Uncompressed and compression type 1 are supported. (XAnim makes use of the public domain unpacker routine by Jerry Morrison and Steve Shaw). see unpacker.c.

GIF Images/Animations.

The GIF file consists of a screen color map and then a series of images, each with their own optional color map. The images don't have to be at the origin and can be any size smaller than the screen size. This allows GIF animations to be created that only update the part of the screen that changes. I don't have a program that does this yet but txtmerge is a step in that direction. Also the GIF89a spec has included some extensions that are animation specific. Rev 2.29.1 and up has limited support for these. Comment fields in GIF files are displayed if you use the -v (verbose) option.

GIF images are automatically uncompressed when read in. This might change in the future.

TXT files

Probably should be called something else. Basically it is a ascii text

file that lists a number of GIF files to be displayed. Optionally, you can specify the sequence the files are displayed in. Comments aren't supported. I need to put a lot of work and thought into improving this one.

TXT format needs to have txt91 as the 1st 5 characters in the file. Following that there are a series of fields. Fields just have to be separated from each other by white space. No extraneous characters (ie comments) are supported, yet.

```
txt91    <--- header so XAnim knows what kind of file it is
4        <--- number of GIF filenames that follow
a.gif    <--- gif file to be read in. 1st file is number 0.
b.gif
c.gif
d.gif
6    <--- number of frames that follow.
0 1 2 3  <--- display images in this order.
2 1
```

The sequence will be a.gif b.gif c.gif d.gif c.gif b.gif. Most likely this anim will be looped and the last b.gif will flow smoothly into a.gif as it starts over.

I like to improve upon this by adding timing and specialty fade/wipes. Also it'd be nice if images could be unloaded and load on the fly to conserve memory. If this happens it'll probably be a different format.

DL files

I only threw these in because it was easy and intense pressure from friends. As far as I know, they come in three resolutions, 320x200, 160x100 and 80x50. They consist of a series of images with a frame list at the end that gives the order they are displayed in. The frame list also specifies nested looping of images. There's also a field for Author and Title that is displayed if you specify
-v (verbose) option.

PageFlipper Plus F/X Amiga files

A series of deltas with a play list at the end. Supports color map changes, nested loops and dynamic timing.

GoldDisk MovieSetter Animations.

Probably the most flexible animation format I've seen. Animations are stored as a bunch of backgrounds, sounds and sets. Sets are smaller images that get placed on top of the background(with transparent pixels). A frame list at the end that describes each frame. Each frame specifies which background to use(backgrounds can also scroll in different directions and speeds), and a list of sets to put on that background with depth information so characters can pass behind or in front of each other. Sound information if contained here as well to sync it up to the action. There is also color cycling and specialty fades and wipes.

NOTE: This animation can come as one file or as three directories

```
  and a control file. The three directories are usually Moviesets,
  Moviebacks and Moviesounds. You might have to create the links
  moviesets -> Moviesets  and moviebacks -> Moviebacks or vice-versa
  because the Amiga is case insensitive. Sounds are ignored for now.

  Eric Schwartz has created several of these animations that are
  worth checking out.

AVI Animations.

  TBD

Quicktime Animations.

  TBD


================================================================================

Steve Essery   Unix Support, Oracle UK    Hello, my name is Inigo Montoya,
                                          you killed my father, prepare to die.

Tel: +44 (0)344 860066 ext 4572           What you don't know is that I too
Tel: +44 (0)344 860222                    am not left-handed!
================================================================================
```

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1.102 MSG-100 Subject: Re: Imagine 2.0 support

```
Subject: Re: Imagine 2.0 support
Date: Tue, 9 Aug 1994 23:53:47 -0700 (PDT)
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> >>This leaves me with two questions:  does it make sense to mess with
> >>version 2 at all?...  Does working with 2 for a while make the transition
> >> to 3 easier for someone used to, say POV-Ray?
>
> >Most defenenently, it will gain you most of the knowledge you will need
> >to know in order to get around in Imagine, and learn many of the
> >techniques use for animation and object creation.
>
> Adding my .02: Without some sort of manual, it will be hard to get much out
> of Imagine 2.0, since many little details must be observed to get things to
> work. (Such as, when in Stage, and repositioning an object; select local, and
> then modifying the position bar, or whatever.  Remember to save when moving
> back and forth from Stage to Action.  Etc, etc...)

Well, I did mention he has the ability to call the IML to find out some
of these things..I never said it would be easy to learn the software, but
then again even with the 2.0 manual it wasn't easy, in fact I pretty much
put the manual away and learnded it on my own, talked to friends and
passed ideas around. The Manual really wasn't a lot of help, though it
```

did come in handy for such things as you mentioned...I am not trying to justify what Impulse did, but I know if I got the program for the price of a magazine, I wouldn't complain about it either..I do think Implulse could have given some info with it, but I was basically answering HIS question not one for all the poeple who may have gotten the magazine, and sense he can ask folks on the IML a lot of these questions feel he could get some use out of it..I sure wish when I was learning Imagine that I had access to the net and IML then..and am glad I do now so that I can see what others are doing with Imagine and possibly help some who are having difficulties as well.

> If you think you will move on to 3.0, forget learning the Cycle editor.
> States and bones in 3.0 pretty much do away with the need for Cycle,
> and it was > always hard to use.

Yes it has, but I am sure I will still use it for simple things,

> However, if you can get into 2.0, there are loads of features. Although
> a "hobbyist," I've used Impulse's products at least 20 hrs. a week for years,
> and have never exhausted all the options available in the software.

Basically, why I was telling him it would be worth looking into even without the manual..I would strongly recomend 3.0, but if he wants to try out the software, I think he can still get a good idea of what it can do, even with no manual, granted he may not learn everything, or be able to figure out how to anmate properly, but he should still be able to make some nice 3D pictures, and objects, heck I have gotten a lot worse things with magazines than a Cool 3D package with no manual.

=RRW=

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1.103 MSG-101 Subject: Sorry Could Not Find Subject!

Date: Wed, 10 Aug 1994 22:03:52 +1000
From: imagine-relay@email.sp.paramax.com

Hi Mike!

> All this talk of the genlock button got me thinking maybe that
>would work. Make a plane in DETAIL ed, map my vuport pic onto it, with
>genlock button active, so all 0-value colors in the map would be
>transparent. Of course it didn't work. The map came out looking
>swell--but the vuport's windows aren't transparent, they're just black.

Mike, I think that the genlock button is used so that an object's color can show through the brushmap. This allows non-square decals. What I think you need is to use a transparency map. This map will cut a whole in your plane by making the filter value 255 in requested areas.

What is a transparency map? It is a grey picture that tells imagine where to make an object transparent, and where to make it solid. I

foget which intensities makes it transparent and solid (black does one
and white does the other. Grey makes the object slightly transparent).

Ask if you don't fully understand...

-Dave
david.wyand@canrem.com

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1.104 MSG-102 Subject: Re: Imagine 2.0 support (fwd)

Subject: Re: Imagine 2.0 support (fwd)
Date: Wed, 10 Aug 1994 08:44:00 -0400 (EDT)
From: Edwin Phillips <flaregun@strauss.udel.edu>

Mike sent a response about my suggestions regarding support for V2.0.
I'm satisfied. :) It seems that there was some misunderstanding
regarding what kind of support was being offered/denied.

Here it is:

---------- Forwarded message ----------
Date: 09 Aug 94 20:19:20 EDT
From: Mike Halvorson <76004.1767@compuserve.com>
To: Edwin Phillips <flaregun@strauss.udel.edu>
Subject: Re: Imagine 2.0 support

Ed,
As with all communications of the written word, things get misunderstood.

IMPULSE WILL SUPPORT 2.0 WITH TECH SUPPORT, we will not however fix any
bugs or revamp version 2.0 of Imagine. However rest assured that we encourage
you questions and hope that you see fit to upgrade when the mood strikes you.
Glad you enjoy IMagine.

Mike

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1.105 MSG-103 Subject: Re: 2D-> sphere??

Subject: Re: 2D-> sphere??
Date: Wed, 10 Aug 1994 08:51:27 -0400 (EDT)
From: Edwin Phillips <flaregun@strauss.udel.edu>

On Tue, 9 Aug 1994, Torgeir Holm wrote:

```
>
> In Understanding Imagine 2.0, there is a section on brushmap mathematics
> for creating brushes that look right when mapped onto a sphere. There is
> a picture of a Basketball that looks great.
>
>
> Torge!r
>
>

  I can't find this book anywhere.  I've been to bookstores in three
states.  (BTW, found lotsa neat stuff too, which I didn't need: Amiga
Kernel Reference, all of the "Compute's Guide to XXXXX", Amiga Programmer's
Reference (??), etc.) Could you maybe paraphrase a little ;-)

  Ed

/*****************************************************************************/
/* Ed Phillips  flaregun@strauss.udel.edu      University of Delaware        */
/* Jr Systems Programmer  (302) 831-6082    IT/Network and Systems Services */
/*****************************************************************************/
```

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1.106 MSG-104 Subject: Re: Cliptran.itx uuencoded

```
Subject: Re: Cliptran.itx uuencoded
Date: Wed, 10 Aug 94 11:15:03 +0100
From: milan@valkieser.nl (Milan Polle)

>These sound neat, but I have no idea what to do with them. How do I UN
>uuncode them?
>
>Thanks,
>Steve Parker

Hi Steve!

If you have an Amiga you should try to download some sort of uudecode utility
(check out the other mails about uuencode for a name).
My Amiga here is connected to sun unix stations and I simply use 'w filename'
in the Mail command and 'uudecode filename' from the unix shell to decode the
file.

Good luck, Milan.
```

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1.107 MSG-105 Subject: Re: MORE UUENCODES, DAMMIT!!!!

Subject: Re: MORE UUENCODES, DAMMIT!!!!
Date: Wed, 10 Aug 94 11:07:56 +0100
From: milan@valkieser.nl (Milan Polle)

>Wow!
>
>Although I haven't had a change to try them out, thank you for your new
>textures, Milan. What a great contribution. And how convienient not
>have to ftp them, they just show up in my mail box, I love it!
>
>Keep up the good work.
>
>Mike Halleen

Thanks Mike!

I will try to keep up the good work :)
I'm already thinking of some neat new textures, which also will appear in
your mailbox when finished (providing their sizes don't get out of hand).
Well, thanks for your enthousiasm, Mike.

Grtz, Milan

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1.108 MSG-106 Subject: Re: Imagine 4 Everybody - Time to vote!!!

Subject: Re: Imagine 4 Everybody - Time to vote!!!
Date: Wed, 10 Aug 94 11:02:58 +0100
From: milan@valkieser.nl (Milan Polle)

>>#033 Better slice function that doesn't give those: "Error - an edge is to
>>near too an edge or near too a face". If difficult to make better, an
>>explanation exact where the problem is could also help.
>>

>Make this #033 - Slice that works everytime PERIOD, no lies, no
>b.s., no excuses.

>THAT would get 100% of my vote - AND my money.

>(please don't start a ridiculous thread about how slice does/does not
>work on Amiga/PC/whatever, because this/that/theotherthing...)

>Jeff Owens
>(jeffo@pacifier.com)

Hi people,

the big problem with slice is that it also uses edges which have a zero angle
in a slice, this makes a slice a bit messy and results in an object that has
to much faces/edges/points.
If this would be fixed (I posted the problem to Mike on compuserve) slicing

would probably also be succesful more often.

Grtz, Milan.

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1.109 MSG-107 Subject: Textures MIlan

Subject: Textures MIlan
Date: Wed, 10 Aug 1994 16:08:22 --100
From: rlindema@didi.khs.koha.nl (Ruud Lindeman)

Hello milan...
 I would say that your textures are great stuf...realy nice....
> I hope that you do some more of this kind of textures...
> Keep on rendering....
> Oh yea...I forgot to say that i'am new on the imagine mailing list...
> I don't know everything about imagine....but i keep on trying to get the best
of imagine on mij screen....
> Something about me........I'am a field service engineer...
> I working all the day with computers (PC) and i do everything with Novell Netw
orks (installation en maintenace).
> And thats all....
>
> KEEP ON RENDERING>>>>>>>>>>
> Sorry now something in Dutch for Milan...
>
>
> (Ik heb wel een vraagje aan je ,,hoe heb je dat gedaan...Is het moeilijk om d
ie textures te maken.....En waar gebruiken jullie imagine voor...
>   Ik bedoel gebruiken jullie hem ook voor jullie anims voor op TV...ZOals voor
 Veronica....
> Groeten Ruud Lindeman.)
>
>

-=> RETURN TO CONTENTS!<=-

1.110 MSG-108 Subject: Re: 2D-> sphere??

Subject: Re: 2D-> sphere??
Date: Wed, 10 Aug 1994 10:00:52 -0500 (CDT)
From: Michael Halleen <halleen@Mcs.Net>

On Wed, 10 Aug 1994, Edwin Phillips wrote:

> On Tue, 9 Aug 1994, Torgeir Holm wrote:

> > In Understanding Imagine 2.0, there is a section on brushmap mathematics
> > for creating brushes that look right when mapped onto a sphere. There is

```
> > a picture of a Basketball that looks great.

>   I can't find this book anywhere.  I've been to bookstores in three
> states.  (BTW, found lotsa neat stuff too, which I didn't need: Amiga
> Kernel Reference, all of the "Compute's Guide to XXXXX", Amiga Programmer's
> Reference (??), etc.) Could you maybe paraphrase a little ;-)

Yes, please explain this.  If anyone out there has Morph, or ADPro's WARP
operator, maybe a set of vectors could be created to automatically adjust
any map into a sphere map-ready configuration.

I'm willing to try it.

Mike Halleen
```

-=> RETURN TO CONTENTS!<=-

1.111 MSG-109 Subject: star.itx uuencoded

```
Subject: star.itx uuencoded
Date: Wed, 10 Aug 94 17:03:58 +0100
From: milan@valkieser.nl (Milan Polle)

begin 777 star.itx
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M   !KB/\    J@   ;HC_    2H   &^8")!^P%P   ")"/(   !KB/\
MZ@   ;HC_    68   &^2'@$TDZY   "NEA/0?D   &B( A,WQ" 3G513_(G
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M    1@   $@   !*    3    $X   !0    4@   %0
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E6@   %8   &V   !L@        /R   #Z@    $        #\F(

end
```

-=> RETURN TO CONTENTS!<=-

1.112 MSG-110 Subject: Star flare texture!

```
Subject: Star flare texture!
Date: Wed, 10 Aug 94 17:03:37 +0100
From: milan@valkieser.nl (Milan Polle)

And I'm back with a n-pointed star flare texture.
Use it just like twinkle (on a bright plane that is with the z
axes sticking out of the plane).

You can set outer and inner radius and numer of points, the
radius settings aren't exact, but who cares.

The thing alters transparancy of the plane.

A version with color range and maybe one with y axis sticking out
for easy tracking (why use a flare on the ground) will be comming
as soon as I make them :)

Again grtz, Milan.
```

-=> RETURN TO CONTENTS!<=-

1.113 MSG-111 Subject: Re: Need source for WWII Fighter Aircraft Models!!

```
Subject:       Re: Need source for WWII Fighter Aircraft Models!!
Date:          Wed, 10 Aug 1994 14:58:49 BRA3EST
From: "Daniel 'Mega'" <MEGA@maracana.lci.ufrj.br>

Jeff wrote:
> If anyone knows of any FTP sites, PD disks, or BBS's that carry Imagine
> objects of WWII fighter aircraft, please let me know of them!
site ftp.wustl.edu directory pub/aminet/gfx/3d

Day Message: if u c't rd ts, u c't gt a gd jb on cmp prg'

Daniel Bueno Bracher
Universidade Federal do Rio de Janeiro
Internet E-mail: mega@lci.ufrj.br
```

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1.114 MSG-112 Subject: Re: Imagine 4 Everybody - Time to vote!!!

```
Subject:       Re: Imagine 4 Everybody - Time to vote!!!
Date:          Wed, 10 Aug 1994 15:03:28 BRA3EST
From: "Daniel 'Mega'" <MEGA@maracana.lci.ufrj.br>

> Date sent:      Wed, 10 Aug 94 11:02:58 +0100
> From:           milan@valkieser.nl (Milan Polle)
> To:             imagine@email.sp.paramax.com
> Subject:        Re: Imagine 4 Everybody - Time to vote!!!

> >>#033 Better slice function that doesn't give those: "Error - an edge is to
>
> >>near too an edge or near too a face". If difficult to make better, an
> >>explanation exact where the problem is could also help.
> >>
>
> >Make this #033 - Slice that works everytime PERIOD, no lies, no
> >b.s., no excuses.
>
> >THAT would get 100% of my vote - AND my money.
>
> >(please don't start a ridiculous thread about how slice does/does not
> >work on Amiga/PC/whatever, because this/that/theotherthing...)
>
> >Jeff Owens
> >(jeffo@pacifier.com)
>
> Hi people,
>
> the big problem with slice is that it also uses edges which have a zero angle
>
> in a slice, this makes a slice a bit messy and results in an object that has
> to much faces/edges/points.
> If this would be fixed (I posted the problem to Mike on compuserve) slicing
> would probably also be succesful more often.
>
> Grtz, Milan.
People generally forget that SLICE is very complex topological
operation. Computers can't "see" the form of objects, so the
algorithms have to compute the models as a whole, which is extremely
difficult

Day Message: if u c't rd ts, u c't gt a gd jb on cmp prg'

Daniel Bueno Bracher
Universidade Federal do Rio de Janeiro
Internet E-mail: mega@lci.ufrj.br
```

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1.115 MSG-113 Subject: Re: 2D-> sphere?? (fwd)

Subject: Re: 2D-> sphere?? (fwd)
Date: Wed, 10 Aug 1994 14:31:33 -0400
From: "rob (r.d.) hounsell" <hounsell@bnr.ca>

Folks,

 re. the brushmap on a sphere thread...

> Yes, please explain this. If anyone out there has Morph, or ADPro's WARP
> operator, maybe a set of vectors could be created to automatically adjust
> any map into a sphere map-ready configuration.

  Forge has a feature that will pre-distort a brushmap for use on spherical objects. I don't know of a soccer-ball texture off-hand, but perhaps something like bathtiles or the hexez family of textures could be used.

Rob

--
+---+
| Rob Hounsell   BNR WAN: HOUNSELL@BMERHB63 |
| Team Leader: UNIX   INTERNET: HOUNSELL@BNR.CA |
| DMS System Performance Development   PHONE: (613) 765-2904 |
| Dept. 7D23   ESN: 395-2904 |
| Bell Northern Research |
+---+

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1.116 MSG-114 Subject: Textures, Textures, Textures!

Subject: Textures, Textures, Textures!
Date: Wed, 10 Aug 94 12:58:00 PDT
From: KEN_ROBERTSON@robelle.com

There seems to be a great number of textures coming across
the IML lately, and I was wondering if perhaps we shouldn't also
be keeping the binaries on Aminet as well?
(I'm not trying to discourage these postings, but my mail reader
is on an HP 3000 mini-computer, and getting uuencoded files to
my Amiga is more difficult than getting binaries from an FTP site.)

Also, are these Imagine 3.0 specific textures?
\KenR

I hate it when people answer a question with a question, as in:
Q: What is the meaning of life?
A: What are you referring to, the cereal or the board game?

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1.117 MSG-115 Subject: 2D-> sphere??

Subject: 2D-> sphere??
Date: Thu, 11 Aug 94 00:40:00 -0100
From: torgeir.holm@tbc.powertech.no (Torgeir Holm)

>Yes, please explain this. If anyone out there has Morph, or ADPro's WA
>operator, maybe a set of vectors could be created to automatically adju
>any map into a sphere map-ready configuration.

>I'm willing to try it.

When I get the book back here from the guy that borrowed it, I'll see
what I can do.

I remember reading that Steve Worley wrote a C program to create that
Basketball map. He probably used this routine for Forge's map
renderings as well.

Torge!r

torgeir.holm@tbc.powertech.no

+---+
| The BYTE Castle - 6988 3700 / 6988 4100 - Askim, Norway - Info-board |
+---+

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1.118 MSG-116 Subject: Thanks for Amiga=>IBM tips

Subject: Thanks for Amiga=>IBM tips
Date: Wed, 10 Aug 1994 18:32:59 -0700 (PDT)
From: Gerard Menendez <gpm@netcom.com>

Thanks to all of you who replied to my question about getting my work to
my brother. I have a few options to try now. He'll be able to see them
better than me actually since I can render at the resolution hecan
display. Oh, Well.

Thanks again

Gerard

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1.119 MSG-117 Subject: Newcomer needs chrome help?

```
Subject: Newcomer needs chrome help?
Date: Thu, 11 Aug 94 11:38:42 EST
From: "> Mark Fennell <mark_jf@postoffice.utas.edu.au"@extro.ucc.su.OZ.AU

I have started playing with the chrome/mirror attributes described
in one of the FAQs, but I cannot reflect a brush onto it, Ive tried
with a brush wrapped on a plane in front of the object, but it did not
appear, help as far as chrome/mirror reflections will have my eternal
love...

Thanks Mark
```

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1.120 MSG-118 Subject: Re: APEX..What is FORGE anyway ?

```
Subject: Re: APEX..What is FORGE anyway ?
Date: Wed, 10 Aug 1994 22:32:14 +0059 (EDT)
From: "Mr. Scott Krehbiel; ACS (PC)" <scott@umbc.edu>

On Wed, 25 May 1994, Roger Straub wrote:

>
>
> On Wed, 25 May 1994, Foivos Kourendas wrote:
>
> >   I keep reading about a package for imagine called FODGE .What is that
> > anyway ?
> >
>
> Forge is a program from Apex that lets you interactively alter the values
> of one of their Essence textures and see the results without having to
> render a complete image.
>
>
>

No, no, no...  Fudge is a program to virtually edit recipes.  It allows
you to interactively edit the quantity values in your recipe and
quick-render-taste the results without having to bake a complete
dinner!!

Scott Krehbiel
"Bright idea, Princess!  What an incredible smell you've discovered!"
```

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1.121 MSG-119 Subject: SW AT-ST Walker with 3.0 bones...

Subject: SW AT-ST Walker with 3.0 bones...
Date: Wed, 10 Aug 1994 22:44:34 -0400 (EDT)
From: <bruceb@VNET.IBM.COM> (Yoda)

I just added bones to the Star Wars AT-ST walker (the 2-legged one) that
was on aminet... The legs are now quite moveable. Anyone want to volunteer
to add some good, realistic states motion to the legs? I can uuencode it
and send it to you... I have the movies, but won't have time to watch them
in frame advance to get the walking right until next month... :(
ttyl,
bruce

--
Bruce Baltzer - bruceb@vnet.ibm.com - baltzebw@newton.ccs.tuns.ca
NLTC, IBM Toronto (Canada) Software Lab
Electrical Engineering Student (one more year *sigh*)
PGP Public Key available on request.

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1.122 MSG-120 Subject: Re: Imagine 4 Everybody - Time to vote!!!

Subject: Re: Imagine 4 Everybody - Time to vote!!!
Date: Wed, 10 Aug 1994 22:37:33 -0700 (PDT)
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

>
> > >>#033 Better slice function that doesn't give those: "Error - an edge is to

This would be nice, but I would also like to be able to close the
workbench on the Amiga version, how hard could this be to implement? Not
one of my top 10, but it would be nice to have this ability available.

Just thought I would mention it, I'm supprised that it actually hasn't
been put in yet. O' well no big deal just throwing it out there, theres a
lot better things that are in the list for voting on.

=RRW=

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1.123 MSG-121 Subject: Re: Newcomer needs chrome help?

Subject: Re: Newcomer needs chrome help?
Date: Thu, 11 Aug 1994 00:22:00 -0700 (PDT)

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

> I have started playing with the chrome/mirror attributes described
> in one of the FAQs, but I cannot reflect a brush onto it, Ive tried
> with a brush wrapped on a plane in front of the object, but it did not
> appear, help as far as chrome/mirror reflections will have my eternal
> love...

If I understand what you are trying to do, you need to add the brush wrap to the object you want it to reflect onto and then click the Reflection button in the Brushes requester..Or maybe you need to try using Trace in the Projects Modify Parameters requester, or set your Quickrender method to Trace mode in your prefrences. From what you are asking it sounds like the above should take care of the problem, if you just want a certain object reflect a brushwrap, I don't know what FAQ's you are talking about so I'm not sure what you are trying to do for sure.

=RRW=

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1.124 MSG-122 Subject: Re: Textures, Textures, Textures!

Subject: Re: Textures, Textures, Textures!
Date: Thu, 11 Aug 94 10:37:56 +0100
From: milan@valkieser.nl (Milan Polle)

>There seems to be a great number of textures coming across
>the IML lately, and I was wondering if perhaps we shouldn't also
>be keeping the binaries on Aminet as well?
>(I'm not trying to discourage these postings, but my mail reader
>is on an HP 3000 mini-computer, and getting uuencoded files to
>my Amiga is more difficult than getting binaries from an FTP site.)

Hi Ken,
I wouldn't know how to put them on aminet, so maybe someone else could do it ?

>Also, are these Imagine 3.0 specific textures?

Well, probably, yes. I downloaded the techspecs for the 3.0 textures and there is some version checking in the texture, so the code probably isn't 2.0 compatible.

>\KenR

Grtz, Milan.

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1.125 MSG-123 Subject: Re: Imagine 4 Everybody - Time to vote!!!

```
Subject: Re: Imagine 4 Everybody - Time to vote!!!
Date: Thu, 11 Aug 1994 09:30:57 -0400 (EDT)
From: <bruceb@VNET.IBM.COM> (Yoda)

> This would be nice, but I would also like to be able to close the
> workbench on the Amiga version, how hard could this be to implement? Not
> one of my top 10, but it would be nice to have this ability available.
> Just thought I would mention it, I'm supprised that it actually hasn't
> been put in yet. O' well no big deal just throwing it out there, theres a
> lot better things that are in the list for voting on.

I think the reason it hasn't been mentioned is because most people are
running 2.x or 3.x by now, and probably have several programs running in
their startup.  The Workbench can't close while they're still running,
so you'd have to use the Commodities Exchange to shut them all down, and send
kills or whatever to the launched tasks that don't show up there.
So with the majority of people, the option wouldn't work...
Much easier to just boot with no startup from the boot menu, where the
Workbench is never loaded.  Then just cd to the Imagine dir and start it
up!  I've not yet been desperate enough for memory to have to do that, but
neither have I done any huge projects yet either.  I bought another 8 megs
when I got Imagine, so hopefully 14 should be enough to render some nice
anims...  Anyone who saw my last post knows where I'm headed... :)
happy rendering, ttyl,
bruce

--
Bruce Baltzer - bruceb@vnet.ibm.com - baltzebw@newton.ccs.tuns.ca
NLTC, IBM Toronto (Canada) Software Lab
Electrical Engineering Student (one more year *sigh*)
PGP Public Key available on request.
```

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1.126 MSG-124 Subject: Re: Understanding Imagine 2.0 book...

```
Subject: Re: Understanding Imagine 2.0 book...
Date: Thu, 11 Aug 1994 07:31:26 -0600 (MDT)
From: Douglas Rudd <rudd@plk.af.mil>

>    Try writing to this address, it's from the book...
>
>      Steven Worley (Understanding Imagine 2.0)
>      Apex Software publishing
>      405 El Camino Real Suite 121
>      Menlo Park, Ca  94025
>
>
> **************************************************************************
>     Jah Radio    Sundays 6-10pm  K.U.O.R. 89.1fm    Host: BUSH DOKTOR
> *********************\  University of Dreadlands /**********************
```

```
> sppcarso@ultrix.uor.edu\  Blowing the FULL watts /sppcarso@ultrix.uor.edu
>
Problem is that the book is out of publication. Steve is working on the
version for IM30. Your letters may encourage him to get on with that
project, though. Wish he would do one for Lightwave.


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."
-------------------------------------------------------------------------------
```

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1.127 MSG-125 Subject: Newcomer needs chrome hel

```
Subject: Newcomer needs chrome hel
Date: Thu, 11 Aug 94 15:37:00 -0100
From: torgeir.holm@tbc.powertech.no (Torgeir Holm)

>I have started playing with the chrome/mirror attributes described
>in one of the FAQs, but I cannot reflect a brush onto it, Ive tried
>with a brush wrapped on a plane in front of the object, but it did not
>appear, help as far as chrome/mirror reflections will have my eternal
>love...

>Thanks Mark

Only ground objects will show up as reflections on reflecting objects if
you render in scanline. If you trace the picture everything should work
fine.



Torge!r


torgeir.holm@tbc.powertech.no

----
+-------------------------------------------------------------------------+
|   The BYTE Castle - 6988 3700 / 6988 4100 - Askim, Norway - Info-board  |
+-------------------------------------------------------------------------+
```

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1.128 MSG-126 Subject: Re: IBM anim formats

```
Subject: Re: IBM anim formats
Date: Thu, 11 Aug 94 14:58:15 EDT
From: Ron Peterson <ron@vicorp.com>

> Does anyone know of a program to put together MPEGs?

Look for mpeg_encode-1.2 with archie.

   ron@vicorp.com
```

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1.129 MSG-127 Subject: MOON-MAP

```
Subject: MOON-MAP
Date: Thu, 11 Aug 94 14:18:58 CET
From: cjo <cjo@smtpgw.esrange.ssc.se>

    does anybody have a map (for using as color- or bump-map)
    of the moon????????????

    Conny J
    cjo@esrange.ssc.se
```

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1.130 MSG-128 Subject:

```
Subject: "Slice" of crow
Date: Thu, 11 Aug 1994 14:39:47 -0700
From: bmolsen@bvu-lads.loral.com (Brad Molsen)

        Hello all,
                Two days ago on this list I made the following statement
concerning my complaint about the intermittent reliability of the slice
function in Imagine.
        "If I had a dollar for every minute that I sat diddling my mouse to
try to reposition my slice to alleviate "an edge is to close to an edge" I
could buy
Wavefront!!!"
                Well, coincidently right after posting that message, I ran
into a friend in the company lunch room who has Wavefront (at a total cost
of $11000.00). Full of self rightious indignation , I asked him how well
the Wavefront equivilent of slice worked. "It Sucks", he said. He then went
on to tell me that it works intermittently also and that he has to
reposition his "slicer" several times to get it to work right too. He
explained a situation that he had run into the night before using this
```

function and that he never did get it to work correctly! I told him that once when trying to cut eye holes into a snakehead object, only one could be done and that I had to resort to deleting the half of the head without the eye and then I copied, mirrored, and joined both halves back together to achieve a two eyed snake. He responded with "You can mirror?" I was shocked, apparently he can't. Were talking 11 thousand dollars and he can't mirror! Now don't get me wrong for that kind of money I'm sure there are many things his program can do that Imagine can't but, apparently this slice type function is one slippery character, even in that price range!

I asked another fellow worker who owns Strata for the Mac how his slice type function works. (He paid approx. $900.00 for his software.) He said that he can't take an obscure cookie cutter shape and have it cut out the same shape from a 3d object!

I received 2 responses the next day on the list about my post from Daniel 'Mega, and Milan Polle explaining the techical difficulty of successful 100% slicing, which were very enlightening and informative. Not being technically inclined, I needed this info to appreciate what I was asking for and also to appreciate the powerful package we all have in Imagine.

Lastly, I recieved a VERY nice email from Mike Halvorson regarding my complaint. Having not asked his permission to post his response, suffice it to say that he and his people are working to make slice more robust and will continue to do so. Thanks Mike!

Sorry, for taking up so much bandwidth about this and I'm sure in some cases I'm preaching to the choir but, for those of you who see the Imagine glass as only half full and complain about it not having this or that one doesn't have to look to far to see that for the money it's the best in the market place.

Now, if you'll excuse me, I have a plate of crow waiting for me.

regards,

xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

Almond rocca?!! Ahhh..no thanks, I have a cat!

Brad Molsen c/o LORAL bmolsen@bvu-lads.loral.com

13810 SE Eastgate Way Suite 500 (206) 957-3230
Bellevue, Wa 98005 Fax: (206) 746-1335

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1.131 MSG-129 Subject: merging points (how to)

Subject: merging points (how to)
Date: Thu, 11 Aug 1994 16:21:09 -0700 (PDT)
From: Ed Totman <etotman@gort.ucsd.edu>

I may be posting out of ignorance, but if it helps one person then it was worth the bandwidth. I created a film strip object by using the repeat option of the mold (R/a-e) requester and repeated a frame 25 times. I then used the conform object to path alignment timeline in the action

editor to make a moving, curving animation. The only problem was that the seams between the frames were showing. When rendered a line appeared between the frames. I've had this problem in the past and the merge function hasn't worked to join points. So this time I went to edit points mode, selected all points, THEN selected merge and all double points were merged. On page 109-110 the manual suggests that you must pick objects to use merge and says nothing about selecting all points in edit points mode.

Hope this helps (someone) !

Ed Totman
etotman@gort.ucsd.edu

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1.132 MSG-130 Subject: Re: Star flare texture!

Subject: Re: Star flare texture!
Date: Thu, 11 Aug 1994 16:57:27 -0500 (EST)
From: leyen@inf.ufrgs.br (Christian Leyen)

Hello,

I joined to IML (again) this week, so I missed all that
you were talking about textures. How many uuencoded
textures were sent to the list ? I want them !!
What can I do to put my hands on it ??

Christian Leyen (leyen@inf.ufrgs.br)

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1.133 MSG-131 Subject: Re: Newcomer needs chrome hel

Subject: Re: Newcomer needs chrome hel
Date: Thu, 11 Aug 1994 22:35:38 -0700 (PDT)
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> Only ground objects will show up as reflections on reflecting objects if
> you render in scanline. If you trace the picture everything should work
> fine.

Well, actually thats not true, you can add a reflection brushwrap to a
reflective object and it will reflect it in scanline.

But as far as objects, yes you are right.

=RRW=

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1.134 MSG-132 Subject: Bandwidth; Pers. Window

Subject: Bandwidth; Pers. Window
Date: Fri, 12 Aug 94 01:30:56 EDT
From: mtucibat@cris.com (Mike Tucibat)

On 8-11, somebody wrote:

> My company would like to purchase a printer to produce color transparencies.

> Sorry for the off-the-topic posting, but

I hate to complain. Everybody knows I do... But--

A rule of thumb: If you have to apologize for posting to the IML, post it in an appropriate area instead!

> E-mail directly to me would be aprreciated, as I'm sure that the other
> ILMers would prefer not to see the bandwidth wasted.

Too late. :)

There are plenty of areas for questions like this. If you absolutely, positively have to post a non-Imagine message at least include something about Imagine too, ie, an Obligatory Imagine Bit.

Obligatory Imagine Bit: (OBIB)

I've been playing with the Perspective window in Stage and have wasted some time due to the Perspective window not updating after I Undo a camera movement (in Camera View mode). So, of course I have to explore!

It seems the update is not made whether the camera changes are made with the Transformation Requester, the Move or Rotate commands, or with the Mouse in the Perspective Window. Nor does Redraw update it.

It can be updated by entering the Transformation Requester, which does indicate the correct values, and hitting Perform. It can also be updated by leaving and returning to Camera View Mode. This would be a nice one to fix.

Hey Milan -- cool textures! Do you do requests? (I was thinking of 3D tree bark :))

Does anybody know where I can get a copy of Fridge? It's supposed to keep your cpu cool during intense ray-tracing sessions. Scott?

-mikeT

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1.135 MSG-133 Subject: Re: Imagine 4 Everybody - Time to vote!!!

Subject: Re: Imagine 4 Everybody - Time to vote!!!
Date: Thu, 11 Aug 1994 22:18:02 -0700 (PDT)
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> > but I would also like to be able to close the workbench on the Amiga
> > version,

> I think the reason it hasn't been mentioned is because most people are
> running 2.x or 3.x by now, and probably have several programs running in
> their startup. The Workbench can't close while they're still running,
> so you'd have to use the Commodities Exchange to shut them all down, and send
> kills or whatever to the launched tasks that don't show up there.
> So with the majority of people, the option wouldn't work...
> Much easier to just boot with no startup from the boot menu, where the
> Workbench is never loaded. Then just cd to the Imagine dir and start it
> up! I've not yet been desperate enough for memory to have to do that, but
> neither have I done any huge projects yet either.

Ya, I geuss, but I just thought it might be nice to have the ability once
in a while..I have had times when I wish I could. Like when I just want
Imagine and my disk utility open, or when I'm building an animation and
have it to show 2 or 3 frame, I click threw the frames and then have to
click threw Workbench as well. It would be nice to click right back to
Imagine.. Anyways like I said its not a big deal, just thought it would
be a nice option. A lot of programs have this ability now days, DPaint
for one which is great, usually when I am creating a brush wrap and
making test for fitting it to say a dash board of a space craft I can
have only Dpaint and Imagine open and pop back and forth between them. It
just makes it a bit more plesent to work this way..I'm sure its not
something I would use all the time but I am sure I would use it,
espesially when I was working with another program that did not allow it.
O'well like I said no big deal, just a thought.

=RRW=

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1.136 MSG-134 Subject: IMAGINE 3.1

Subject: IMAGINE 3.1
Date: Thu, 11 Aug 94 21:52:17 -0300
From: greg.tsadilas@hofbbs.com

TO ALL IMAGINE USERS

OF SPECIAL INTEREST TO CONSTANT UPDATE REGISTERED USERS

Impulse will be releasing in 10 days the first of four updates to Imagine 3.0. This update will be sent to users who have a purchased the Impulse service program known as CONSTANT UPDATE. If you are a owner of Imagine 3.0 you can also become involved in the service program, CONSTANT UPDATE, by calling Impulse and placing your order. If you have not heard of this program, it simply is a quicker way of getting new features out to the user as we develop them, instead of asking the user base to wait for a year or longer for us to reach a landmark situation with Imagine.

There will be a newsletter sent out this month of August to all registered users, there will be further details regarding ordering, but for the most part this text is a complete explanation of what the new version of Imagine 3.1 will include.

For more information as well as ordering call Impulse at
1 800 328 0184 or 1 612 425 0557, if you wish you can also fax your order at 1 612 425 0701. As usual we will accept Visa or Master Card as well as orders accompanied with personal check from the USA or Money Orders from our customers over seas.

IMAGINE 3.1 NEW FEATURES LIST

Attributes in the Stage.

Now you can get at any of the attributes of any object in the Stage editor. This new feature has come from many users who wanted to change the values of lights and felt that having to go back and forth to the Detail editor was a bit too much. We agree and have fixed this problem. But we did it for all objects that you make not just lights.

State Morphing

While morphing faces and points in the STATES function is easy, this function would not allow you to morph textures and other properties. Now States has full morping of all aspects of the objects attributes. SO now making those amazing textures included with Imagine look even more realistic will be a real easy task.

DXF

Our first pass at DXF was not that great, well now we have this format nailed to the wall. YOU Should be able to load any DXF object in any number of ways similar to 3D Studio and other programs. WE have tested as many different formats as we could find and they all load

just fine. Also the saving of DXF objects has been improved along with the loading. So exporting objects properly will be proper for other rendering systems.

Smart Bones

Using bones is a great new feature of Imagine, but the assigning of the triangles to the various axes is a real pain, you can never remember what axis you were working on and keeping a naming convention in mind is a real problem. Now with the addition of two new menu items, you scan simply click on the axis that you want to assign a set of triangles to for both large and small, the menu items will name and make the new subgroup for you, so all you really have to do is select the triangles and click on the axis that you want to be its bone. Much easier and we are sure this feature will make character animation much simpler.

Backdrop Images.

Several users have wanted to import an image into the Spline editor so that they could build up a logo or some other object based upon a scanned image. Now with the Load Backdrop image function you can do this in any worksurface editor. What's more you can now load in not only IFF, TIFF, TGA, RGBN but as well ANIMS and FLC files. This function will make doing ROTOSCOPING for video or other animations a real simple process.

Light source and Object views

Many users have asked for a view from objects other than the camera, we looked into this idea and decided that it would indeed be worth the time. As such, the perspective views that you can now see are not limited to the camera, you can see what a light or any other object sees in the scene. This will make it easier to get a sense of where shadows will be or if the light source that you have made will cast the light in the proper place.

Field Rendering

For users of single frame systems, you will now be able to create very smooth and jitter free animations with the Field Rendering option. Simply click on the Field render button in the Subproject menu, push the go button and it just works, Very cool and very smooth.

Flic and Anim brushes.

You have always been able to wrap a series of images to an object, but now you can wrap an animation onto an objects and not have to hassle with the single images. Using this in conjunction with the stage editor you can capture video, use the load backdrop image in the stage and do some serious rotoscoping.

Show Pic

Many times after making a quickrender and saving it, you want to take

another look, now you can click on the showpic button, find the pic you want to view and Imagine will show it for you without having to launch another program or exit to DOS.

Anim and Flic built in players.

Showing anims or flc files have been done only from outside the software, now you can view these types of animation files directly in Imagine. 3.1

VERSION NUMBER NOTICE or the ole about box.

Many users have asked for a version number notice in the software, so we put it in, now you will be able to tell us what version you have and we can tell you what version we are presently supporting.

Several bugs have been fixed as well

Starfield render bug, which did not animate the stars.... Fixed
Clone bug, caused some problems in the stage under various
 conditions..... Fixed
Looping anim bug.... Fixed

All in all this is an exciting upgrade with many new features that we want you to try out and let us know what more you want done to them before the next upgrade in a few months.

We at Impulse are glad to continue our support for both the Amiga as well as the PC platforms and hope that our users recognize the commitment we have made to making Imagine the best that it can be.

Remember we are listening

The Gang at Impulse

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1.137 MSG-135 Subject: Spacecraft

Subject: Spacecraft
Date: Fri, 12 Aug 94 9:23:14 WET
From: fauwera@lib.ua.ac.be (Frank)

Does anybody know a site where I could get objs of Russian or European spacecraft? (Ariane rocket, Hermes Shuttle, Mir station, Saljout, Buran etc.)

Frank Van der Auwera
Univ. of Antwerp Library, Belgium

fauwera@lib.ua.ac.be
fauwera@main.bib.uia.ac.be
fvdauwer@uia.ac.be

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1.138 MSG-136 Subject: Re: Bandwidth; Pers. Window

Subject: Re: Bandwidth; Pers. Window
Date: Fri, 12 Aug 94 11:00:09 +0100
From: milan@valkieser.nl (Milan Polle)

> Hey Milan -- cool textures! Do you do requests? (I was thinking of 3D
> tree bark :))

Hi Mike,

a 3d tree bark, what do you mean ? Maybe I could do one. Random (noise) things are really a pain though (I haven't found a good way yet).
Also somebody asked for a moonmap texture... well, maybe.
Right now I am working on an improved starflare texture, already looking quite neat.

Let your imagination run wild.

Milan.

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1.139 MSG-137 Subject: X-Specs Modeler

Subject: X-Specs Modeler
Date: Fri, 12 Aug 1994 06:32:02 +0059 (EDT)
From: "Mr. Scott Krehbiel; ACS (PC)" <scott@umbc.edu>

Wasn't there a PD modeler out that used X-Specs maybe a year or two ago?
I remember I couldn't use it 'cause it required a FPU, or maybe it was WB 2.0. Anyway, since I now have both an '030 and WB 2.0, I'm trying to find all this neat PD stuff that I couldn't previously use.

Thanks
Scott Krehbiel
scott@umbc7.umbc.edu

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1.140 MSG-138 Subject: Re: SW AT-ST Walker with 3.0 bones...

Subject: Re: SW AT-ST Walker with 3.0 bones...
Date: Fri, 12 Aug 1994 16:56:20 +1000 (EST)
From: "" <williamp@triode.apana.org.au>

>
> I just added bones to the Star Wars AT-ST walker (the 2-legged one) that
> was on aminet... The legs are now quite moveable. Anyone want to volunteer
> to add some good, realistic states motion to the legs? I can uuencode it
> and send it to you... I have the movies, but won't have time to watch them
> in frame advance to get the walking right until next month... :(

Hi Bruce.

How did you go about setting up the bones so that there wouldn't be any stretching?Just used one set of faces for the "joint"?Using states or the cycle editor would've given a better animation subject.The AT-ST was originally created in Sculpt3D and when ported over to Imagine I never broke it up as a group...Lazy,I know.

William John Porter

williamp@triode.apana.org.au

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1.141 MSG-139 Subject: Re: IMAGINE 3.1

Subject: Re: IMAGINE 3.1
Date: Fri, 12 Aug 94 14:23:28 +0100
From: milan@valkieser.nl (Milan Polle)

Hmmmm,

some very cool stuff there, but is it me, or am I missing:

The full spline editor, viewing motions as splines,

USEABLE BUMPMAPS (For crying out loud) please?

Or am I jumping the gun?

Well, I will just wait and see, before ordering.

(hmmm, what about soft shadows and motion blurring ?)

Okay, I'll just shut up and get on with my textures then.

Let your Imagination run wild.

Milan.

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1.142 MSG-140 Subject: Re: SW AT-ST Walker with 3.0 bones...

Subject: Re: SW AT-ST Walker with 3.0 bones...
Date: Fri, 12 Aug 1994 09:31:06 -0400 (EDT)
From: <bruceb@VNET.IBM.COM> (Yoda)

> > I just added bones to the Star Wars AT-ST walker (the 2-legged one) that
> > was on aminet... The legs are now quite moveable. Anyone want to volunteer
> > to add some good, realistic states motion to the legs? I can uuencode it
> > and send it to you... I have the movies, but won't have time to watch them
> > in frame advance to get the walking right until next month... :(

> How did you go about setting up the bones so that there wouldn't be any
> stretching?Just used one set of faces for the "joint"?Using states or the
> cycle editor would've given a better animation subject.The AT-ST was
> originally created in Sculpt3D and when ported over to Imagine I never
> broke it up as a group...Lazy,I know.

Actually, it wasn't too hard. However, I'm rather poor at explaining
these things, so perhaps you'd like to see it? There were a couple of
things that helped a lot, though. First, the joints were circular...
if part compressed and part stretched, it really wasn't that obvious.
The other helpful thing was the nature of an AT-ST... Their legs
don't exactly have a wide range of motion... :) They don't move enough
for compression and expansion to be an issue...
It was my first experiment with bones, though, so it is probably flawed
in some way... Learning the bones was made difficult with the way the
example was set up. The hand.bon object that came with 3.0 didn't match up
with the one in the tutorial at ALL. Wrong number of bones per finger,
wrong number of fingers, the face subgroups had a different naming system
(that was close enough to be confusing), and I didn't quite follow the way
some of the subgroups worked, the way some seemed to include faces that, from
the text, I didn't think they should. However, the hand made a VERY
realistic motion when I bent the finger... the finger next to it moved
forward a bit when the finger bent, and the finger at the other end of the
hand moved back a bit! I was impressed... Anyone done anything to inspire
the rest of us with bones yet? :)
ttyl,
bruce

--
Bruce Baltzer - bruceb@vnet.ibm.com - baltzebw@newton.ccs.tuns.ca
NLTC, IBM Toronto (Canada) Software Lab
Electrical Engineering Student (one more year *sigh*)
PGP Public Key available on request.

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1.143 MSG-141 Subject: Re: IMAGINE 3.1

```
Subject: Re: IMAGINE 3.1
Date: Fri, 12 Aug 1994 11:32:31 -0400 (EDT)
From: romulus <romulus@escape.com>

On Thu, 11 Aug 1994 greg.tsadilas@hofbbs.com wrote:

>
> TO ALL IMAGINE USERS
>
> OF SPECIAL INTEREST TO CONSTANT UPDATE REGISTERED USERS
>
>         Impulse will be releasing in 10 days the first of four updates to
>         Imagine 3.0.  This update will be sent to users who have a purchased
>
>         There will be a newsletter sent out this month of August to all
>         registered users, there will be further details regarding ordering,
>
>
>         IMAGINE 3.1  NEW FEATURES LIST
>
>
>         Attributes in the Stage.
>         State Morphing
>         DXF
>         Smart Bones
>         Backdrop Images.
>         Light source and Object views
>         Field Rendering
>         Flic and Anim brushes.
>         Show Pic
>         Anim and Flic built in players.
>         VERSION NUMBER NOTICE or the ole about box.
>
>
>         Several bugs have been fixed as well
>
>         Starfield render bug, which did not animate the stars.... Fixed
>         Clone bug, caused some problems in the stage under various
>          conditions..... Fixed
>         Looping anim bug.... Fixed
>  >

This is very exciting indeed.  I'm looking forward to using these new
features.

Also I want to thank you for fixing those bugs that were found on 3.0;
specifically the STARFIELD render bug.  Beleive it or not, many people
did not even know that that was a bug.  They thought that the Starfield
generator only produced white pixels that simulated a stary night. They
never, ever imagined (hehe) that the stars were suppose to move as the
camera rotates.  I knew that it had to be a bug since I've never
```

encountered that problem in Imagine 2.0.

Thank You,

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1.144 MSG-142 Subject: RE: IMAGINE 3.1

Subject: RE: IMAGINE 3.1
Date: Fri, 12 Aug 94 09:29:00 PDT
From: Stethem Ted 5721 <TedS@ms70.nuwes.sea06.navy.mil>

Wow! Maybe Impulse is REALLY listening?!?! Any more word on the digitizer?

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1.145 MSG-143 Subject: Re: Newcomer needs chrome hel

Subject: Re: Newcomer needs chrome hel
Date: Fri, 12 Aug 1994 12:50:55 BRA3EST
From: "Daniel 'Mega'" <MEGA@maracana.lci.ufrj.br>

Mark wrote
>I have started playing with the chrome/mirror attributes described
>in one of the FAQs, but I cannot reflect a brush onto it, Ive tried
>with a brush wrapped on a plane in front of the object, but it did not
>appear, help as far as chrome/mirror reflections will have my eternal
>love...

>Thanks Mark
On Scanline and Trace use Global mapping. It's found on Global actor
on action editor. This work on that way: Imagine takes you brush and
wrap it around the World. if surface is reflective it takes the
reflection color from wrapped brush. For simulating good metals make
a 320x200 monochrome screen with a lot of blur, ie, on DPaint use
"smooth" brush mode to blur the screen. Put it on Global screen
requester, set reflect value to some red-yellowish color(gold,
copper) or white-blueish (chrome like bathroom sink), set color to
near black and render. The result must joy you. Even using
transparent surfaces Global map is a hit. Some time ago I did a
animation of a spin diamomd, without Global the diamond was very
dull, adding a Global map with some "spot lights", the diamond gets
very astonishing.

Day Message: I don't have all I love, but a smuggler will get them

for me

Daniel Bueno Bracher
Universidade Federal do Rio de Janeiro
Internet E-mail: mega@lci.ufrj.br

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1.146 MSG-144 Subject: Re: Imagine 4 Everybody - Time to vote!!!

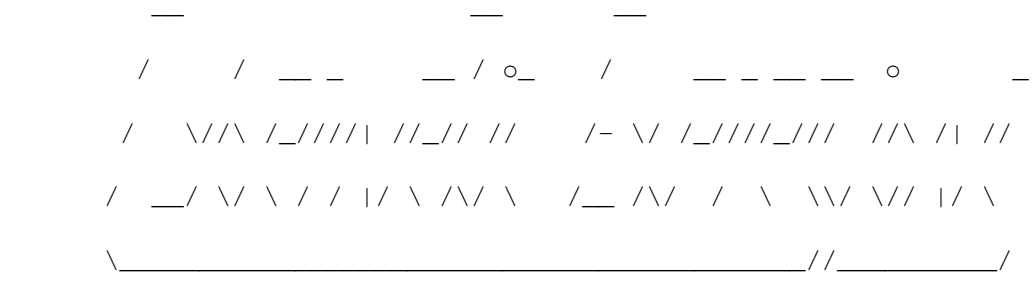
Subject: Re: Imagine 4 Everybody - Time to vote!!!
Date: Fri, 12 Aug 1994 15:57:10 -0400
From: Jason B Koszarsky <kozarsky@cse.psu.edu>

>...but I would also like to be able to close the workbench on the Amiga

But how much RAM does that really save? Not a whole lot unless you have an obscenely large or deep workbench screen. Imagine isn't like DPaint which cries if it can't get enough CHIP RAM.

Rather than closing workbench, how about iconifying Imagine? If you are really trying to collect every last byte possible, you'd get more if Imagine's screen were closed and you could at least drop workbench to two colour, nolace 640x200.

Jaeson K.



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1.147 MSG-145 Subject: Re: SW AT-ST Walker with 3.0 bones...

Subject: Re: SW AT-ST Walker with 3.0 bones...
Date: Sat, 13 Aug 1994 07:16:48 +1000 (EST)
From: "" <williamp@triode.apana.org.au>

> these things, so perhaps you'd like to see it? There were a couple of
> things that helped a lot, though. First, the joints were circular...
> if part compressed and part stretched, it really wasn't that obvious.
> The other helpful thing was the nature of an AT-ST... Their legs

> don't exactly have a wide range of motion... :) They don't move enough
> for compression and expansion to be an issue...

I haven't looked closely at it in the movie itself for a while.The modelling was done from the Art Of book and the sketchbook that was put out at the time of the movies.I've done a little work with bones.The hand tutorial,a dancing can and prancing horse.And a flying pterosaur from the dino objects put out by Antic.All working fairly well.

William John Porter

williamp@triode.apana.org.au

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1.148 MSG-146 Subject: Re: transparencies

Subject: Re: transparencies
Date: Sat, 13 Aug 94 06:00:53 PDT
From: DrGandalf@cup.portal.com

>> All this talk of the genlock button got me thinking maybe that
>>would work. Make a plane in DETAIL ed, map my vuport pic onto it, with
>>genlock button active, so all 0-value colors in the map would be
>>transparent. Of course it didn't work. The map came out looking
>>swell--but the vuport's windows aren't transparent, they're just black.
>
>Mike, I think that the genlock button is used so that an object's color
>can show through the brushmap. This allows non-square decals. What I
>think you need is to use a transparency map. This map will cut a whole
>in your plane by making the filter value 255 in requested areas.

I suspect the problem that Mike had was that he was not using a color mapped picture for the map. A 24bit picture has no color zero, so there is nothing to choose to make transparent. It isn't zero-value colors that get made transparent, but it actually color zero (i.e., the zeroth color in the color map). If he changes the image to a 16 color IFF or a HAM, making sure that the background black is in pallette position zero, it should work. At least it did in Imagine 2.0, I haven't use 3.0.

<ELF> - Eric J Fleischer,MD - Dr Gandalf
DrGandalf@cup.portal.com

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1.149 MSG-147 Subject: Alpha channels?

Subject: Alpha channels?
Date: Thu, 11 Aug 94 11:28:44 EST
From: mrivers@tbag.tscs.com (Michael Rivers)

I have created a texture for compositing other textures and brushmaps on an object. It can be used like an alpha channel stencil, can also be animated to do fades between textures and bmaps, can be used with animated brushes as stencils etc. Two support textures also include SetAttrib & BumpBuffer.

Also included are a couple other textures, Flicker cause attributes to flicker, and FogMap sorta like FogPaint but should be easier to control.

The archive floats around 13k, and I don't know how to FTP, and it probably to large to post it here, any suggestions?

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|  Commodore failure. Press mouse button to continue  |
|  Guru Meditation $80000666      task : $00000CBM    |
-------------------------------------------------------
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1.150 MSG-148 Subject: Re: Alpha channels?

Subject: Re: Alpha channels?
Date: Mon, 15 Aug 94 11:58:55 +0100
From: milan@valkieser.nl (Milan Polle)

>I have created a texture for compositing other textures and brushmaps on an
>object. It can be used like an alpha channel stencil, can also be animated to
>do fades between textures and bmaps, can be used with animated brushes as
>stencils etc. Two support textures also include SetAttrib & BumpBuffer.
>
>Also included are a couple other textures, Flicker cause attributes to
>flicker, and FogMap sorta like FogPaint but should be easier to control.
>
>The archive floats around 13k, and I don't know how to FTP, and it probably to
>large to post it here, any suggestions?

YES!

Finally somebody else creating textures also, way to go Michael!
I can't wait to check them out, you can mail a uuencode to me directly, however it would be just for me, as I wouldn't now how to upload to an ftp site as well.

Let your imagination run wild,

Milan

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1.151 MSG-149 Subject: Brightmap.itx update

```
Subject: Brightmap.itx update
Date: Mon, 15 Aug 94 14:15:25 +0100
From: milan@valkieser.nl (Milan Polle)

Ooops!

I just discovered a pretty large bug in brghtmap, it shouldn't
have been working at all.
Well, I just hope none of jou are rendering a three week project
with it yet :)
Following is the good version of the texture.

Let your imagination run wild,

Milan
```

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1.152 MSG-150 Subject: Brghtmap.itx update amiga uuencoded

```
Subject: Brghtmap.itx update amiga uuencoded
Date: Mon, 15 Aug 94 14:15:58 +0100
From: milan@valkieser.nl (Milan Polle)

begin 777 brghtmap.itx
M   #\P          #          (   "J    =@    $   /I    JDCG 0@N
M+P ,2?D     ( =(0$C <F"P06<$< !@9$A'0D=(1TI'9R1!^P%P    7B/(
M   !PB/\    O@   <XC_    3X   '28")!^P%P   "!"/(   !PB/\
M_@   <XC_    7H   '22'@$TDZY   "FEA/0?D   &V( A,WQ" 3G593_(G
MX/Q(YP <)F\ 8"IO %Q)^0    !)U?(<1 #R  " 0^L &/(91 #R  $ \CQ1
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M+T0  %3R/%0X/^,S,S,S,S/R@P$@\CQ5.#_C,S,S,S,S\H,!$/(\5+@_XS,S
M,S,S,_*# 0!)[P!D(%SR*$0   3R  & (%3R*$0   3R  PH0^\ 9"!1\BA%
M@  ((%SR*$2   CR  RH(%GR$$6 (%GR$$4 \B]D  !4@ -*/( "X#R !Z
M@ >H_( %1CR  L \B]&@ !4@ 4 /( %"/R  $8@ +(O( !@#R !$ @ 1
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M0IQ"G$*<\BU$   ,\CQ0./__\H$ /DGK !CR'$4 @ !(T/K ##R&64 \BU$
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M6$].=2\,2?D     *%].=4YQ3G5.<2 Y     "( YX&2@.>!TH#2@=* Z8&2
M@-*!DH &@0  #F "@7____@ 5. (\      ( %.=2 O  13@"/      $YU
M   #[     $         =     L    !    ?    &H   !F    8    %P
M  !6    1@   $(    \    .    #(    &     @   J(   *2   "9@
M E8   "<    "@        /R   #Z@   '9"<FEG:'1N97-S36%P<&EN9R!4
M97AT=7)E $-O;&]R(%)E9 !#;VQO<B!'<F5E;@!#;VQO<B!";'5E  !&:6QT
M97(@061J=7-T("@P+BXQ*0
M     !H    D    ,    #P   !2    5    %8   !8    6@   %P   !>
M    8    &(   !D    9@   &@! @0                0W\  $-_  !#
M?P  OX
M
M                                                    _@
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M
M    "@     H     *  !)5%A4                      :@    *X
M       #[     !,     !    J@    *8    "B     G@    )H    "6     D@
M (X    "*     A@    ((    !^     >@    '8    !R     ;@    &H    '*    !
9Q@         /R    #Z@     $         #\G8

end
```

-=> RETURN TO CONTENTS!<=-

1.153 MSG-151 Subject: More features wanted from Impulse updates...VOTE!!

```
Subject: More features wanted from Impulse updates...VOTE!!
Date: Mon, 15 Aug 1994 15:23:47 +0300 (EET DST)
From: Foivos Kourendas <foivos@theseas.ntua.gr>

To ALL (Impulse included) ,

  I would like to see the following features to the next Imagine update:

a) Gravity Dynamics and Collsion detection
------------------------------------------
  That sort of Newton's Law engine would help much the Imagine user to
provide REAL life motion with ease . Think of a ball falling from a height
bouncing on stairs ..etc .
  Nowadays , with Imagine 3 (or 3.1 from what I read in the IML) that
capability is not available . One can produce such an effect just by editing
each frame , the moment that other renderers are capable to do that .
  Particles effects are a good step in that area. It doesn't come
close though. In my opinion particle effect is just another advanced explosion
effect . It doesn' offer real life motion and of course nothing related to Newto
n's Law's .

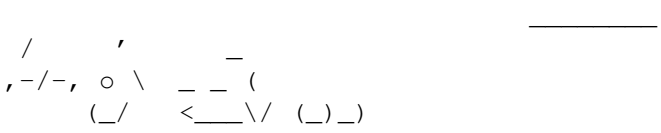
b) The ability for one to see the actuall representation of the objects that
are assigned on the faces of a particle object . It would be good to see them
in the editors BUT if that can't be implemented the camera view is a MUST!!!
Till now the only way to see a particle effect animation of a particle object
would be to  render the animation. There must be a way to do that IN stage
editor for checking perposes . Triangles simply can't get the job done .

c) The ability to save the previewed animation in ANY editor . Why should one
rerender the whole animation (if he wants to keep a previewer backup) in the
project editor , the moment that he had previewed it in the stage editor ???


  Why am I pushing???
-------------------------------
I know that may bother Impulse the moment that has an update available for its
users BUT I won't pay for it till the moment I see a real update in the
perspective and not again bug fixes .
  The moment that most of the other renderes have gravity dynamics as
standard , we have to stack in the old handy work ??
  When that is going to be implemented?? Do we really have to wait
```

for yaers to come to see such an update?? And then again if we do it in some years , I really wonder what the competitors to Imagine would have invested to let as complain again ??
  There is space to overcome and if Impulse denies to realize it , they may loose tha game .
  I LOVE Imagine and how that works . I LOVE its philosophy. It is just like letting me live in another century the moment that the progress is running wild .
  I HOPE Impulse won't misunderstood what I said here . Any of you that supports my idea vote. That is the simpliest way to let Impulse hear us . If you like to see such a feature in less than the distant future......

Yours sincerely ,



Email:foivos@phgasos.ntua.gr

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1.154 MSG-152 Subject: Re: Escape Key

Subject: Re: Escape Key
Date: Mon, 15 Aug 1994 09:24:15 -0400
From: "rob (r.d.) hounsell" <hounsell@bnr.ca>

Christopher et. al.,

> >I've found that pressing the Escape key during updates, will cause the update

> >to stop, it works after rotations,moves,scales,scrolling and zooming. Couldn'
t
> >find any info on it in the book (didn't look to hard though:)
>
>
>   Makes complex scenes MUCH easier to deal with. That and Set Zone. I
> wonder whether it's been there all along (and I'm a git) or it's new?
>

  It's new, and I'm pretty sure I saw it in the book.

Rob

--
+---+
| Rob Hounsell   BNR WAN: HOUNSELL@BMERHB63 |
| Team Leader: UNIX   INTERNET: HOUNSELL@BNR.CA |
| DMS System Performance Development   PHONE: (613) 765-2904 |
| Dept. 7D23   ESN: 395-2904 |

```
| Bell Northern Research                                                        |
+-------------------------------------------------------------------------------+
```

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1.155 MSG-153 Subject: Re: IMAGINE 3.1

```
Subject: Re: IMAGINE 3.1
Date: Mon, 15 Aug 94 10:52:02 CDT
From: setzer@comm.mot.com (Thomas Setzer)

>
>         Smart Bones
>
>         Using bones is a great new feature of Imagine, but the assigning of
>         the triangles to the various axes is a real pain, you can never
>         remember what axis you were working on and keeping a naming
>         convention in mind is a real problem.  Now with the addition of two
>         new menu items, you scan simply click on the axis that you want to
>         assign a set of triangles to for both large and small, the menu items

>         will name and make the new subgroup for you, so all you really have
>         to do is select the triangles and click on the axis that you want to
>         be its bone.  Much easier and we are sure this feature will make
>         character animation much simpler.
>
>         VERSION NUMBER NOTICE or the ole about box.
>
>         Many users have asked for a version number notice in the software, so

>         we put it in, now you will be able to tell us what version you have
>         and we can tell you what version we are presently supporting.

Yup, I guess they are listening....
(toot my own...)

from setzer@ssd.comm.mot.com (thats me:)
>Heres what I would like to see.  I like getting to choose the big and small
>subgroups, indicating which faces to move and which to bend.  I HATE having
>to name all those damn subgroups.  So, why not have a "bones subgrouping"
>function.  You would click on a bone(in pick object mode).  Then select
>bones subgrouping from the menu(or hot key).  This would put you into the
>pick faces mode.  Select your faces for the big subgroup, hit a special
>key when you are done.  Now select your faces for the small subgroup, hit a
>special key when you are done.  You are then returned to pick object mode.
>When you select a bones that already has the subgroups identified, you could
>change them using the same method, only difference being there would already
>be faces selected when you enter that mode.  The main things this would do
>are: 1) eliminate the need to type(YUCK I HATE TO HAVE TO GO FROM MOUSE TO
>KEYBOARD TO MOUSE ETC), and 2) eliminate the need to track the names of all
>the subgroups (this would get tedious and troublesome on a monster with 10
>arms and 50 fingers).

COOL.  WAY TO GO IMPULSE!!
```

```
>
>         Several bugs have been fixed as well
>
>         Starfield render bug, which did not animate the stars.... Fixed
>         Clone bug, caused some problems in the stage under various
>          conditions..... Fixed
>         Looping anim bug.... Fixed
>
Are these bug fixes going to be offered as patches to those of us who don't
wish to upgrade right now?  If its not fixable via patch, can we send in our
disks and get a fixed version back?  Guess I need to send a FAX with these
questions;)


BTW  when I was at SIGGRAPH I got to meet a few IMLers.  Steve Worley,
Mark Thompson(Lightwave Guru), John Grieggs (ISL fame),
Allen Hastings (Lightwave author), Stephen Wilkinson(wilks@lbm.com),
and William V. Swartz(woovis@jcnp.cmhnet.org) among others.  I went to
the Amiga 3d meeting but didn't get to hang out afterwards (had to jog off
to another event).  It was great getting to put some faces to email addresses.

If you are interested to hear a little more about SIGGRAPH, drop me a line.


Tom Setzer
setzer@ssd.comm.mot.com

"And of course, I'm a genius, so people are naturally drawn to my fiery
intellect.  Their admiration overwhelms their envy!" - Calvin
```

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1.156 MSG-154 Subject: Re: Votes for Imagine 4.0

```
Subject: Re: Votes for Imagine 4.0
Date: Mon, 15 Aug 1994 12:37:46 -0400 (EDT)
From: romulus <romulus@escape.com>

On Mon, 15 Aug 1994, Milan Polle wrote:

> In reply to Greg's idea about snapping axes to points:
>
> I think it would be much better if Imagine would have 3 cursors like
> in good old sculpt. This combined with intelligent selection (select
> closest to the 3 cursors) would make point editing much easier.
> Also interactive extrusion (like move and scale) hiding points outside
>
I don't like that Idea. sculpt. yuk.
```

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1.157 MSG-155 Subject: Re: Votes for Imagine 4.0

Subject: Re: Votes for Imagine 4.0
Date: Mon, 15 Aug 1994 11:44:56 -0700 (PDT)
From: Gerard Menendez <gpm@netcom.com>

I really liked some of sculpt selections like "Select Connected" and selecting all the vertices currently in the selected window. Imagine's new mode in the perspective window has gone a long way for me though. Since you can rotate the view and get points unaligned with each other I've found editing much more pleasant.

Gerard

On Mon, 15 Aug 1994, Milan Polle wrote:

> In reply to Greg's idea about snapping axes to points:
>
> I think it would be much better if Imagine would have 3 cursors like
> in good old sculpt. This combined with intelligent selection (select
> closest to the 3 cursors) would make point editing much easier.
> Also interactive extrusion (like move and scale) hiding points outside
> the windows select connected etc. (all sculpt functions which where
> so good for point editing) would really be a large improvement for
> Imagine, as point editing with imagine is really a pain at the moment.
>
> Let your imagination run wild,
>
> Milan.
>

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1.158 MSG-156 Subject: Escape Key

Subject: Escape Key
Date: Sat, 13 Aug 94 21:31:14 EST
From: mrivers@tbag.tscs.com (Michael Rivers)

I've found that pressing the Escape key during updates, will cause the update to stop, it works after rotations,moves,scales,scrolling and zooming. Couldn't find any info on it in the book (didn't look to hard though:)

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|  Commodore failure. Press mouse button to continue  |
|  Guru Meditation $80000666      task : $00000CBM    |
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```

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1.159 MSG-157 Subject: Re: IM2.0 to IM3.0or IM3.1 upgrade

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Subject: Re: IM2.0 to IM3.0or IM3.1 upgrade
Date: Sat, 13 Aug 1994 22:01:24 -0600 (MDT)
From: Roger Straub <straub@csn.org>

On Sat, 13 Aug 1994, Richard V. Johnson wrote:

> Will I be able to upgrade my IM2.0 to IM3.0 or 3.1?
>
> Rickvj@tso.uc.edu

Of course! Just call up Impulse and say you want the upgrade to 3.0 and
the Constant Update program. They are each $100.

See ya,
  Roger
```

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1.160 MSG-158 Subject: Votes for Imagine 4.0

```
Subject: Votes for Imagine 4.0
Date: Sun, 14 Aug 1994 08:25:09 -0500
From: gregory denby <gdenby@twain.helios.nd.edu>

I'd like to add a small wish to the list.  I have written to Impulse
about it, and hope that itmay be implemented in the future.  That is,
after really important things like a full spline/forms editor and soft
shadows.
My notion is something that could be called "snap axis to point."
This is how I came to the idea.  I've spent a lot of time using Imagine
to create architectural models (in fact, the very first thing I tried
with Turbo Silver.)  I've tried out various approaches.  For building
faces, I tried the method of importing 2-bit images into Detail.  This
has been less than perfect due to scale changes caused by non-square
Amiga pixels, and, because all the edges of a line are converted into
points, there are frequently to many points to be cleaned up.  I've
tried extruding floor plans, but then have to clear out filled planes
where doors and windows will be placed.  Forms does a good job of roughing
out spaces, but the object scale does not seem to convert exactly when
brought into Detail.  And, once again, filled planes need to be removed.
The method I've developed is cumbersome, but results in fine object.

First, I create door and window frames.  By placing the axis just at
a corner of these objects, they can be "transformed" to exact locations.
One then has a collection of openings floating in space.  These need
to be joined into a single object.  Suppose that the front door of
a room or house is used as the starting object of the join, and this
is viewed straight on in the front view.  If you then add points to
define the corners of the room, they are in the same "y" plane as
the door.  In the end, one creates the faces that define the wall,
and they are right in place.
```

The next step is where I'd like to see a "snap axis to point" be
available. If I now want to add the back walls, a need to hide all
the forward points, select on point that is where the wall will be,
use the transformation requester to find its "y" co-ordinate, cancel,
go back to pick objects mode, transform the object axis to the desired
position, and then add points.

This is way more work than I like. If I could just select a point
and snap the axis there, it would be so much easier to add points
and lines right where I want them.

So, guys at Impulse, when you've got the time, please consider implementing
this feature.

I hope this post helps anyone on the list who is modeling buildings. If
I was unclear, please follow-up so I can describe this method a little
better. If any of you have any tips or tricks in this area, please
post 'em.

One last thing; in the vote list, there is a request for snap object
to grid. Like my own request, I think its only a small point, but
will give it a few tenths of a vote whenever major features are complete.

Humming along "Happy tracing to you, until we intersect again." :-)

Greg Denby
gdenby@twain.helios.nd.edu
gregory.g.denby.1@nd.edu

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1.161 MSG-159 Subject: Re: Escape Key

Subject: Re: Escape Key
Date: Sun, 14 Aug 94 16:06:50 GMT+1
From: flynn@scala.ping.dk (Finn Kettner)

In a message of 13 Aug 94 at 21:31:14 Michael Rivers wrote to me about Escape
Key:

 MR> I've found that pressing the Escape key during updates, will cause the
 MR> update
 MR> to stop, it works after rotations,moves,scales,scrolling and zooming.
 MR> Couldn't
 MR> find any info on it in the book (didn't look to hard though:)

Well you didn't look hard enough :-). It's stated in the margin on page 98
in Chapter 4 Detail Editor: Building objects. It also states that you can
skip updates if you press the RA/r (redraw) three times and pressing ESC
twice to only have the third update executed.

Yours faithfully.

Finn Kettner.

END OF LINE
--
Fribert Consult, Chief of development
Finn Kettner, (Home address), Ved Bellahoej 17A 3 tv., DK-2700 BRH, Denmark
Home (VOICE only) (+45) 31 28 83 55 Fido-Net: 2:230/311.4
E-Mail: flynn@scala.ping.dk AmigaNet: 39:141/107.4

-- Via Xenolink 1.90

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1.162 MSG-160 Subject: Escape Key

Subject: Escape Key
Date: Sun, 14 Aug 94 23:29:00 -0100
From: torgeir.holm@tbc.bbs.no (Torgeir Holm)

>I've found that pressing the Escape key during updates, will cause the
>to stop, it works after rotations,moves,scales,scrolling and zooming. C
>find any info on it in the book (didn't look to hard though:)

Page 98 :)

I just used the Rain texture in an anim. I get this annoying stutter in
the middle of the anim. Two frames of the texture render identically!

Anyone know what cases this?

Torge!r

torgeir.holm@tbc.bbs.no

+---+
| The BYTE Castle - 6988 3700 / 6988 4100 - Askim, Norway - Info-board |
+---+

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1.163 MSG-161 Subject: Newcomer needs chrome hel

Subject: Newcomer needs chrome hel
Date: Sun, 14 Aug 94 23:29:00 -0100
From: torgeir.holm@tbc.bbs.no (Torgeir Holm)

```
>> Only ground objects will show up as reflections on reflecting objects
>> you render in scanline. If you trace the picture everything should wo
>> fine.

>Well, actually thats not true, you can add a reflection brushwrap to a
>reflective object and it will reflect it in scanline.

>But as far as objects, yes you are right.

>=RRW=

With the reflection mapping, you are limited to spherical mapping.
Wouldn't it be nice to be able to place a bitmap as a rectangle, outside
the object, and have the object reflect this as if it was an object.


Torge!r


torgeir.holm@tbc.bbs.no

----
+-------------------------------------------------------------------------+
|   The BYTE Castle - 6988 3700 / 6988 4100 - Askim, Norway - Info-board  |
+-------------------------------------------------------------------------+
```

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1.164 MSG-162 Subject: Re: Escape Key

```
Subject: Re: Escape Key
Date: Sun, 14 Aug 94 19:03:42 PDT
From: ua197@freenet.victoria.bc.ca (Christopher Stewart)

>
>I've found that pressing the Escape key during updates, will cause the update
>to stop, it works after rotations,moves,scales,scrolling and zooming. Couldn't
>find any info on it in the book (didn't look to hard though:)


     Makes complex scenes MUCH easier to deal with. That and Set Zone. I
wonder whether it's been there all along (and I'm a git) or it's new?

          Christopher



--
"I wish there was a knob on the TV            ua197@freenet.victoria.bc.ca
 to turn up the intelligence.                 cs833@cleveland.freenet.edu
 There's a knob called 'brightness',          Christopher Stewart
 but it doesn't work." -- Gallagher           Animation/Graphic Arts/Telecomm
```

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1.165 MSG-163 Subject: Re: Newcomer needs chrome hel

Subject: Re: Newcomer needs chrome hel
Date: Sun, 14 Aug 1994 20:51:41 -0700 (PDT)
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> With the reflection mapping, you are limited to spherical mapping.
> Wouldn't it be nice to be able to place a bitmap as a rectangle, outside
> the object, and have the object reflect this as if it was an object.

Ya, it would be nice, and could save some time in rendering some projects
as well, but then you might be able to fake it with a regular color map
with the FULL SCALE VALUE set to 100-150 or something around that, this
would still cause a problem if you wanted it wraped around the whole object,
but if you wanted it to just look like it was reflecting in a certain
spot it would work ok. And you would have the ability to control its
wraps so that if you only wanted it to wrap Z or just X you could. Of
course the best method for realism would be to use raytracing. If you
think about it it would be kind of hard to wrap a rectangle around a
square on all six sides with out making it a shperical wrap. But the
proccess I mentioned above could look good with a Z wrap, but this would
leave the top and bottom looking kind of wierd, the only thing I can
think might help this is if you then made a seperate subgroup for the top
and bottom and one for the sides and wrap the sides with Z and wrap and the
top and bottom with both Z and X..this would work for a sunset or
similar scene, but I don't think this would even look correct for an
object reflection, though it might if your wrap was created for it.
O' well at least we have the ability to reaytrace.

=RRW=

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1.166 MSG-164 Subject: Re: Newcomer needs chrome hel

Subject: Re: Newcomer needs chrome hel
Date: Sun, 14 Aug 1994 22:44:07 -0700 (PDT)
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> Ya, it would be nice, and could save some time in rendering some projects
> as well, but then you might be able to fake it with a regular color map
> with the FULL SCALE VALUE set to 100-150 or something around that, this
> would still cause a problem if you wanted it wraped around the whole object,
> but if you wanted it to just look like it was reflecting in a certain
> spot it would work ok. And you would have the ability to control its
> wraps so that if you only wanted it to wrap Z or just X you could. Of
> course the best method for realism would be to use raytracing. If you

> think about it it would be kind of hard to wrap a rectangle around a
> square on all six sides with out making it a shperical wrap. But the
> proccess I mentioned above could look good with a Z wrap, but this would
> leave the top and bottom looking kind of wierd, the only thing I can
> think might help this is if you then made a seperate subgroup for the top
> and bottom and one for the sides and wrap the sides with Z and wrap and the
> top and bottom with both Z and X..this would work for a sunset or
> similar scene, but I don't think this would even look correct for an
> object reflection, though it might if your wrap was created for it.
> O' well at least we have the ability to reaytrace.
>
> =RRW=

Well, I went and tried this and found the Full Scale Value doesn't do
what I thout it did, I thought it would make a color brushwrap apply
transparent between the values of 0- 255, not like a Transparent
brushmap does with Greyscales, but make all the colors the same
transparency. It seams its only for setting how transparent white is
in a Tansparent brushwrap. So basically the above idea of mine would not
work if you had other brushmaps on the object, as they would be
coverd by the brushmap you are trying to use as a FAKE reflection.
It seams to work OK with out other brushmaps though. So its
not a total loss, but doesn't help much if you need other brushmaps on
the object, if Impulse gave us the ability to use flat reflection
brushmaps as you mentioned then we could use this technique for a fairly
convencing FAKE on flat faced objects such as a cube, not square as I
mistakenly called it. Anyways it was just an idea I had well replying to
your message. Now that I have checked it out, I can see that it would
only work for some situations, basically ones were you don't have other
brushmaps. Darn!

=RRW=

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1.167 MSG-165 Subject: WWII planes and others

Subject: WWII planes and others
Date: Mon, 15 Aug 94 09:21:47 GMT
From: Andrew Nunn <apn@moby.demon.co.uk>

Recently someone asked about WWII aircraft objects. I have four, a Mustang
(came with Imagine 1.1), P38 Lightning,Spitfire and ME-109. The Spitfire
can be found for ftp on wuarchive.wustl.edu in the graphics/graphics/objects/
TDDD directory along with various other Imagine objects. This appears to
be a partial mirror of hubcap before it closed, which is where the other
objects came from (thanks Mike). So whoever it was, it you want them still
let me know and I'll mail them to you.

Andrew

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1.168 MSG-166 Subject: Re: Newcomer needs chrome hel

Subject: Re: Newcomer needs chrome hel
Date: Mon, 15 Aug 1994 01:41:34 -0700 (PDT)
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

>
> Well, I went and tried this and found the Full Scale Value doesn't do
> what I thout it did, I thought it would make a color brushwrap apply
> transparent between the values of 0- 255, not like a Transparent
> brushmap does with Greyscales, but make all the colors the same
> transparency. It seams its only for setting how transparent white is
> in a Tansparent brushwrap.

Well it looks like Im correcting my own errors here. Actually I meant to say
that what Full Scale Value does is set what greyscales from 0,0,0 to
255,255,255 will become completly Transparent so if its set at 100 any
colors above 100,100,100, will be trancparent in a Filter Brushmap. Sorry
for any cunfusion here.

=RRW=

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1.169 MSG-167 Subject: Re: Votes for Imagine 4.0

Subject: Re: Votes for Imagine 4.0
Date: Mon, 15 Aug 94 11:37:34 +0100
From: milan@valkieser.nl (Milan Polle)

In reply to Greg's idea about snapping axes to points:

I think it would be much better if Imagine would have 3 cursors like
in good old sculpt. This combined with intelligent selection (select
closest to the 3 cursors) would make point editing much easier.
Also interactive extrusion (like move and scale) hiding points outside
the windows select connected etc. (all sculpt functions which where
so good for point editing) would really be a large improvement for
Imagine, as point editing with imagine is really a pain at the moment.

Let your imagination run wild,

Milan.

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1.170 MSG-168 Subject: Newcomer needs chrome help?

Subject: Newcomer needs chrome help?
Date: Mon, 15 Aug 94 01:22:47 EST
From: mrivers@tbag.tscs.com (Michael Rivers)

Heres what I did a few days ago to get a nice looking chrome bladed sword:
In DPaint(or whatever), on an 8 to 16 colors, pull up the palette editor make
a spread from black to white,make a Range that includes all the colors, change
the paint mode the Cycle, click the airbrush, and spray as small area on the
screen(looks sorta like static on a TV), pick up the area around 15 x 15
pixels as a brush and save the brush, now wrap that brush on the object as a
reflaction map, make sure your object is reflective and render. My sword
animated quite nicely, almost as good as that Listerine commersial :^)

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|  Commodore failure. Press mouse button to continue  |
|  Guru Meditation $80000666      task : $00000CBM    |
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1.171 MSG-169 Subject: Re: Votes for Imagine 4.0

Subject: Re: Votes for Imagine 4.0
Date: Mon, 15 Aug 94 14:46:00 EST
From: "Ducharme, Alain: FOB" <Ducharme@fob.istc.ca>

On Monday, August 15, 1994 12:37, romulus wrote:
>On Mon, 15 Aug 1994, Milan Polle wrote:
>> In reply to Greg's idea about snapping axes to points:
>> I think it would be much better if Imagine would have 3 cursors like
>> in good old sculpt. This combined with intelligent selection (select
>> closest to the 3 cursors) would make point editing much easier.
>> Also interactive extrusion (like move and scale) hiding points outside
>>
>I don't like that Idea. sculpt. yuk.

I'm impartial to sculpt but I do like the idea of being able to easily select an exact point(s) in the detail editor. So many times I have tried to select a group of points which happened to have parallel points (that I didn't want to select) in the front, right and top views. As Milan suggests, It would be great if I could indicate in which area in the Top and Right views I will be picking points from in the Front view.

Or am I missing some basic Imagine knowledge? Anybody have an enlightening explanation on how to do this easily?

If you don't understand my problem, let me illustrate verbally a simple example. Imagine a cube grid, sort of like a Rubic's cube, but with many more subdivisions. Now, for whatever reason, you want to select some points located in the bottom rear-left portion of this cube. How do you go about doing this without selecting points from the front, the right, the top?

Thanks,
Alain.
Ducharme@fob.istc.ca

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1.172 MSG-170 Subject: Re: Votes for Imagine 4.0

Subject: Re: Votes for Imagine 4.0
Date: Mon, 15 Aug 94 19:29:39 GMT
From: Andrew Nunn <apn@moby.demon.co.uk>

My wish is very simple. When using Join, I'd like the joined object to optionally create subgroups using the names of the original objects. I recently created a dinosaur anim in which the creature turns its' head and opens its' mouth. The skin,eyes,teeth,jaw,tongue were all created separately with textures applied. To animate the head,each part had to be manually realigned in the next State, since although Joining the objects would have made movement a lot easier, all the texture info would be lost. If I could have joined gums to teeth and had subgroups defined for me in the process, I'd have finished the anim weeks ago.

Andrew

PS Its' at ftp.luth.se now. Coming to an Aminet site near you soon!

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1.173 MSG-171 Subject: IMAGINE 3.1

Subject: IMAGINE 3.1
Date: Mon, 15 Aug 94 11:09:54 EST
From: mrivers@tbag.tscs.com (Michael Rivers)

As I recall from Impulse's newsletters....

G>   IMAGINE 3.1 NEW FEATURES LIST

G>   Attributes in the Stage.
What ever happened to access to individual objects of a group,
which was promised to have been in 3.0
G>   State Morphing
should have worked in 3.0
G>   DXF
Should have worked in 3.0
G>   Smart Bones
G>   Backdrop Images.
G>   Light source and Object views
Ok, these are new features to Imagine, but some of these are
stardard in other3-d packages.

```
G>        Field Rendering
should have been in 3.0
G>        Flic and Anim brushes.
Ok.
G>        Show Pic
Ok. not much code here though.
(Well, there shouldn't be too much code here, BYNK)
G>        Anim and Flic built in players.
Man, I hope this doesn't increase Imagine's program size
a couple 100K. The Amiga version can do without this,
unless the code is substancially faster than ViewTek.
G>        VERSION NUMBER NOTICE or the ole about box.
Lotsa hard coding here.
G>        Several bugs have been fixed as well
all should have worked in 3.0

A good portion of this stuff should have been/worked
in 3.0 and Impulse wants me to pay for it again. }:^(

Here some other stuff that the newsletter said
would be in 3.0:

Sound
Pop Up action bar in Stage Editor
Graphical interface for Ease in and out
Shadows in scanline.
JPEG
Macros
More powerful Forms editor
Post Production animation tools
Terrain editor

Didn't my $100 upgrade from 2.0 cover most of this?
Or maybe I have to spend another $100 to get them?
-------------------------------------------------------
|  Commodore failure. Press mouse button to continue  |
|  Guru Meditation $80000666      task : $00000CBM    |
-------------------------------------------------------
```

-=> RETURN TO CONTENTS!<=-

1.174 MSG-172 Subject: Re: Votes for Imagine 4.0

```
Subject: Re: Votes for Imagine 4.0
Date: Mon, 15 Aug 1994 13:31:43 -0700
From: bmolsen@bvu-lads.loral.com (Brad Molsen)

>   If you don't understand my problem, let me illustrate verbally a simple
>example.  Imagine a cube grid, sort of like a Rubic's cube, but with many
>more subdivisions.  Now, for whatever reason, you want to select some points
>located in the bottom rear-left portion of this cube.  How do you go about
>doing this without selecting points from the front, the right, the top?
>
```

```
        To all,
                Am I missing something here? I thought that was what "hide
points" was for!
                                regards,
                                        Brad

xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
        Almond rocca?!! Ahhh..no thanks, I have a cat!

Brad Molsen c/o  LORAL                          bmolsen@bvu-lads.loral.com

13810 SE Eastgate Way Suite 500                 (206) 957-3230
Bellevue, Wa 98005                              Fax: (206) 746-1335
```

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1.175 MSG-173 Subject: Re: Votes for Imagine 4.0

```
Subject: Re: Votes for Imagine 4.0
Date: Mon, 15 Aug 1994 17:20:36 -0500 (CDT)
From: Michael Halleen <halleen@Mcs.Net>

On Mon, 15 Aug 1994, Brad Molsen wrote:

> >more subdivisions.  Now, for whatever reason, you want to select some points
> >located in the bottom rear-left portion of this cube.  How do you go about
> >doing this without selecting points from the front, the right, the top?
>
>         To all,
>                 Am I missing something here? I thought that was what "hide
> points" was for!

No, I think the original poster missed it.

In Detail, with your object picked, go to pick points mode.  Then in the
same menu, choose "Hide Points".  With the drag box or lasso, choose all
the points you want to avoid, and they will dissaear.  YOu can then go
into pick points, faces, or edges mode and edit. The hidden points stay
hidden and unaffected until you choose pick objects.
```

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1.176 MSG-174 Subject: RE: Hide Points

```
Subject: RE: Hide Points
Date: Mon, 15 Aug 94 23:49:00 EST
```

From: "Ducharme, Alain: FOB" <Ducharme@fob.istc.ca>

On Mon, 15 Aug 1994 17:20:36 Michael Halleen wrote:
>On Mon, 15 Aug 1994, Brad Molsen wrote:
>
>>>more subdivisions. Now, for whatever reason, you want to select some point
s
>>>located in the bottom rear-left portion of this cube. How do you go about
>>>doing this without selecting points from the front, the right, the top?
>>
>> To all,
>> Am I missing something here? I thought that was what "hide
>> points" was for!
>
>No, I think the original poster missed it.
>
>In Detail, with your object picked, go to pick points mode. Then in the
>same menu, choose "Hide Points". With the drag box or lasso, choose all
>the points you want to avoid, and they will dissaear. YOu can then go
>into pick points, faces, or edges mode and edit. The hidden points stay
>hidden and unaffected until you choose pick objects.

Boy, can you beleive I didn't know what that function was for? I'm
really feeling foolish right now. Sorry for the silly question, that sure
looks like a basic Imagine feature. I keep trying to get work done as
fast as possible in Imagine without taking the time to learn the tools
properly and reading the BOOK! That'll teach me!

Thanks for the help!
...going back to school now...

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1.177 MSG-175 Subject: Re: Votes for Imagine 4.0

Subject: Re: Votes for Imagine 4.0
Date: Mon, 15 Aug 1994 21:05:13 -0700 (PDT)
From: Gerard Menendez <gpm@netcom.com>

On Mon, 15 Aug 1994, Ducharme, Alain: FOB wrote:
>
> I'm impartial to sculpt but I do like the idea of being able to easily
> select an exact point(s) in the detail editor. So many times I have tried
> to select a group of points which happened to have parallel points (that I
> didn't want to select) in the front, right and top views. As Milan
> suggests, It would be great if I could indicate in which area in the Top and
> Right views I will be picking points from in the Front view.
>
> Or am I missing some basic Imagine knowledge? Anybody have an
> enlightening explanation on how to do this easily?
>
> Thanks,
> Alain.

> Ducharme@fob.istc.ca
>

I don't like having to hide points, I'm sure you know that one. Lately I've been enjoying perspectives "New Mode" which works for some problems of the sort you described.

Gerard

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1.178 MSG-176 Subject: Re: Bug Fix?

Subject: Re: Bug Fix?
Date: Tue, 16 Aug 1994 09:12:15 -0400 (EDT)
From: <bruceb@VNET.IBM.COM> (Yoda)

Try making sure you have the bug, first... Create a sphere, and load the chrome attributes into it. Then create a ground plane and make it checked. In the action editor, use globals to make the sky blue. Then render the sphere above the checkered plane in 'scanline' mode. if the checks are reflected in the sphere, you don't have the bug, and that's why the patch won't work. If the bottom of the sphere is dark, then it's some other reason... :)
ttyl,
bruce
PS: make sure the ground is the 'ground plane' object, and not just a plane primitive. And to make it checked, use the 'checks' texture. Not sure from your post how long you're used Imagine... :)

--
Bruce Baltzer - bruceb@vnet.ibm.com - baltzebw@newton.ccs.tuns.ca
NLTC, IBM Toronto (Canada) Software Lab
Electrical Engineering Student (one more year *sigh*)
PGP Public Key available on request.

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1.179 MSG-177 Subject: Re: 2D-> sphere??

Subject: Re: 2D-> sphere??
Date: Tue, 16 Aug 1994 10:57:10 -0400 (EDT)
From: jgoldman@acs.bu.edu

>
> Just wondering if anyone had any good suggestions for making
> a soccer ball (or football :>). I pretty new at this stuff
> so take it easy on me..
>

```
> If the bruch map doesn't work I'm going to try modeling the panels
> indivdually.  Any comments on this approach..

  I don't know if this has been answered yet (I've been working
at Woodstock on a film crew for the past four days)...

  A friend of mine posted on USENET's comp.graphics.animation
group about creating a soccer ball. He got a response from one of the
companies involved with the World Cup animations.
  To put it in a nutshell, they digitized an actual soccer
ball. It was the easiest way, they found, to create an object that is
spherical in nature yet made up of both hexagons and pentagons.
  I suppose you could individually place panels, but it will be
terribly difficult. Good luck...

              J.---->

E-Mail: jgoldman@acs.bu.edu
```

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1.180 MSG-178 Subject: Alpha channels?

```
Subject: Alpha channels?
Date: Mon, 15 Aug 94 21:46:59 EST
From: mrivers@tbag.tscs.com (Michael Rivers)

To Milan and any others who want my textures, Send me(or post,whatever) your
e-mail addresses.

BTW. not sure if I mentioned it before but these are for Imagine3 AMIGA fp
-------------------------------------------------------
|  Commodore failure. Press mouse button to continue  |
|  Guru Meditation $80000666      task : $00000CBM    |
-------------------------------------------------------
```

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1.181 MSG-179 Subject: IMAGINE 3.1

```
Subject: IMAGINE 3.1
Date: Mon, 15 Aug 94 22:02:38 EST
From: mrivers@tbag.tscs.com (Michael Rivers)

GBB> foreshadowing of what is to come then I think this will be $100 well
GBB> spent.
GBB> If
GBB> you don't share my opinion then tell Impulse what you would consider
GBB> worthy of
GBB> your $100, but *PLEASE* stop whining to members of this list.
```

```
GBB> Unconstructive
GBB> critisism is not useful.


You may consider it whining, but I'd like to get what I've paid for,
especially being as my money doesn't grow on trees. And I've asked
Impulse about this and they told me I'd have to pay for the features
that SHOULD have been in 3.0.  Perhaps you don't mind having your
money being stolen from right under your nose, unfortunately I do mind.

-------------------------------------------------------
|  Commodore failure. Press mouse button to continue  |
|  Guru Meditation $80000666      task : $00000CBM    |
-------------------------------------------------------
```

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1.182 MSG-180 Subject: Re: Votes for Imagine 4.0

```
Subject: Re: Votes for Imagine 4.0
Date: Wed, 17 Aug 1994 05:34:11 +1000 (EST)
From: "" <williamp@triode.apana.org.au>

> Also interactive extrusion (like move and scale) hiding points outside
> the windows select connected etc. (all sculpt functions which where
> so good for point editing) would really be a large improvement for
> Imagine, as point editing with imagine is really a pain at the moment.

The interactive extrusion feature of Sculpt was my favourite,the the most
missed thing that Imagine didn't have.I used to churn models out in
Sculpt using this.It took me quite awhile to get used to Imagine's way of
doing things...Being able to extrude from any set of connected points was
really neat.



William John Porter

williamp@triode.apana.org.au
```

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1.183 MSG-181 Subject: 4.0 votes, 3.1 woes etc

```
Subject: 4.0 votes, 3.1 woes etc
Date: Tue, 16 Aug 1994 15:34:00 -0500
From: gregory denby <gdenby@twain.helios.nd.edu>
```

As Milan replied:

>In reply to Greg's idea about snapping axes to points:

>I think it would be much better if Imagine would have 3 cursors like
>in good old sculpt. This combined with intelligent selection (select
>closest to the 3 cursors) would make point editing much easier.

Yes, my brief acquaintance with Sculpt a few years ago quickly impressed me
by the way the windows automatically clipped away the points available for
editing. Imagine's "hide points" command will achieve much the same result.
However, I would like to be able to record a macro that would quickly run
me through the routine of "Pick Points, Drag Box, Hide Points" This would
save me a few thousand key strokes very rapidly.

As I said, after I've hid points, I would like to be able to snap the
axis to one of the remaining points. Then any new points would lay
in on just the right plane to extend the surface. It would be great for helping
making walls, or other rectinlinear objects.

Also, as Andrew said:
> When using Join, I'd like the joined object to optionally create subgroups
> using the names of the original objects.

Sounds good to me!

In regards to Michael Rivers dislike of Impulse's upgrades:
>I've asked Impulse about this and they told me I'd have to pay for the >feature
s that SHOULD have been in 3.0.

Well, yeah, I was dissapointed by sound support not making it into 3.0
But, if I recall, the (partial) Spline Editor was a surprise. I had immediate u
se for it, so I was really happy. I don't feel robbed if every feature in
a newsletter doesn't appear, just a little disappointed. For instance,
I've been considering getting the Free Form spline modeller. The fellow is
asking $79, I believe. Some of the fee goes to pay for the interface he's
created. So I figure the spline modeller is worth $35-$50. If Impulse
adds a full spline editor during this upgrade period, (which would be really
good to see!) and a bunch of other lesser tools, I'll consider it money well
spent.

Oh, yeah, I wish the ability to just load modules was back in. I've doubled
speed and memory every year, and still run out of memory. Every little saving
helps.

Enough, back to tracing!

Greg Denby
gdenby@twain.helios.nd.edu
gregory.g.denby.1@nd.edu

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1.184 MSG-182 Subject: ClariSSA

```
Subject: ClariSSA
Date: Tue, 16 Aug 1994 17:04:21 -0400 (EDT)
From: "T.W. Albee" <UC245_444755@emuvax.emich.edu>

REALLY COOL SOFTWARE has been offered with the AmigaFormat Magizine that just
arrived in my area, ClariSSA.  It produces animations, in its own format,
that are as smooth at Teflon.  Really breathtaking in speed and fluidity.
If you get a chance to, pick it up.  Its been the best thing to happen to
my anims since the Imagine 2.0 coverdisk (Thanks AF!) :)
-- Multiple pallettes within animation, and the anims take up 2/3 of the
space a regular .ANIM-5 format of the same images!


Does anyone know how to construct a script for ImageFX to read in
a seriese of 24bit renders generated by Imagine, and churn out numbered
HAM-8 files (or even replace the origional 24Bit files).

Thanks,
Render HO!

T. Albee
```

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1.185 MSG-183 Subject: text extruding from a plane

```
Subject: text extruding from a plane
Date: Tue, 16 Aug 94 14:50:05 PDT
From: "Steve McLaughlin" <stevemcl@VNET.IBM.COM>

What's a good way of having text grow out of a wall?  Starting out with
a flat wall and having text slowly come out of it?
Having the same texture and color as the wall.
Sort of like a terminator effect.
Will a bump map give a good effect?
```

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1.186 MSG-184 Subject: Imagine 2.0 refs

```
Subject:  Imagine 2.0 refs
Date: Tue, 16 Aug 1994 16:20:13 -0800
From: Kurt Yamamoto <kurty@urfim.ucla.edu>

  Since it seems that all Imagine 2.0 books are out of
print, I was wondering if any of you experts out there
would be willing to sell your copy of either the Imagine
Companion or Understanding Imagine 2.0.
```

```
  I am a registered owner of 2.0 for the Amiga
who was previously unable to find the time to play
with the program.  I'm now able to dive in but I'm finding
the manual a little lacking.  In addition I can't presently
afford the upgrade cost to 3.0/3.1.
  I am willing to pay a fair price incl. the cost of
mailing the book etc.

      Thanks,

          Kurt

/*  kurty@urfim.ucla.edu (310) 312-0606 */
```

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1.187 MSG-185 Subject: Re: text extruding from a plane

```
Subject: Re: text extruding from a plane
Date: Tue, 16 Aug 1994 16:53:53 -0700 (PDT)
From: Kelly Petlig <kpetlig@halcyon.com>

On Tue, 16 Aug 1994, Steve McLaughlin wrote:
> What's a good way of having text grow out of a wall?  Starting out with
> a flat wall and having text slowly come out of it?

This is exactly what I used Glenn Lewis's program "Melt" for.  You can
have it melt your text object and reverse the results, of course you
would rotate the object so it un-melts toward the camera rather than from
the floor.  For more info on Melt ... get the July 1994 issue of Dr.
Dobbs, it was also uuencoded on the IML not too long ago.

 Image Runner, sysop of Amiga Images   // / BOOM, sooner or later, boom.\
Mr.Kelly Petlig<kpetlig@halcyon.com> \X/  \ finger address for BBS info /
```

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1.188 MSG-186 Subject: Bitmap memory question.

```
Subject: Bitmap memory question.
Date: Tue, 16 Aug 1994 19:49:04 -0700 (PDT)
From: Kelly Petlig <kpetlig@halcyon.com>

Although it seemed to be brought forth before, I don't think a definitive
answer was pounded out ... are 24 bit 'brushes' using the same memory as
4 color 'brushes'?

Now for the REAL question:  does loading the same brush multiple times
```

save memory over multiple brushes? I am assigning a 'highway-lines' brushmap to many different roads on a map and I'm hoping it is worth the trouble of re-using the same brushmap with many different subgroups.

Also of interest, some friends and I are working on a PD project called Raytown (name is unimportant) and if anyone has a building they would like to work on send me some e-mail for more info. This is an ongoing project where the city can be used in other PD projects. Just about anything is accepted (tentative year is 2010).

Image Runner, sysop of Amiga Images // / BOOM, sooner or later, boom.\
Mr.Kelly Petlig<kpetlig@halcyon.com> \X/ \ finger address for BBS info /

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1.189 MSG-187 Subject: Re: IMAGINE 3.1

Subject: Re: IMAGINE 3.1
Date: Tue, 16 Aug 1994 22:17:23 -0600 (MDT)
From: Roger Straub <straub@csn.org>

By the way, please take into consideration that the $100 is for not only 3.1, but also 3 MORE upgrades afterwards. There is one every quarter, plus another MAJOR upgrade at the end of the year(4.0?). Just thought I might point that fact out before this becomes a major Flame War.

See ya,
Roger

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1.190 MSG-188 Subject: Re: text extruding from a plane

Subject: Re: text extruding from a plane
Date: Tue, 16 Aug 1994 22:27:30 -0600 (MDT)
From: Roger Straub <straub@csn.org>

On Tue, 16 Aug 1994, Steve McLaughlin wrote:

> What's a good way of having text grow out of a wall? Starting out with
> a flat wall and having text slowly come out of it?
> Having the same texture and color as the wall.
> Sort of like a terminator effect.
> Will a bump map give a good effect?

Well, I don't think a bump map will do the job. If you have 3.0, use the Applique function on a plane with a LOT of subdivisions. Set up the pic just as you would a bump map. Then pick the plane, choose Applique, find the pic, and say ok. Then just morph between the two objects(flat and

Applique'd). Hope this helps...

See ya,
  Roger

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1.191 MSG-189 Subject: Re: Your Firends on the IML

Subject: Re: Your Firends on the IML
Date: Tue, 16 Aug 1994 22:14:27 -0700 (PDT)
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> Imagine Bit II: I just verified that setting a GLOBAL SIZE of 0 has the
> same effect on rendering speed as enlarging all objects in the stage, I
> had a Ray Trace go from 4 hours to 15 minutes by setting the GLOBAL SIZE
> to 0. (Maybe this was clear to all of you but I hadn't tried it yet in a
> controlled experiment)

Well, I do believe it as I have done it many times..I have also grabbed
everything in the stage and sized them all to a very, very small setup,
saved it all and then renderd it with globals set to 0, this made the
render work even fast, much faster, at least when raytracing, than just
having globals set to 0.

The only problem is this does not work all the time and can cause an
error message to come up, so you need to be careful of how much you
reduce things. Beccause of this I don't always use this technique, but
then sometimes it can really help when all does go well. It seams to cause
errors when there are complexed objects or a lot of objects. But it can
be quite amazing at how much it will speed things up when it does work..

=RRW=

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1.192 MSG-190 Subject: address please

Subject: address please
Date: 17 Aug 1994 08:14:06 MET
From: KWDA@cbs.nl

 I'm looking for the book: "Understanding Imagine" by Steve Worley.
 Is it still possible to order this book directly from Apex Software
 Publishing ? What I really need is the address and FAX number of this
 company.

 Thanx & Greetz, Kaj Wierda   E-MAIL: KWDA@CBS.NL

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1.193 MSG-191 Subject: Re: text extruding from a plane

Subject: Re: text extruding from a plane
Date: Tue, 16 Aug 1994 22:41:41 -0700 (PDT)
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> What's a good way of having text grow out of a wall? Starting out with
> a flat wall and having text slowly come out of it?
> Having the same texture and color as the wall.
> Sort of like a terminator effect.
> Will a bump map give a good effect?

Well, A bump map would probably work but might not be very
readable...Though I have done this and it can look pretty nice if done
properley,One other way that comes to mind as I read your message
is to make a States object. You could apply a texture to the wall and
then set it to Apply to Children and have your text the child object.
The text could be behind the wall for the first State and the have it
come out to the point you want in another State..The only thing is this
would cause the texture to smear on the sides of the text.

So a better method might be to have the sides and front of
the text as seperate subgroups, then you could apply
a texture to the wall, and make a note of the texture setting and axis
settings for the wall as well as the texture, then set the text axis to
the same settings, and set the texture and texture axis the same as the
wall, but apply it only to the front subgroup of the text. Now you could
add a texture like crumpled to the side subgroup of the text and set it
at a 45 degree angle to the side so as to limit any smearing.
This could give the effect of looking like the inside of the wall as the
text comes out of the wall, and the text texture would match the walls to
complete the effect. You could then group these to objects together and
make them into two States as I mentioned doing with the first example.

Hope this helps you out.

=RRW=

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1.194 MSG-192 Subject: Re: text extruding from a plane

Subject: Re: text extruding from a plane
Date: Tue, 16 Aug 1994 23:37:54 -0700 (PDT)

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

> > What's a good way of having text grow out of a wall? Starting out with
> > a flat wall and having text slowly come out of it?
> > Having the same texture and color as the wall.
> > Sort of like a terminator effect.
> > Will a bump map give a good effect?
>
> Well, I don't think a bump map will do the job. If you have 3.0, use the
> Applique function on a plane with a LOT of subdivisions. Set up the pic
> just as you would a bump map. Then pick the plane, choose Applique, find
> the pic, and say ok. Then just morph between the two objects(flat and
> Applique'd). Hope this helps...

Actually A bumpmap might look better, unless you had a wall with
50x30sections to Applique, and even this might not work out all to
well, as your faces would all be going to one direction, and not look to
great. Were a bumpmap doesn't need any specific amount of faces..but then I
said my piece on how he should go about this, so I'll leave it at that.

=RRW=

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1.195 MSG-193 Subject: Re: Votes for Imagine 4.0

Subject: Re: Votes for Imagine 4.0
Date: Wed, 17 Aug 94 10:55:54 +0100
From: milan@valkieser.nl (Milan Polle)

>I don't like having to hide points, I'm sure you know that one. Lately
>I've been enjoying perspectives "New Mode" which works for some problems
>of the sort you described.

My point exactly, hiding points is not as fast as having the ability to hide
points outside the windows, which would clean up the view quite considerably.
New mode is indeed a big improvement.

>Yes, my brief acquaintance with Sculpt a few years ago quickly impressed me
>by the way the windows automatically clipped away the points available for
>editing. Imagine's "hide points" command will achieve much the same result.
>However, I would like to be able to record a macro that would quickly run
>me through the routine of "Pick Points, Drag Box, Hide Points" This would
>save me a few thousand key strokes very rapidly.

Yes, macros would be a great improvement, the interactive extrusion could
probably be done with macros as well (mold/extrude length 0, move selected
points or something).

>As I said, after I've hid points, I would like to be able to snap the
>axis to one of the remaining points. Then any new points would lay

>in on just the right plane to extend the surface. It would be great for
>helping making walls, or other rectinlinear objects.

Wouldn't it be faster with 3 cursors ? Jou would for example click in the top view for the y position and then start adding points in the front view which would en up at the right y position. (maybe right mousebutton for placing the cursor or alt/ctrl/amiga or something).

>I don't like that Idea. sculpt. yuk.

I wasn't saying that Imagine should aim to be like sculpt (loose the textures have vertices the size of pixels, have five types of attributes).
It's just a fact that sculpt has far superior point editing over Imagine.
I know people who are still using sculpt to make complex objects (human faces etc.) for use in Imagine. My opinion is that it is a nightmare to make objects by placing points at the right positions in Imagine, whereas in Sculpt this was a breeze.

Let your imagination run wild,

Milan

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1.196 MSG-194 Subject: RE: VOTES FOR IM

Subject: RE: VOTES FOR IM
Date: Wed, 17 Aug 94 03:45:19 -0300
From: greg.tsadilas@hofbbs.com

> doing things...Being able to extrude from any set of connected
> points was
> really neat.

Umm...has anyone tried to extrude a set of FACES or EDGES in 3.0? You can do it guys. Give it a try. <g>

-GreG

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1.197 MSG-195 Subject: Texture trouble

Subject: Texture trouble
Date: Wed, 17 Aug 94 11:15:48 +0100
From: milan@valkieser.nl (Milan Polle)

Hi all,

unfortunatly I discovered a shortcoming in the cliptran texture.
Firstly it didn't work very well (this was really a bug) because I was really clipping maximum values and didn't account for rounding errors (really stupid I know).
Secondly it doesn't work when lit from behind, this is a major bummer, right now I'm trying to sort this out and find a way around it, but I don't know if I will completely succeed. (this also applies to the clipmap texture)
There will ofcourse be an update of the cliptran texture and if I work out a better clipping trick, also a clipmap.itx update.

Also there is going to be an update of the starflare texture, which is going to look far better (I was trying to make an animating version but didn't succeed). Anybody have any use for this texture (or ideas for improving it ?)

Well, I will test my textures more thoroughly in the future, sorry to waste so much bandwith.

Grtz, Milan

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1.198 MSG-196 Subject: Sorry Could Not Find Subject!

Date: Thu, 18 Aug 1994 01:21:54 +1000
From: imagine-relay@email.sp.paramax.com

On Wed, 17 Aug 1994 greg.tsadilas@hofbbs.com wrote:

>
>
> > doing things...Being able to extrude from any set of connected
> > points was
> > really neat.
>
> Umm...has anyone tried to extrude a set of FACES or EDGES in 3.0? You can do
> it guys. Give it a try. <g>
>
> -GreG
>

I think what they were refering to is to be able to extrude ALONG any set of connected points... instead of just ALONG a path, or in a straight line.

Ed

```
/*****************************************************************************/
/* Ed Phillips  flaregun@strauss.udel.edu      University of Delaware        */
/* Jr Systems Programmer  (302) 831-6082    IT/Network and Systems Services */
/*****************************************************************************/
```

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1.199 MSG-197 Subject: Automatic face triangulation

Subject: Automatic face triangulation
Date: Wed, 17 Aug 94 8:42:33 EDT
From: srp@gcx1.ssd.csd.harris.com (Stephen Pietrowicz)

I'd like to see automatic face triangulation. If all the points of a polygon are coplanar, select this option, and bingo: A polygon made up of triangles.

This feature was in Sculpt-3D. 3D Studio even does this "behind your your back". It displays polygons, but internally it stores everything as triangles.

I'm not asking for an interface change from triangles to polygons... Just the chance to build objects more quickly and spend less time drawing triangles.

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1.200 MSG-198 Subject: RE: VOTES FOR IMAGINE 4.0

Subject: RE: VOTES FOR IMAGINE 4.0
Date: Wed, 17 Aug 94 14:20:37 +0100
From: milan@valkieser.nl (Milan Polle)

>Umm...has anyone tried to extrude a set of FACES or EDGES in 3.0? You can do
>it guys. Give it a try. <g>
>
>-GreG

Yeah, like select edges/faces, extrude to say ehm.. 100? well, okay. After that: much pleasure finding the extruded points for moving/scaling.
No, give me the interactive extrude:
Select edges/faces (the right ones with 3 cursors :) press E en presto!
one set of extruded edges/faces ready to be moved/scaled/rotated.
Maybe even an extrude that seems to move the selected faces (sort of stamping effect).

Well, this is only my opinion ofcourse.

Grtz, Milan

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1.201 MSG-199 Subject: IMPULSE SPEAKS

Subject: IMPULSE SPEAKS
Date: Wed, 17 Aug 94 08:11:07 CDT
From: dave@flip.sp.paramax.com (Dave Wickard)

Note: I was asked to distribute this note via the IML. This is it in it's
entirity. -Dave Wickard

Mrivers, it appears from his recent posts is very upset. He is upset that he did not get what he thinks is advertised. He has made numerous allegations that Impulse is a group of thieves lurking around trying to take the hard earned money of poor college students. He also make some very absurd comments that IML users worship Impulse and dont want to say anything bad.

I think that he has not read the last 1000 posts that I have, if anything the user base on the IML is a free thinking and articulate group of people who do not shy away from conflict and contact, for which I continue to encourage, not that I need to, but I do.

I offered this person back his money so that he could take his business else where, we do not need to listen to this drivel nor do you. The internet is free to some college students and it appears that mrivers is mis using this privelige, I doubt that the college is aware of his activites.

I dont agree with everything that people say, and sometimes I even speak my mind and tell people that they are wrong when it comes to certain issues. I realize that this offends people but it is not meant to accuse people of wrong doings.

Impulse is on the verge of some amazing new technology, we are moving forward and we are listening to the things that you want and the features that you need, we will try and give you as much as we can, and for a price that most people can afford. This pricing may not apply to college students that have no money and should be spending the money the earn to get an education so that they can at some time in the future afford what ever they need.

We continue to enjoy your comments, negative or positive and we look forward to a great future, thanks for you support and keep on tracin.

Sincerely

Michael C. Halvorson
President , Impulse, INC.

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1.202 MSG-200 Subject: Re: text extruding from a plan

Subject: Re: text extruding from a plan
Date: Wed, 17 Aug 94 06:56:00 PDT
From: KEN_ROBERTSON@robelle.com

I've used bump maps to to exactly that, and they look fine.
However, I didn't use any textures on the object, just a featureless
wall. Don't forget, too, that bump maps are illusions - shadows will
look flat.
\KenR

More isn't necessarily better - unless it's money...

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1.203 MSG-201 Subject: Re: text extruding from a plane

Subject: Re: text extruding from a plane
Date: Wed, 17 Aug 1994 13:20:00 BRA3EST
From: "Daniel 'Mega'" <MEGA@maracana.lci.ufrj.br>

Steve wrote
> What's a good way of having text grow out of a wall? Starting out with
> a flat wall and having text slowly come out of it?
> Having the same texture and color as the wall.
> Sort of like a terminator effect.
> Will a bump map give a good effect?
Well, T2 effect is very hard to get. I suggest use a plane above the
text and then slowly raise the text with same "aspect" of ground.

Day Message: There are two things for sure on life: death and taxes

Daniel Bueno Bracher
Universidade Federal do Rio de Janeiro
Internet E-mail: mega@lci.ufrj.br

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1.204 MSG-202 Subject: Re: Textures

Subject: Re: Textures
Date: Wed, 17 Aug 1994 10:40:49 -0700 (PDT)
From: Ed Totman <etotman@gort.ucsd.edu>

I appreciate anyone who takes the time to make new textures, thanks. Any
chance you could compile it to run on a PC?

Ed

On Wed, 17 Aug 1994, Milan Polle wrote:

> Hi all,
>
> unfortunatly I discovered a shortcoming in the cliptran texture.
> Firstly it didn't work very well (this was really a bug) because I was really
> clipping maximum values and didn't account for rounding errors (really stupid
> I know).
> Secondly it doesn't work when lit from behind, this is a major bummer, right
> now I'm trying to sort this out and find a way around it, but I don't know if
> I will completely succeed. (this also applies to the clipmap texture)
> There will ofcourse be an update of the cliptran texture and if I work out a
> better clipping trick, also a clipmap.itx update.
>
> Also there is going to be an update of the starflare texture, which is going
> to look far better (I was trying to make an animating version but didn't
> succeed). Anybody have any use for this texture (or ideas for improving it ?)
>
> Well, I will test my textures more thoroughly in the future, sorry to waste
> so much bandwith.
>
> Grtz, Milan
>

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1.205 MSG-203 Subject: A LONG LOST DUDE

Subject: A LONG LOST DUDE
Date: Wed, 17 Aug 94 12:25:26 CDT
From: dave@flip.sp.paramax.com (Dave Wickard)

Howdy Ho Imagineers! :-)

I am still here. Silently but efficiently running the background
stuff for the list. Perhaps I will now have a little spare time to
get more involved with the list. I haven't even really had time to
get into 3.0 yet. Good grief. Soon though...soon.

I just wanted to drop a line and remind us all of a couple things.

1. If you want to unsubscribe, you shouldn't do it to the list.
   I do not unsubscribe accounts based on those posts. You will NOT
   be unsubscribed that way.
   imagine-request@email.sp.paramax.com
   is the address to use. Subject of message should be "unsubscribe".

2. Imagine is the focus of the group. Feel free to discuss related

subject matter, but be certain that you keep the group's objective in mind. Use appropriate USENET newsgroups for discussions of Commodore's demise/rebirth, etc etc etc etc. The IML is not intended for these discussions. Subscribers are often offended and bored by the unrelated excursions. Administrators often are too. ;-) Police yourself, so that others do not need to. Remember that email costs some people money.

3. The Imagine Directory will be mailed immediately after this post. Please examine your account listing. If there is an error or there is something you'd like changed about it... let me know. Again, the correct address is: imagine-request@email.sp.paramax.com

4. Be polite to other readers. Every once in a while, someone obviously needs a good verbal whacking. I know it, you know it. HOWEVER, there are groups on USENET for *that* also. Rag on someone on your own time, not ours...please. Private email for your sarcasms is great. Nobody cares how badly you can beat someone up. Trust me. This goes for individuals, companies, and products. To quoteth the holy scroll (The Imagine Mailing List Guide):

> In other words, it's OK to reasonably
>and intelligently describe why one package or hardware platform is
>preferable for *your* use in a specific instance. It is NOT OK to blast
>or flame the large time and financial investments made by others in
>competing hardware and software products. It is also NOT OK to run off
>a 25Kbyte tirade on why Imagine will never be able to compete
>with <insert your favorite hardware/software>. Be brief, to the point,
>say your piece respectfully, and hand the soapbox to the next person.
>Break this rule, and you may become the first on your block to become
>bannished from the IML. This can and will take place at the discretion
>of the list administrator without further notice.

Nuff said.

Anyways, nice to talk to you all again, prepare for the oncoming directory. And I'll be talking to you again soon I hope, with something of more value than administrative baloney. :-)

Dave Wickard (612) 456-2783
dave@flip.sp.paramax.com
dave@email.sp.paramax.com
Sam_Malone@cup.portal.com
dave@shell.portal.com

"Attention, we will be moving up the Unisys EMPLOYEES APPRECIATION LUNCHEON by 2 weeks so as not to coincide with the planned Aug 22 layoff. Enjoy!"

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1.206 MSG-204 Subject: Re: Your Firends on the IML

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Subject: Re: Your Firends on the IML
Date: Wed, 17 Aug 94 11:05:37 PDT
From: John.T.Grieggs@jpl.nasa.gov (John T. Grieggs)

>         John, BADDDDD ATTITUDE!!!! Hmmm..too bad. Can't see myself giving
> you much info in future!!!!

Actually, after thinking a little more, and realizing that you had blasted
this to the list as well, I thought I'd add to my response.

First, the included text was a random mixture of what I said and what a
couple of other people said, without attributions.  Are you clear on what
I said?  I bet not...

Second, the actual printer question was indeed close enough to belong on
the IML, and I did not flame it.  I flamed the person who jumped in and
said we were "like a bunch of friends with similar interests", etc, and
pointed out that that is not the case, and that we are instead subscribers
to a special-purpose mailing list.  Most of us have access to copious
quantities of non-Imagine information elsewhere, and need this only for
Imagine stuff.  Which is what it is here for.  Isn't there a general Amiga
mailing list out there - amiga-l or some such?

Third, what info have you given me in the past?  Is this a threat?  :-)

Fourth, OB Imagine thingie - I'm actively working on ISL 3.0.  It's looking
good, but wil be the last update if I don't get a few registrations.  >-)

>                                 Nuff said,
>
> xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

>         Almond rocca?!! Ahhh..no thanks, I have a cat!
>
> Brad Molsen c/o  LORAL                          bmolsen@bvu-lads.loral.com
>
> 13810 SE Eastgate Way Suite 500                 (206) 957-3230
> Bellevue, Wa 98005                              Fax: (206) 746-1335
>
_john
```

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1.207 MSG-205 Subject: Sorry Could Not Find Subject!

```
Date: Wed, 17 Aug 94 12:26:18 CDT
From: dave@flip.sp.paramax.com (Dave Wickard)

72410.77@compuserve.com
76004.1767@compuserve.com
```

76702.1746@CompuServe.COM
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rau@felix.rz.fh-ulm.de
rayney@freenet.columbus.oh.us
rboardman@cix.compulink.co.uk
richard@hell.hacktic.nl
RichardM@agby1.agric.wa.gov.au
RICHMERR@delphi.com
rickvj@TSO.UC.EDU
ridout@einet.com
rlindema@didi.khs.koha.nl
RMO9869@UTARLG.UTA.EDU
rob.lewis@stashu.com
roberts@g2syd.genasys.com.au
rodman@infinity.ccsi.com
romulus@escape.com
ron@vicorp.com
ronenbu@ivory.bgu.ac.il
ROSAMAR@ccuam3.sdi.uam.es
roy@crash.cts.com
rrw@ecst.csuchico.edu
RSF@MOTHER.IDX.COM
rudd@plk.af.mil
rwymark@cix.compulink.co.uk
S.LANGGUTH@genie.geis.com
S324615%twncu865.BITNET@pucc.princeton.edu
sarriola@shell.portal.com
sauvp@citi.doc.ca
schwenzr@nemeter.dinoco.de
scockrill@sprill.demon.co.uk
scott.pack@aldus.com

scott@umbc4.umbc.edu
scottie@sr.hp.com
seeley_bob@dneast.enet.dec.com
sessery@uk.oracle.com
setzer@ssd.comm.mot.com
shalini@pixar.com
shaman@netcom.com
shifter@escape.com
shockwav@jupiter.sun.csd.unb.ca
sis3147@sisvax.sis.port.ac.uk
sjchmura@kimbark.uchicago.edu
slei@cis.ohio-state.edu
sls@tct.com
sm003sc@unidui.uni-duisburg.de
smithe@groucho.la.asu.edu
SOCJROB1@livjm.ac.uk
Sparker999@aol.com
spencer2@lowell.edu
SPICE@drycas.club.cc.cmu.edu
sppcarso@ultrix.uor.edu
srn@staff.cs.su.oz.au
srp@gcx1.ssd.csd.harris.com
ssmith@aud.alcatel.com
Stefan.Westner@stud.uni-bamberg.d400.de
StephenLo@msmel.praxa.com.au
Steve@blazer.demon.co.uk
steve@flip.sp.paramax.com
stevemcl@vnet.IBM.COM
sthompso@mcs.dundee.ac.uk
stigove@siri.unit.no
stlombo%eos.acm.rpi.edu@rpi.edu
straub@csn.org
SVERBA@delphi.com
SWIHART@maia.poci.amis.com
t930340@minyos.xx.rmit.EDU.AU
tassaw@minyos.xx.rmit.EDU.AU
TedS@ms70.nuwes.sea06.navy.mil
tes@ftp.jsc.nasa.gov
TESI2@novell.dima.unige.it
teyilei@magnus.acs.ohio-state.edu
tggroves@acs.ucalgary.ca
thalw@svm.vetmed.wisc.edu
The_Doctor@nesbbx.rain.COM
Thomas.Herlyn@Informatik.Uni-Oldenburg.DE
tino@tpts1.seed.net.tw
tjo3s@galen.med.virginia.edu
tobbe@brax.se
toddal@cobalt.cco.caltech.edu
tony@geosci.demon.co.uk
townsend%capitol@uunet.uu.net
travis@amigar.apana.org.au
trebilcoac@brt.deakin.edu.au
tzahn@u.washington.edu
t_johannsen@bamp.berlinet.in-berlin.de
ua197@freenet.victoria.bc.ca
UC245_444755@emuvax.emich.edu
unger@rhrk.uni-kl.de

usr9110a@tso.uc.edu
valis@connected.com
VICTOR@afrodita.fcu.um.es
videoman@netcom.com
vis@hebron.connected.com
VISHART@ubvms.cc.buffalo.edu
vkt@teleport.com
vogelap@ucunix.san.uc.EDU
w.graham6@genie.geis.com
walkman@clt.fx.net
walrus@wam.umd.edu
wayne@amtower.spacecoast.org
wes@pinn.net
wilks@lbm.com
williamp@triode.apana.org.au
wilmart@cnam.cnam.fr
wood@cps201.cps.cmich.edu
WRNIX@uga.cc.uga.edu
yuthas@ccu.umanitoba.ca
zmievski@herbie.unl.edu
zorlac@cix.compulink.co.uk

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1.208 MSG-206 Subject: Sorry Could Not Find Subject!

Date: Thu, 18 Aug 1994 10:06:51 +1000
From: imagine-relay@email.sp.paramax.com

My suggestions:

- when you select "pick points" and redraw, all the
other objects but the picked one disapear. I think
it's bad because you may want to change the
shape of the object based on other object's position
or shape. I think it's better to redraw them in a
discrete color.

- color sliders in the textures panel.

- extrusion on any axis (not only y).

- some others (not many) that I can't remember now.

Christian Leyen (leyen@inf.ufrgs.br)

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1.209 MSG-207 Subject: Sorry Could Not Find Subject!

Date: Thu, 18 Aug 1994 12:10:12 +1000
From: imagine-relay@email.sp.paramax.com

Hello !

I feel like flying in 3D space.

But, have no feathers...

Any idea how to make such for a bird's head?

Used brush maps for diff parts of the head, not good enough.

Tried some textures, well.... still trying...

You'll get a free ride for good tip (if you're small enough!)

Thanks.

P.S. also tried with Detail editor... just don't try it!

--

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

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1.210 MSG-208 Subject: Sorry Could Not Find Subject!

Date: Fri, 19 Aug 1994 00:28:47 +1000
From: imagine-relay@email.sp.paramax.com

>REALLY COOL SOFTWARE has been offered with the AmigaFormat Magizine tha
>arrived in my area, ClariSSA. It produces animations, in its own forma
>that are as smooth at Teflon. Really breathtaking in speed and fluidit
>If you get a chance to, pick it up. Its been the best thing to happen
>my anims since the Imagine 2.0 coverdisk (Thanks AF!) :)
>-- Multiple pallettes within animation, and the anims take up 2/3 of th
>space a regular .ANIM-5 format of the same images!

I know! Great stuff :)

>Does anyone know how to construct a script for ImageFX to read in
>a seriese of 24bit renders generated by Imagine, and churn out numbered
>HAM-8 files (or even replace the origional 24Bit files).

Use IMP, which comes with ImageFX. It does exactly what you are asking
for. Choose the source picture pattern, the first and last frames, the
output names, any process you want to run on the picture, and the
rendering format. It saves pics, anims, and 24bits. It deletes the

original if you wnat it to. And so on..... Anything ImageFX does, it
does.

Torge!r

torgeir.holm@tbc.bbs.no

+---+
| The BYTE Castle - 6988 3700 / 6988 4100 - Askim, Norway - Info-board |
+---+

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1.211 MSG-209 Subject: Sorry Could Not Find Subject!

Date: Fri, 19 Aug 1994 00:31:08 +1000
From: imagine-relay@email.sp.paramax.com

>Hi all,

>unfortunatly I discovered a shortcoming in the cliptran texture.
>Firstly it didn't work very well (this was really a bug) because I was
>clipping maximum values and didn't account for rounding errors (really
>I know).
>Secondly it doesn't work when lit from behind, this is a major bummer,
>now I'm trying to sort this out and find a way around it, but I don't k
>I will completely succeed. (this also applies to the clipmap texture)
>There will ofcourse be an update of the cliptran texture and if I work
>better clipping trick, also a clipmap.itx update.

Thanks for trying!

>Also there is going to be an update of the starflare texture, which is
>to look far better (I was trying to make an animating version but didn'
>succeed). Anybody have any use for this texture (or ideas for improving

Could you make a better lens flare FX? :)

>Well, I will test my textures more thoroughly in the future, sorry to w
>so much bandwith.

Hey, your clipmap texture was perfect for a project I was working on!
Was great for making plants!!!! :)

>Grtz, Milan

Torge!r

torgeir.holm@tbc.bbs.no

```
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+-------------------------------------------------------------------------+
|   The BYTE Castle - 6988 3700 / 6988 4100 - Askim, Norway - Info-board    |
+-------------------------------------------------------------------------+
```

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1.212 MSG-210 Subject: Re: All those neat new textures...

```
Subject: Re: All those neat new textures...
Date: Thu, 18 Aug 94 08:53:13 EST
From: gmcdonou@artemis.earth.monash.edu.au (Graeme Mc Donough)

>>I noticed from one of your messages that you're on Cserve. If that's the
>>case, could you UL those textures (in a 'normal' (not Uuencoded) version)
>>you've written? I've been going nuts trying to get the UUencode to decode.
>>I'd really appreciate it as I'm dying to see those textures and they sound
>>very useful.
>
>>Thanks!
>
>>Steve
>
>Well I don't know for sure if I still have acces (and don't know how to
>upload yet :)
>But I will check it out and see if I can upload the suff.
>Maybe I then could upload Michael's textures as well if/when I get them.


Well to all of the people who are having problems uudecoding textures,
you should get who-soever to send there texture (with a readme file) to
   the ftp account on   artemis.earth.monash.edu.au (130.194.168.3)
  Put them in the /pub/incoming directory and they will end up in the directory
                  /pub/Graphics/Imagine/Textures

There is at present a small number of them there at the moment.
Have a look everyone. That is what I set up the Graphics Ftp site for
(Imagine Users).




/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\- SUN
Graeme Mc Donough,
INTERNET: mcdonoug@artemis.earth.monash.edu.au  (postmaster)
                                                                      ///
Monash University                                                    ///
Dpt of Earth Sciences                                               ///
Clayton, Melbourne                                                \\///
Victoria, AUSTRALIA 3168                                           \XX/
PHONE: +61 3 9054881
/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\-TWIRL
```

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1.213 MSG-211 Subject: Re: Automatic face triangulation

Subject: Re: Automatic face triangulation
Date: Thu, 18 Aug 94 13:11:08 +0100
From: milan@valkieser.nl (Milan Polle)

> I'd like to see automatic face triangulation. If all the points of a
> polygon are coplanar, select this option, and bingo: A polygon made
>up of triangles.

YES!
I really like that feature too. Having to extrude n' slice things is really not
a good solution.

Milan

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1.214 MSG-212 Subject: 4.0 votes etc.

Subject: 4.0 votes etc.
Date: Thu, 18 Aug 1994 07:52:15 -0500
From: gregory denby <gdenby@twain.helios.nd.edu>

Milan, as you said:

>Wouldn't it be faster with 3 cursors ? Jou would for example click in the top
>view for the y position and then start adding points in the front view which
>would en up at the right y position...

Ah, yes! My familiarity with sculpt and triple cursors is slight, but now
I get your point. It seems like that would work just fine. I do wonder
though if close copying of another programs features might not infringe
on copyrights

Hopefully something like this will be implemented.

Greg Denby
gdenby@twain.helios.nd.edu
gregory.g.denby.1@nd.edu

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1.215 MSG-213 Subject: ISL 3.0

Subject: ISL 3.0
Date: Thu, 18 Aug 94 13:09:01 +0100
From: milan@valkieser.nl (Milan Polle)

_john wrote:

> Fourth, OB Imagine thingie - I'm actively working on ISL 3.0. It's looking
> good, but wil be the last update if I don't get a few registrations. >-)

Cool, I love ISL (haven't used it too much yet though :(
Well, who knows, when I have 3.0 and start using it enough I just might
registrate (how much ?)

Keep up the good work,

Milan

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1.216 MSG-214 Subject: 4.0 votes etc.

Subject: 4.0 votes etc.
Date: Thu, 18 Aug 1994 07:53:06 -0500
From: gregory denby <gdenby@twain.helios.nd.edu>

As Brad wrote above:
> Is that the Freeform3d spline modeller that you are referring to above?

Yes, the same. The demo version is tantalizing. Altho I'm pinching pennies
just now, I suspect I will eventually acquire the product, even if/when
Imagine has a spline modeler. It seems like there is always some little
trick an application will have all to itself, and FreeForm3d seems to be well
on the way to having lots of goodies. In the mean time, it looks like it
could be one of the handiest side tools to use with Imagine.

This brings up a side point. Imagine is pretty much one programmer's work.
Likewise Lightwave, Alladin, and, if I've understood correctly, Real 3d.
It seems like many of the other apps I use are the product of several people's
coding. I bet a completely astonishing 3D world could come from a "dream team."
If the listing of the IML's members is any indication, it seems like the
arena is filling up with lots of fans... "It's the tip-off, and the chrome
sphere has already transformed through the hyper-hoop!" :- >

Greg Denby
gdenby@twain.helios.nd.edu
gregory.g.denby.1@nd.edu

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1.217 MSG-215 Subject: Re: Textures

Subject: Re: Textures
Date: Thu, 18 Aug 94 13:05:19 +0100
From: milan@valkieser.nl (Milan Polle)

> I appreciate anyone who takes the time to make new textures, thanks. Any

Thank you.

> chance you could compile it to run on a PC?

Well, I already tried it, but the textures came out about 35K each with debugging code and stuff, so it didn't work. I don't own a pc myself and therefor have to bother other people. I also don't know many people with a PC but I will see what I can do.

> Ed

Milan

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1.218 MSG-216 Subject: RE: VOTES FOR IMAG

Subject: RE: VOTES FOR IMAG
Date: Wed, 17 Aug 94 22:18:37 -0300
From: greg.tsadilas@hofbbs.com

> - when you select "pick points" and redraw, all the
> other objects but the picked one disapear. I think
> it's bad because you may want to change the
> shape of the object based on other object's position
> or shape. I think it's better to redraw them in a
> discrete color.

Thats easy. Select the object you want to edit, then MULTI-PICK the objects you want to be used as reference objects. Then enter points mode, edit and refresh the screen to your hears content. The multi-selected objects will redraw with the object you are editing.

I like this method, because I can choose which objects I want displayed while I am editing. It not only speeds up redraws, but there is less clutter.

-GreG

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1.219 MSG-217 Subject: Field Rendering

```
Subject: Field Rendering
Date: Thu, 18 Aug 94 11:29:00 EST
From: "Ducharme, Alain: FOB" <Ducharme@fob.istc.ca>

   Anybody who understands what this is care to explain?:

>From the Imagine 3.1 announcement:
> Field Rendering
>
> For users of single frame systems, you will now be able to create very
> smooth and jitter free animations with the Field Rendering option.
> Simply click on the Field render button in the Subproject menu, push
> the go button and it just works,  Very cool and very smooth.
```

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1.220 MSG-218 Subject: Re: your mail

```
Subject: Re: your mail
Date: Wed, 17 Aug 1994 23:25:17 -0700 (PDT)
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> >
> > Umm...has anyone tried to extrude a set of FACES or EDGES in 3.0?  You can d
o
> > it guys.  Give it a try.  <g>
> >
> > -GreG
> >
>
>   I think what they were refering to is to be able to extrude ALONG any
> set of connected points... instead of just ALONG a path, or in a straight
> line.

Well, you can do this in 3.0 I had tried it in 2.0 and it didn't work,
but in 3.0 if you go into Pick points mode and select any point it will
extrude the whole object to whatever distance you set, if you do this in
Pick Edges mode it will extrude only those points you have selected,
basicly what you are asking for, if you go into Pick Faces mode and
pick any faces, you can extrude them and it will make the side along
the extrusion for you..try it its great! This is point, edge and face
editing extrusions, not the basic object extrusions. You have to play
with this to appretiate it..You can even extrude along a path in this
manner, so you could grab several edges or faces of a plane and
then extrude only those edges or faces along a path. Something I would
call quite a powerful feature for object manipulation and creation. You
must try it!

=RRW=
```

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1.221 MSG-219 Subject: IMAGINE 4.0 COMMENTS

Subject: IMAGINE 4.0 COMMENTS
Date: Thu, 18 Aug 94 11:55:36 +0100
From: milan@valkieser.nl (Milan Polle)

> My suggestions:
>
> - when you select "pick points" and redraw, all the
> other objects but the picked one disapear. I think
> it's bad because you may want to change the
> shape of the object based on other object's position
> or shape. I think it's better to redraw them in a
> discrete color.

Already possible,
just multiselect the objects that have to stay in the view.

> - color sliders in the textures panel.

Yeah, that would be handy. And not too hard to program I think.
Also an option to make a string gadget or file requester in the
texture requester would allow for some neat textures.

> - extrusion on any axis (not only y).

Yep, that's what the interactive extrude thing is all about,
just move/scale/rotate the extrusion with the mouse.

> - some others (not many) that I can't remember now.

I have the same problem :)

> Christian Leyen (leyen@inf.ufrgs.br)

Milan

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1.222 MSG-220 Subject: Re: MOON-MAP

Subject: Re: MOON-MAP
Date: Thu, 18 Aug 94 11:14:18 CDT
From: wilks@lbm.com (Stephen Wilkinson)

cjo <cjo@smtpgw.esrange.ssc.se> asked:

```
>     does anybody have a map (for using as color- or bump-map)
>     of the moon????????????

Try:

bozo.lpl.arizona.edu         ; /pub/spacecraft/CLEMENTINE/images
seds.lpl.arizona.edu         ; same dir for moon/spacecraft pix
clementine.s1.gov            ; /pub/clementine (official site)
ftp.cis.ohio-state.edu     ; /pub/amiga/space_gifs  has some moon pix.

ftp.univ-rennes1.fr   and
ftp.cnam.fr               /pub/Images/ASTRO and /pub/Astro (resp)
moon.imp.ch

jplinfo.jpl.nasa.gov   ; look in /images
ames.arc.nasa.gov     ; Lots of NASA stuff/pix
explorer.arc.nasa.gov   ; 87 CD's on line? pix/astronomy

Regards,
Stephen
_____________________________
S. Wilkinson   wilks@lbm.com  "Programming is like pinball. The reward for
Software Engineer LB&M Assoc   doing it well is the opportunity to do it again.
_____________________________
#define OPINION        (myown)  GCS/S -d+(--) p+(---) c++++ !l- u++ e+(*) m@
#define COMPANYOPINION (~myown) s+/- n-(---) h++(*) f-- !g w+ t+ r(+) y?
      This message created using 87% recycled neuro-transmitters
```

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1.223 MSG-221 Subject: Re: Textures

```
Subject: Re: Textures
Date: Thu, 18 Aug 1994 13:32:54 -0400 (EDT)
From: Edwin Phillips <flaregun@strauss.udel.edu>

On Thu, 18 Aug 1994, Milan Polle wrote:

> > I appreciate anyone who takes the time to make new textures, thanks.  Any
>
> Thank you.
>
> > chance you could compile it to run on a PC?
>
> Well, I already tried it, but the textures came out about 35K each with
> debugging code and stuff, so it didn't work. I don't own a pc myself and
> therefor have to bother other people. I also don't know many people with a PC
> but I will see what I can do.
>
> > Ed
>
> Milan
>
```

I'd like to see some of these textures for the PC (V2.0) also. I understand that all of the textures that have been posted lately are for the Amiga?? Is this possible? I'd be willing to help in any way I could. I have a PC (no Amiga tho')... I think other PC people would also like to use some of the new textures that are appearing :) One other thing... I'm still an Imagine novice :(... but I'm gettin' better 8-)

Thanks,
Ed

/***/
/* Ed Phillips flaregun@strauss.udel.edu University of Delaware */
/* Jr Systems Programmer (302) 831-6082 IT/Network and Systems Services */
/***/

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1.224 MSG-222 Subject: Re: ISL 3.0

Subject: Re: ISL 3.0
Date: Thu, 18 Aug 94 10:52:25 PDT
From: John.T.Grieggs@jpl.nasa.gov (John T. Grieggs)

> _john wrote:
>
> > Fourth, OB Imagine thingie - I'm actively working on ISL 3.0. It's looking
> > good, but wil be the last update if I don't get a few registrations. >-)
>
> Cool, I love ISL (haven't used it too much yet though :(
> Well, who knows, when I have 3.0 and start using it enough I just might
> registrate (how much ?)
>
It is $25.00. This gives you free updates as long as I'm maintaining it, and a copy of the PC version when it's done. Note that there is no real reason to wait for any particular version - whenever you register, you'll get upgraded when an upgrade is available.

> Keep up the good work,
>
> Milan
>
_john

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1.225 MSG-223 Subject: Re: Textures

Subject: Re: Textures
Date: Thu, 18 Aug 94 10:50:12 PDT
From: John.T.Grieggs@jpl.nasa.gov (John T. Grieggs)

> > chance you could compile it to run on a PC?
>
> Well, I already tried it, but the textures came out about 35K each with
> debugging code and stuff, so it didn't work. I don't own a pc myself and
> therefor have to bother other people. I also don't know many people with a PC
> but I will see what I can do.
>
I suspect this may be a hard problem, due to Impulse's proprietary
memory management. If you get it to work, I'd be very interested
to hear what you learn.

> > Ed
>
> Milan
>
_john

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1.226 MSG-224 Subject: Sorry Could Not Find Subject!

Date: Fri, 19 Aug 1994 12:15:08 +1000
From: imagine-relay@email.sp.paramax.com

Hi,

field rendering means that the renderer will generate half of
a frame in the even lines and half of other frame in the odd
lines of a picture. Ex: frame 1 will be rendered in the even
lines and frame "1.5" in the odd ones. This cause the animation
to be more smooth.

Christian Leyen (leyen@inf.ufrgs.br)

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1.227 MSG-225 Subject: Sorry Could Not Find Subject!

Date: Fri, 19 Aug 1994 13:06:22 +1000
From: imagine-relay@email.sp.paramax.com

>
>
> Anybody who understands what this is care to explain?:

```
>
> >From the Imagine 3.1 announcement:
> > Field Rendering
> >
> > For users of single frame systems, you will now be able to create very
> > smooth and jitter free animations with the Field Rendering option.
> > Simply click on the Field render button in the Subproject menu, push
> > the go button and it just works,  Very cool and very smooth.
>
There is a like function in LW3.5- I believe it saves the file as a pair
of video fields instead of a single frame. It is only valid if you are
rendering to a single frame recording VCR, or like device (PAR or VLab-
Motion would benifit from this, I think).


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."
-------------------------------------------------------------------------------
```

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1.228 MSG-226 Subject: Re: ISL 3.0

```
Subject: Re: ISL 3.0
Date: Thu, 18 Aug 94 13:30:20 PDT
From: John.T.Grieggs@jpl.nasa.gov (John T. Grieggs)

>   What IS ISL?
>
ISL is the Imagine Staging Language.  It lets you decompile staging files
into a nice, easy-to-hack ASCII form.  You can modify ISL files, then use
another part of the ISL package to generate a new staging file containing
your mods.  You can also programmatically generate ISL.

It's not quite as nice as built-on AREXX, but it's a heck of a lot better
than nothing at all.  :-)

The current version, 2.0, only works on stages up through Imagine 2.0, but
it does handle PC stages.  The upcoming version, 3.0, will handle Imagine
3.0 stages, and eventually will run on the PC as well.  Since Imagine 3.0
can read and promote Imagine 2.0 staging files, you can use ISL with it
now, in a limited manner.

>   Ed
>
> /*************************************************************************/

> /* Ed Phillips  flaregun@strauss.udel.edu      University of Delaware       */
```

```
> /* Jr Systems Programmer  (302) 831-6082    IT/Network and Systems Services */

> /*************************************************************************/

>
_john
```

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1.229 MSG-227 Subject: Sorry Could Not Find Subject!

Date: Fri, 19 Aug 1994 16:16:58 +1000
From: imagine-relay@email.sp.paramax.com

Impulse being underhanded? I do not think so. I've dealt with them for six years now, and I've never gotten that feeling. As far as Imagine not having all the advertised features, let's get real here. If the fact that 3.0 does not have all the features (yet) is underhanded, then what does that make NewTek, with a product announcement 4.5 years before availability, or Opal Vision's Roaster chip, or Bill Clinton(oops). I think it's just a matter of implementation. If a certain feature, like a full 3D Spline editor, can be made more powerful by waiting a few months for new technology, then it is worth the wait, IMHO. Meanwhile, look at all the neat undocumented stuff, like Spline editor splines can be used and edited in the Stage editor, for instance. Besides, Impulse has always offered to give a dissatisfied user their money back. Try it with NewTek, or Centaur, or Clinton.

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1.230 MSG-228 Subject: Bitmap memory question

Subject: Bitmap memory question
Date: Fri, 19 Aug 1994 00:03:48 -0400
From: blaq@io.org

I loaded two default primitive planes into Stage, one with a brushmap, one without. I then cloned one of them 4 times. I measured free memory at its lowest point, just before Imagine puts up the "0.00% done" message:

5 plain planes (g), 1 mapped plane: free RAM = 4904 K
1 plain plane (g), 5 mapped planes: free RAM = 4907 K

The minimal difference means that no, each image is only loaded once, regardless how often it appears in your scene. You lose an insignificant amount of RAM for each brushmap, but that's not really a factor.

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1.231 MSG-229 Subject: Re: ISL 3.0

```
Subject: Re: ISL 3.0
Date: Thu, 18 Aug 1994 22:28:18 -0600 (MDT)
From: Roger Straub <straub@csn.org>

>
>   What IS ISL?
>
>   Ed
>

Hi Ed!

ISL is the Imagine Stage Language. It allows you to take a staging file,
decompile it into an ASCII file, edit it, recompile it and then use it
with Imagine.

I haven't used it much, but that's mostly 'cuz I got 3.0 before I
d'loaded ISL 2.0.

See ya,
  Roger
```

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1.232 MSG-230 Subject:

```
Subject:
Date:         19 Aug 1994 11:19:40 MET
From: KWDA@cbs.nl

 Some time ago some guys from Italy wrote a program called Pongo. This
 was a 3D-morphing utility for Imagine.
 I believe this program was picked up by Impulse Inc. and distributed under
 the name Morphus (?). Is it still possible to order this program directly from

 Impulse ?

 Thanx & Greetz, Kaj Wierda      E-MAIL: KWDA@CBS.NL
```

-=> RETURN TO CONTENTS!<=-

1.233 MSG-231 Subject: can 3.0 read Brilliance IFFs?

```
Subject: can 3.0 read Brilliance IFFs?
Date: Fri, 19 Aug 1994 9:01:57 -0400 (EDT)
From: Rob Freundlich <RSF@mother.idx.com>
```

As you may or may not be aware, Imagine 2.0 cannot read IFFs produced by Brilliance 1.0. There's an extra chunk in there or something. Can Imagine 3.0 read them? Conversely, can Imagine 2.0 (or 3.0) read IFFs from Brilliance 2.0?

I have limited funds available to upgrade one of these two products, and am trying to decide how to get my money's worth.

Thanks.

Rob Freundlich, Senior Software Engineer | Some folks you don't have
IDX Systems Corporation | to satirize, you just quote 'em.
| - Tom Paxton, from "A Folk
Amiga 4000/040. deal with it. | Singer's Guide to Usenet"

-=> RETURN TO CONTENTS!<=-

1.234 MSG-232 Subject: Re: RELAY BOUNCE

Subject: Re: RELAY BOUNCE
Date: Thu, 18 Aug 1994 21:45:37 -0700 (PDT)
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

Thanks to Dave this made it to the IML.

> > I feel like flying in 3D space.
> >
> > But, have no feathers...
> >
> > Any idea how to make such for a bird's head?
>
> Used brush maps for diff parts of the head, not good enough.
>
> Tried some textures, well.... still trying...
>
> You'll get a free ride for good tip (if you're small enough!)
>
> Thanks.

Hmmm. tough one, what about trying a brushmap as you did, but then add a bumpmap with slivering bumps that would match close to the brushwraps feather direction, but would not be the same as the brushwrap, make small lines like feathers, that would match into the colormap of feathers..Don't know if this would even do it, but can't hurt to try?

=RRW=

-=> RETURN TO CONTENTS!<=-

1.235 MSG-233 Subject: Re: IMAGINE 4.0 COMMENTS

Subject: Re: IMAGINE 4.0 COMMENTS
Date: Thu, 18 Aug 1994 22:00:17 -0700 (PDT)
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> > - extrusion on any axis (not only y).
>
> Yep, that's what the interactive extrude thing is all about,
> just move/scale/rotate the extrusion with the mouse.
>
> > - some others (not many) that I can't remember now.
>
> I have the same problem :)
>
> > Christian Leyen (leyen@inf.ufrgs.br)

Well, you can re-align the axis of the object quite easy, just press Rght-Amiga-T and select Transform Axis Only. Then select Alignment and re-align the axis on X,Y or Z, then go and Extrude the object or edges, faces, and extrude them along Y, this is fairly quick and works well for extruding objects, etc. in any direction.

Though this may not be as interactive as you would like, if so then just hit Shift-R and then X,Y or Z and rotate the axis interactivley in that directiion, can't get much easer than that. And with the NewView window you get a 3D version of it. Not to bad.

=RRW=

-=> RETURN TO CONTENTS!<=-

1.236 MSG-234 Subject: Re: Field Rendering

Subject: Re: Field Rendering
Date: Fri, 19 Aug 94 10:17:00 EST
From: "Ducharme, Alain: FOB" <Ducharme@fob.istc.ca>

Thank you Doug R., Mike H. and Christian L. for the explanation of Field Rendering.
Since you're all so helpful...

Will all single frame VTRs let you record the video fields (or half frames) individually instead of full frames to achieve this smoother look?
I realize if I would like to transfer to tape an animation, frame by frame, it's not as simple as just renting a single frame VTR unit. Assuming we already have a 24bit display device with an NTSC video out signal from our Amiga or PC what are the currently recommended single frame VTR control softwares/adapter? Is anything else needed?

Thanks!

-=> RETURN TO CONTENTS!<=-

1.237 MSG-235 Subject: feathers

```
Subject: feathers
Date: Fri, 19 Aug 94 11:07:33 GMT
From: Kevin Bonifield <kevinb@spacecom.com>

> > I feel like flying in 3D space.
> >
> > But, have no feathers...
> >
> > Any idea how to make such for a bird's head?
 >
 > Used brush maps for diff parts of the head, not good enough.
 >
 > Tried some textures, well.... still trying...
 >
 > You'll get a free ride for good tip (if you're small enough!)
 >
 > Thanks.

Not sure exactly how...but what about particles?  Could you
make particles which correspond to a feather shape...not small
enough in detail like an L-tree but roughly like the jagged edges
of several feathers in a clump?

..maybe supplemented by a feather texture-map?

  //Kevin


::::::::::SpaceCom Systems::::::::::::::
: Down-to-Earth satellite solutions (r):
::::::::::::::::::::::::::::::::::::::::
::         Kevin Bonifield             ::
::    Software Design Engineer         ::
::                                     ::
::    Inet :kevinb@spacecom.com        ::
::    Phone:918-488-4823               ::
::    Fax  :918-488-4848               ::
::::::::::::::::::::::::::::::::::::::::
```

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1.238 MSG-236 Subject: Re: QUESTIONS ON AVAILABLE SOFTWARE

```
Subject: Re: QUESTIONS ON AVAILABLE SOFTWARE
Date: Fri, 19 Aug 94 9:30:10 PDT
From: John.T.Grieggs@jpl.nasa.gov (John T. Grieggs)

>
>
> Hi,
```

```
>
> I was wondering if ISL and Freform 3D Spline Modeller are available
> by ftp and where.
>
ISL 2.0 is available on any of the Aminet sites.

> Also if available this way, what is the
> registration price?
>
ISL is $25.  3.0 is coming soon, upgrade will be free for registered users.

>
> Thanks,
>
>
>
> Ken
>
_john
```

-=> RETURN TO CONTENTS!<=-

1.239 MSG-237 Subject: which IML archive for bones tutorial?

```
Subject: which IML archive for bones tutorial?
Date: Fri, 19 Aug 1994 12:51:24 -0400 (EDT)
From: <bruceb@VNET.IBM.COM> (Yoda)

I missed the bones tutorial, and only caught the compliments that followed.
Since I'm not sure of the time frame in which it appeared, I was wondering
if anyone can either tell me which IML archive it would be in (40-50 range?)
or about what date...  I've made some bones and it seemed rather easy, yet
the 'tutorial' in the manual didn't click with the actual setup of the hands
object.  The groups and desciptions in the manual didn't match up with what
was in the object, and not all of the group selections made sense to me.
For example, in a bones object I constructed that seemed to work fine, I
set the entire foot as one subgroup, then foot+ankle as another and made the
the small and big group respectively for a bone.  Then foot+ankle for the
small group for the knee joint, and knee+ankle+foot for the big group.
In the hand object, they include part of the 'joint' area in the small
group.  The way it was described in the book, it didn't seem like it should be
that way.  My bones object seemed to work OK, but is it strictly correct?

Thanks,
bruce

--
Bruce Baltzer - bruceb@vnet.ibm.com - baltzebw@newton.ccs.tuns.ca
NLTC, IBM Toronto (Canada) Software Lab     (UNTIL SEPT. 94 ONLY)
Electrical Engineering Student (one more year *sigh*)
PGP Public Key available on request.
```

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1.240 MSG-238 Subject: Re: Automatic face triangulation

Subject: Re: Automatic face triangulation
Date: Fri, 19 Aug 1994 12:04:37 BRA3EST
From: "Daniel 'Mega'" <MEGA@maracana.lci.ufrj.br>

> I'd like to see automatic face triangulation. If all the points of a
> polygon are coplanar, select this option, and bingo: A polygon made
>up of triangles.
That's very easy to do, Sculpt did that. Impulse says to do it "slice" a plane with the edge cutter, it's like kill an ant with a tank. Please Impulse don't be lazy with such a simple thing. I suggest to "auto" "select swap" for all kinds of data types (Groups, Objects, Faces, Edges and Points). It's possible now, but in a very difficult manner.

Day Message: money is nothing, but a lot of money, well..., that's different.

Daniel Bueno Bracher
Universidade Federal do Rio de Janeiro
Internet E-mail: mega@lci.ufrj.br

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1.241 MSG-239 Subject: Re: can 3.0 read Brilliance IFFs?

Subject: Re: can 3.0 read Brilliance IFFs?
Date: Fri, 19 Aug 1994 12:09:36 BRA3EST
From: "Daniel 'Mega'" <MEGA@maracana.lci.ufrj.br>

Rob wrote
> As you may or may not be aware, Imagine 2.0 cannot read IFFs produced by
> Brilliance 1.0. There's an extra chunk in there or something. Can Imagine 3
> .0
> read them? Conversely, can Imagine 2.0 (or 3.0) read IFFs from Brilliance 2.
> 0?
>
> I have limited funds available to upgrade one of these two products, and am
> trying to decide how to get my money's worth.
In fact Imagine 2.0 doesn't read NewIFF format (let's say generated from AGA products). I think IM3 will solve your problem

Day Message: money is nothing, but a lot of money, well..., that's different.

Daniel Bueno Bracher
Universidade Federal do Rio de Janeiro
Internet E-mail: mega@lci.ufrj.br

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1.242 MSG-240 Subject: Re: MOON-MAP

```
Subject: Re: MOON-MAP
Date: Fri, 19 Aug 94 22:21:09 CET
From: cjo <cjo@smtpgw.esrange.ssc.se>

I asked:

>>  does anybody have a map (for using as color- or bump-map)
>>  of the moon????????????

Stephen Wilkinson answered:

>Try:

>bozo.lpl.arizona.edu         ; /pub/spacecraft/CLEMENTINE/images
>seds.lpl.arizona.edu         ; same dir for moon/spacecraft pix
>clementine.s1.gov            ; /pub/clementine (official site)
>ftp.cis.ohio-state.edu       ; /pub/amiga/space_gifs  has some moon pix.

>ftp.univ-rennes1.fr   and
>ftp.cnam.fr                  /pub/Images/ASTRO and /pub/Astro (resp)
>moon.imp.ch

>jplinfo.jpl.nasa.gov     ; look in /images
>ames.arc.nasa.gov        ; Lots of NASA stuff/pix
>explorer.arc.nasa.gov    ; 87 CD's on line? pix/astronomy


Well, I'm sorry to tell you all that I just couldn't find any map at any of
the sites above (a couple of very good earth-maps though).

If someone has any other suggestions I would be greatful :)
-----------------------------------------------------------------
|   Conny Joensson   |   Swedish Space Corp. Esrange            |
|   Kiruna           |   Satellite operations - Telecom Div.    |
|   Sweden           |   cjo@smtpgw.esrange.ssc.se              |
-----------------------------------------------------------------
```

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1.243 MSG-241 Subject: Sorry Could Not Find Subject!

```
  id m0qbetr-0006MAC; Fri, 19 Aug 94 21:07 EDT
Date: Fri, 19 Aug 1994 21:07:11 +0100
From: Mark Jones <mjones@atc.imssys.com>
Subject: Re: Field Rendering
```

To: "Ducharme, Alain: FOB" <Ducharme@fob.istc.ca>
Cc: "'IML'" <imagine@email.sp.paramax.com>
In-Reply-To: <2E5486EF@mssmtp.istc.ca>
Message-Id: <Pine.3.89.9408192152.H12009-0100000@atc.imssys.com>
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII

Actually, if Impulse includes a player or built-in player for field rendered anims, you wont need a single-frame VTR to see it. ClariSSA from ProDAD can create the same thing from an anim5 or DCTV format animation, and includes a player so you can view it on your monitor.

On Fri, 19 Aug 1994, Ducharme, Alain: FOB wrote:

> Thank you Doug R., Mike H. and Christian L. for the explanation of Field Rendering.
> Since you're all so helpful...
>
> Will all single frame VTRs let you record the video fields (or half frames) individually instead of full frames to achieve this smoother look?
> I realize if I would like to transfer to tape an animation, frame by frame, it's not as simple as just renting a single frame VTR unit. Assuming we already have a 24bit display device with an NTSC video out signal from our Amiga or PC what are the currently recommended single frame VTR control softwares/adapter? Is anything else needed?
>
> Thanks!
>

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1.244 MSG-242 Subject: Re: Field Rendering

Subject: Re: Field Rendering
Date: Fri, 19 Aug 94 16:32:20 +0200
From: Anders_Lattermann@p24.anet.bbs.bad.se (Anders Lattermann)

In a message of 18 Aug 94 Douglas Rudd wrote to me:

DR> There is a like function in LW3.5- I believe it saves the file as a
DR> pair of video fields instead of a single frame. It is only valid if you
DR> are rendering to a single frame recording VCR, or like device (PAR or
DR> VLab- Motion would benifit from this, I think).

I'm pretty sure it's a function in ADpro that splits a picture into two pictures, one for the even lines and one for the odd. Think it's called " Deinterlacing".

Should do the same result and since ADPro handles ARexx it should be possible to automate.

Anders Lattermann

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1.245 MSG-243 Subject: WISHLIST FOR IM4

Subject: WISHLIST FOR IM4
Date: Fri, 19 Aug 94 21:47:40 -0300
From: greg.tsadilas@hofbbs.com

Ladies and gents,

That wishlist that was posted is truly amazing. It shows that many people have not read the book, and have not truly used Imagine enough.

That aside...here's something that people recently said they WANT. But if you'd have tried it, you'd see thats it's already there.

You can extrude or replicate any object along any path. No one said that a path could not be a set of points, a line segment, or another object. It's rather easy, when doing an extrude or replicate, put in the name of the object you want to replicate or extrude along in the appropriate field. The extrude or replication will follow the order of the vertices of the "path object".

Now, before some of you decide to add to the Wishlist, make sure it's not already in Imagine 3.0....you know, like run the program and try it.

-GreG

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1.246 MSG-244 Subject: 'Imagine-friendly' PS fonts on aminet...

Subject: 'Imagine-friendly' PS fonts on aminet...
Date: Sat, 20 Aug 1994 02:24:05 -0400 (EDT)
From: <bruceb@VNET.IBM.COM> (Yoda)

Part 1:

So far I've downloaded and tested only 5 of the AT1 font files from aminet.
>From these, the following fonts work. Those that do not give on of three 'errors'. One is 'missing encoding vector'. Another is bad char encoding or something like that, followed by a buffer overflow. the third error is a lack of action. And yes, I tried uppercase and lowercase, for those fonts that are monocase. the word I used was 'TeSt'.
Interesting to note that in all cases where there was an error in loading, Imagine still added an axis... wish it wouldn't! Anyway, all font files are on aminet in something like text/font, with a name in the pattern at1fonts-xx.lha, where xx is some identifier. I will only specify the identifer in each case.

SC1

```
---
Heather
Kaufmann
KellyBrown
Koala Bold
Koala Normal
KuenstlerScript-Black
KuenstlerScript-Medium
KuenstlerScript-TwoBold
LSCScript
MissBrooks
Mistral
Shelley-AllegroScript
Shelley-AndanteScript
Shelley-VolanteScript

M1 - not all are latin script
--
Angelic
EnglishTowne-Normal
Enochian
Futhark
Iglesia-Light
Linotext
Lombardoc
Runic-Gothic
Viking

C1
--
Becker-Medium
BlackChancery
Caligula
CascadeScript
GenoaItalic
GenoaRoman
Heidelbe-Light
MediciScript
PerryGothic
Romeodn

C2
--
Ian-Bent - caps only
KellyAnnGothic

SC2
---
Brush-Script-Normal-Italic
Coronet-SemiBold-Italic
Dobkin-Script
Juliet
LaurenScript
NuptialScript
RSAlison

That's it for now... anyone else's experience?
```

```
ttyl,
bruce

--
Bruce Baltzer - bruceb@vnet.ibm.com - baltzebw@newton.ccs.tuns.ca
NLTC, IBM Toronto (Canada) Software Lab     (UNTIL SEPT. 94 ONLY)
Electrical Engineering Student (one more year *sigh*)
PGP Public Key available on request.
```

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1.247 MSG-245 Subject: Bones

```
Subject: Bones
Date: Sat, 20 Aug 94 19:05:47 PDT
From: ua197@freenet.victoria.bc.ca (Christopher Stewart)

     Well, I've been playing with bones and storyboarding. The storyline
is Great! Bones however, I admit to be having trouble with. What I could
use is an example applied to a COMPLEX object. I've been able to follow
Lesk's tutorial and complete the exercises in the manual but seem unable
to get those techniques to work with some of my more detailed pieces. ANY
help someone could provide (especially uuencoded complex .iobs ;-) would
be appreciated. I'll keep on plugging away, perhaps enlightenment is just
around the corner....

          Christopher



--
"I wish there was a knob on the TV             ua197@freenet.victoria.bc.ca
 to turn up the intelligence.                  cs833@cleveland.freenet.edu
 There's a knob called 'brightness',           Christopher Stewart
 but it doesn't work." -- Gallagher            Animation/Graphic Arts/Telecomm
```

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1.248 MSG-246 Subject: Re: WISHLIST FOR IM4

```
Subject: Re: WISHLIST FOR IM4
Date: Sat, 20 Aug 1994 19:39:02 -0700 (PDT)
From: Kelly Petlig <kpetlig@halcyon.com>

On Fri, 19 Aug 1994 greg.tsadilas@hofbbs.com wrote:
> That wishlist that was posted is truly amazing.  It shows that many people hav
e
> not read the book, and have not truly used Imagine enough.

I haven't read much of the manual myself since it is hard separate what
```

was added in 3.0 and what I already use all the time. Is there some
reference text listing of what's added with 3.0 from 2.0 or even 2.9?
There's many things many of us do the "old way" because our attention
wasn't called to a feature that was snuck in on 3.0 and many of us are
still caught in the "trying to get something done" mode rather than
"exploration" mode.

ObIB: When _check_object_ says face 500 has inconsistant edges, and using
_pick_range_ 500,500,1 shows a good face, try 501,501,1 ... that may be
the actual bad face. (I once deleted face 500, and the next run of check
obj had face 499 bad, so I deleted that, and 498 was bad, hmm)

 Image Runner, sysop of Amiga Images   // / BOOM, sooner or later, boom.\
Mr.Kelly Petlig<kpetlig@halcyon.com> \X/ \ finger address for BBS info /

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1.249 MSG-247 Subject: Sorry Could Not Find Subject!

  id m0qc1P1-0006M9C; Sat, 20 Aug 94 21:08 EDT
Date: Sat, 20 Aug 1994 21:08:50 +0100
From: Mark Jones <mjones@atc.imssys.com>
Subject: Re: 'Imagine-friendly' PS fonts on aminet...
To: bruceb@VNET.IBM.COM
Cc: imagine@email.sp.paramax.com
In-Reply-To: <9408200624.AA42211@rs6nltc.torolab.ibm.com>
Message-Id: <Pine.3.89.9408202106.A27773-0100000@atc.imssys.com>
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII

You can almost always solve this problem with "TypeSmith". Use Adobe
standard encoding for your save option, and Imagine will almost always
accept the font. If you do have TypeSmith, maybe you can offer to convert
some fonts for others. Likewise, ask around for those that DO have it.

On Sat, 20 Aug 1994 bruceb@VNET.IBM.COM wrote:

> Part 1:
> -------
> So far I've downloaded and tested only 5 of the AT1 font files from aminet.
> >From these, the following fonts work. Those that do not give on of three
> 'errors'. One is 'missing encoding vector'. Another is bad char encoding
> or something like that, followed by a buffer overflow. the third error is
> a lack of action. And yes, I tried uppercase and lowercase, for those fonts
> that are monocase. the word I used was 'TeSt'.
> Interesting to note that in all cases where there was an error in loading,
> Imagine still added an axis... wish it wouldn't! Anyway, all font files are o
n
> aminet in something like text/font, with a name in the pattern at1fonts-xx.lha
,
> where xx is some identifier. I will only specify the identifer in each case.
>

> SC1
> ---
> Heather
> Kaufmann
> KellyBrown
> Koala Bold
> Koala Normal
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> KuenstlerScript-Medium
> KuenstlerScript-TwoBold
> LSCScript
> MissBrooks
> Mistral
> Shelley-AllegroScript
> Shelley-AndanteScript
> Shelley-VolanteScript
>
> M1 - not all are latin script
> --
> Angelic
> EnglishTowne-Normal
> Enochian
> Futhark
> Iglesia-Light
> Linotext
> Lombardoc
> Runic-Gothic
> Viking
>
> C1
> --
> Becker-Medium
> BlackChancery
> Caligula
> CascadeScript
> GenoaItalic
> GenoaRoman
> Heidelbe-Light
> MediciScript
> PerryGothic
> Romeodn
>
> C2
> --
> Ian-Bent - caps only
> KellyAnnGothic
>
> SC2
> ---
> Brush-Script-Normal-Italic
> Coronet-SemiBold-Italic
> Dobkin-Script
> Juliet
> LaurenScript
> NuptialScript
> RSAlison
>

```
> That's it for now... anyone else's experience?
> ttyl,
> bruce
>
> --
> Bruce Baltzer - bruceb@vnet.ibm.com - baltzebw@newton.ccs.tuns.ca
> NLTC, IBM Toronto (Canada) Software Lab     (UNTIL SEPT. 94 ONLY)
> Electrical Engineering Student (one more year *sigh*)
> PGP Public Key available on request.
>
```

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1.250 MSG-248 Subject: Bones tutorial

```
Subject: Bones tutorial
Date: Sat, 20 Aug 1994 23:51:37 -0500 (CDT)
From: zmievski@herbie.unl.edu (cyberhawk)

I have missed the Bones tutorial. Is it on any of the FTP sites? If
not, can someone please E-mail it to me?

Thanks a lot.
```

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1.251 MSG-249 Subject: Re: Votes for Imagine 4.0

```
Subject: Re: Votes for Imagine 4.0
Date: Sat, 20 Aug 1994 21:36:20 -0700 (PDT)
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> My wish is very simple. When using Join, I'd like the joined object to
> optionally create subgroups using the names of the original objects. I
> recently created a dinosaur anim in which the creature turns its' head
> and opens its' mouth. The skin,eyes,teeth,jaw,tongue were all created
> separately with textures applied. To animate the head,each part had
> to be manually realigned in the next State, since although Joining the
> objects would have made movement a lot easier, all the texture info
> would be lost. If I could have joined gums to teeth and had subgroups
> defined for me in the process, I'd have finished the anim weeks ago.

Well, actually Imagine does keep all the subgroups of other objects when
you join them, so this should have been no problem. As for making each
object have a subgroup name after joining them you could have selected
all of the faces for an object and gave it a name, this way when you
joined them, you could get to that object by using Pick Subgroups. So you
would be able to have each object named as a Subgroup as you want..The
only problem I see that Imagine doesn't do is keep the textures of any of
```

the objects you join, it will keep the textures of the object you are joining everything to, but not any of the others. This is probably due to the fact that the axis will change to the object you are joining everything to and would cause all textures on the other objects to be moved out of place. I do think this is something Impulse could fix and make it so that it could keep these textures. They would basically have to find settings for the axis of each texture and any texture settings, then copy them to the new joined object. It does keep all of the attributes for the other objects as well as any subgroups and attributes you have set to them on these objects, just not the textures or brushwraps.

So the best sulution until Impulse makes this possible would be to make your objects and subgroups first and maybe even attributes too. Then add all of the textures after you join the objects together. If you make your attributes first as well, this is one way of getting glass and grainy sand or whatever together on the same object, for as you know you can not do this with subgroups on a single object, but can by doing this. This would not make much more work for you, but it would be nice to be able to refine a texture while only working on a single object, rather than having to do it with all them extra points, faces, textures, etc.. that might have to be Quickrenderd to see the texture you are working on, and would probably make it a bit faster of a proccess too.

But the above will work until then so Enjoy trying it out.

=RRW=

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1.252 MSG-250 Subject: memory requirements for 3.0

Subject: memory requirements for 3.0
Date: Sun, 21 Aug 1994 00:06:53 -0600 (MDT)
From: NICHOLS SCOTT CONRAD <nicholss@magellan.Colorado.EDU>

Hi

I've just received Imagine 3.0. I have a NTSC A3000/030/25/882 with 3 MB Fast ram & 2 MB chip ram. My question is how much memory do I buy? Is 8 more MB enough? When you do a complex scene, how much memory is required? Thanks for the input.

Scott

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1.253 MSG-251 Subject: Re: 'Imagine-friendly' PS fonts on aminet...

Subject: Re: 'Imagine-friendly' PS fonts on aminet...
Date: Sun, 21 Aug 1994 02:55:35 -0400 (EDT)
From: <bruceb@VNET.IBM.COM> (Yoda)

> You can almost always solve this problem with "TypeSmith". Use Adobe
> standard encoding for your save option, and Imagine will almost always
> accept the font. If you do have TypeSmith, maybe you can offer to convert
> some fonts for others. Likewise, ask around for those that DO have it.

Yes, but some of us don't have that program... so, my list is of those
fonts that don't require any 'fiddling' to work, that are free from
aminet. If anyone has that program and wishes to upload 'working' fonts, that
would be great... and that's the point of my list! If anyone does, as this
fellow suggested and I forgot to ask, have the ability to 'fix' fonts
that are not listed as 'working' from these archives, it would be greatly
appreciated. Just figured I'd save some people the effort of downloading
fonts that they didn't want/couldn't use, and those that could could use the
list to determine which fonts needed to be 'fixed' for the rest of us.
I do not have Typesmith... I have some ideas for 'fixing' them, as I've
decoded the occasional type 1 font myself into standard PS, but I figured
that since people had mentioned that most fonts were 'fixable', I'd see if
anyone else wanted to do it... I don't have the tools at home...
ttyl,
bruce

--
Bruce Baltzer - bruceb@vnet.ibm.com - baltzebw@newton.ccs.tuns.ca
NLTC, IBM Toronto (Canada) Software Lab (UNTIL SEPT. 94 ONLY)
Electrical Engineering Student (one more year *sigh*)
PGP Public Key available on request.

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1.254 MSG-252 Subject: Re: memory requirements for 3.0

Subject: Re: memory requirements for 3.0
Date: Sun, 21 Aug 1994 05:54:51 -0500
From: gregory denby <gdenby@twain.helios.nd.edu>

Scott wrote
> My questionis how much memory do I buy? Is 8 MB enough? ...

You can never have enough memory!! However, you will quickly find the
5 MB you have is insufficient. As a rule of thumb, I usually assume
that object/s require about 10 times more memory to trace than they
are in themselves. i.e. a 300k .iob needs 3 MB. Brush wraps also
chew up memory, and so are of less value when memory is an issue. As
a bench mark, I consider the ability to render Carmen Rizzolo's PD
Enterprise .iob the base for serious work. The Enterprise requires
more than an 8 MB system.

If you are new to Imagine, it will probably be awhile till you run out
of memory, unless you use the Particles feature. As the manual says,

"When an object is converted to particles during rendering, its face and point count is increased dramatically." (pg 113) So if you are playing with some large primatives that render just fine, and then run a Particle FX on 'em, the RAM will just go poof!

Greg Denby
gdenby@twain.helios.nd.edu
gregory.g.denby.1
.... urk, flawed sig above... retry
gregory.g.demby.1@nd.edu

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1.255 MSG-253 Subject: Re: 'Imagine-friendly' PS fonts on aminet...

Subject: Re: 'Imagine-friendly' PS fonts on aminet...
Date: Sun, 21 Aug 1994 13:02:51 -0600 (MDT)
From: Roger Straub <straub@csn.org>

Hi, all!

Just thought I'd mention that I just recieved a CD-ROM with over 2000 Adobe Type 1 fonts on it, but I don't have TypeSmith. If someone out there does, maybe I could uuencode the fonts to them and have them convert them and upload them to Aminet.

See ya,
  Roger

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1.256 MSG-254 Subject: Re: memory requirements for 3.0

Subject: Re: memory requirements for 3.0
Date: Sun, 21 Aug 1994 16:36:32 -0400 (EDT)
From: Raymond Ney <rayney@freenet.columbus.oh.us>

On Sun, 21 Aug 1994, NICHOLS SCOTT CONRAD wrote:

> Hi
>
> I've just received Imagine 3.0. I have a NTSC A3000/030/25/882 with
> 3 MB Fast ram & 2 MB chip ram. My question is how much memory do
> I buy? Is 8 more MB enough? When you do a complex scene, how
> much memory is required? Thanks for the input.
>
> Scott
>

By as much as you can possibly afford! I doubt if your current set-up will

keep you happy at all. I have 9 megs total and I am constantly running out!

Raymond Ney <rayney@freenet.columbus.oh.us>

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1.257 MSG-255 Subject: Re: memory requirements for 3.0

Subject: Re: memory requirements for 3.0
Date: Sun, 21 Aug 1994 14:44:58 -0700 (PDT)
From: Kelly Petlig <kpetlig@halcyon.com>

On Sun, 21 Aug 1994, NICHOLS SCOTT CONRAD wrote:
> I've just received Imagine 3.0. I have a NTSC A3000/030/25/882 with
> 3 MB Fast ram & 2 MB chip ram. My question is how much memory do
> I buy? Is 8 more MB enough? When you do a complex scene, how
> much memory is required? Thanks for the input.

All the answers previous to this message are pretty much hitting the nail on the head. I would like to add a couple things. First of all, some scanline pictures take more memory than ray-traces (especially when using CSG spheres). Second, I have 32 megs and I have a tough time trying to run out of memory. In general, with your setup, you'll find speed more of a factor when using about 16 Megs of memory, so I'd shoot for that, and any more memory money would be better spent on a faster processor IMO.

Image Runner, sysop of Amiga Images // / BOOM, sooner or later, boom.\
Mr.Kelly Petlig<kpetlig@halcyon.com> \X/ \ finger address for BBS info /

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1.258 MSG-256 Subject: Re: memory requirements for 3.0

Subject: Re: memory requirements for 3.0
Date: Sun, 21 Aug 1994 16:10:59 -0700 (PDT)
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> I've just received Imagine 3.0. I have a NTSC A3000/030/25/882 with
> 3 MB Fast ram & 2 MB chip ram. My question is how much memory do
> I buy? Is 8 more MB enough? When you do a complex scene, how
> much memory is required? Thanks for the input.
>
> Scott

Well, you are fairly limited with the set up you have now. 8 more megs would give you 11 fast and 2 chip of ram, and this should give you the ability to do some pretty nice animations, even fairly complexed. Though

you may need to load objects only when they are on screen which could
cause a problem if you are raytracing. 18 megs of fast ram would give you
a bit more flexability. But to be completly honest, for VERY COMPLEX
animations I would say a minimum amount would be to have 32megs of fast
ram, but as far as I am consernd I would like to have at least 80 megs of
fast ram, but then loading all this info would surely slow rendering down
for each frame. As it stand right now I only have 9 megs, but will soon
have 18 so this will be a nice addition to giving me more flexability in
the creative proccess.

=RRW=

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1.259 MSG-257 Subject: Re: 'Imagine-friendly' PS fonts on aminet...

Subject: Re: 'Imagine-friendly' PS fonts on aminet...
Date: Sun, 21 Aug 1994 16:28:41 -0700 (PDT)
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

  Just figured I'd save some people the effort of downloading
> fonts that they didn't want/couldn't use, and those that could could use the
> list to determine which fonts needed to be 'fixed' for the rest of us.
> I do not have Typesmith...

> bruce

Yes Bruce and I am sure your efforts are well appreciated, I know that
I'm going to go get them fonts to add to my directory of fonts. And thank
you for saving me the hassle of having to check them all. It is nice when
someone has already done something like this and already knows the
outcome, and passes it along to others to save them the hassles. Kind of
what I would call being thoughtful of others. Thanks!

=RRW=

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1.260 MSG-258 Subject: Re: memory requirements for 3.0

Subject: Re: memory requirements for 3.0
Date: Sun, 21 Aug 1994 19:49:32 -0400 (EDT)
From: Udo K Schuermann <walrus@wam.umd.edu>

Kelly Petlig <kpetlig@halcyon.com> writes:
> On Sun, 21 Aug 1994, NICHOLS SCOTT CONRAD wrote:

```
> > I've just received Imagine 3.0.  I have a NTSC A3000/030/25/882 with
> > 3 MB Fast ram & 2 MB chip ram.  My question is how much memory do
> > I buy?  Is 8 more MB enough?  When you do a complex scene, how
> > much memory is required?  Thanks for the input.
>
> All the answers previous to this message are pretty much hitting the nail
> on the head.  I would like to add a couple things.  First of all, some
> scanline pictures take more memory than ray-traces (especially when using
> CSG spheres).  Second, I have 32 megs and I have a tough time trying to
> run out of memory.  In general, with your setup, you'll find speed more
> of a factor when using about 16 Megs of memory, so I'd shoot for that,
> and any more memory money would be better spent on a faster processor IMO.

And one last note: once you have plenty of memory, you can afford to give a
sizable block as buffers to a virtual memory subsystem, perhaps to go where
no rendering has gone before ;-)  With enough buffer space, VM may not have
the detrimental effect on rendering time that it would when it really needs
to keep swapping all the time.

I rendered an animation last year which was possible on my system only with
the help of 17MB of virtual memory.  I could easily have made the scene far
more complex, perhaps doubling these requirements.

 ._.  Udo Schuermann
 ( )  walrus@wam.umd.edu
```

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1.261 MSG-259 Subject: Bones Tutorial

```
Subject: Bones Tutorial
Date: Mon, 22 Aug 94 10:43:24 EST
From: gmcdonou@artemis.earth.monash.edu.au (Graeme Mc Donough)

If whosoever has the Bones Tutorial can send it to

ftp@artemis.earth.monash.edu.au  (130.194.168.3)

and put it into the  /pub/incoming   directory

I will put it into   /pub/Graphics/Imagine/Text-and-Tutorials

for all to ftp.



/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\- SUN
Graeme Mc Donough,
INTERNET: mcdonoug@artemis.earth.monash.edu.au  (postmaster)
                                                                       ///
Monash University                                                     ///
Dpt of Earth Sciences                                                ///
Clayton, Melbourne                                                 \\///
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Victoria, AUSTRALIA 3168 \XX/
PHONE: +61 3 9054881
/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\-TWIRL

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1.262 MSG-260 Subject: Re: Textures

Subject: Re: Textures
Date: Mon, 22 Aug 94 13:11:39 +0100
From: milan@valkieser.nl (Milan Polle)

> I'd like to see automatic face triangulation. If all the points of a
> polygon are coplanar, select this option, and bingo: A polygon made
>up of triangles.

YES!
I really like that feature too. Having to extrude n' slice things is really not a good solution.

Milan

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1.263 MSG-261 Subject: Rend24

Subject: Rend24
Date: Mon, 22 Aug 1994 8:46:16 -0400 (EDT)
From: Rob Freundlich <RSF@mother.idx.com>

>You may want to try the shareware package REND24 first. DL it from an FTP
>Aminet archive. It may be able to convert your Brilliance pics. I know
>the output works in Imagine!

I've used Rend24. It has an annoying tendency (at least in the version I have) to crash if the input files aren't 24-bit. Which means I have to use TrueBrilliance instead of Brilliance. A hassle, but not a Big Deal.

The biggest problem I have with it is the extra step. I'd prefer to just create a pic in Brilliance and then load it into Imagine. I've played with Rend24's "auto" mode where it sits and waits for files to convert, but had no luck getting it to work. Any suggestions? What's the newest version of Rend24?

Rob Freundlich, Senior Software Engineer | Some folks you don't have
IDX Systems Corporation | to satirize, you just quote 'em.

```
                                          | - Tom Paxton, from "A Folk
Amiga 4000/040.  deal with it.            |        Singer's Guide to Usenet"
```

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1.264 MSG-262 Subject: Re: Rend24

```
Subject:       Re: Rend24
Date:          Mon, 22 Aug 1994 12:15:32 BRA3EST
From: "Daniel 'Mega'" <MEGA@maracana.lci.ufrj.br>

Rob wrote:
> I've used Rend24.  It has an annoying tendency (at least in the version I hav
> e)
> to crash if the input files aren't 24-bit.  Which means I have to use
> TrueBrilliance instead of Brilliance.  A hassle, but not a Big Deal.
>
> The biggest problem I have with it is the extra step.  I'd prefer to just
> create a pic in Brilliance and then load it into Imagine.  I've played with
> Rend24's "auto" mode where it sits and waits for files to convert, but had no
>
> luck getting it to work.  Any suggestions?  What's the newest version of
> Rend24?
Yeah, Rend24 has a strange behavior. It's related with the inputting
parameters. The explanation in manual about the start/end/offset is
wrong, use them in a intuitive way (what you should think) and the
program will work flawlessly.

Day Message: before AV PCs, computers like Amiga were "Video Games",
now that PC can attach AV boards they are "Multimedia"

Daniel Bueno Bracher
Universidade Federal do Rio de Janeiro
Internet E-mail: mega@lci.ufrj.br
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1.265 MSG-263 Subject: Conforming & Following a Path

```
Subject: Conforming & Following a Path
Date: Mon, 22 Aug 1994 18:55:41 -0400
From: gt4389a@prism.gatech.edu (WHEELER,CHARLEY HAROLD III)

 Question:

I have an object that is currently straight.  I need to bend it.
I also need to have the camera follow this curve closely.
If I bend the object using conform to path I get elongation of
parts where I dont want it.  If I use bones I have a hard time
making the camera follow the curve.  Bones is ideal for shaping
```

my object but how do I get the camera to follow the curve?

 Information:

If you have several objects that are joined or you have replicated
an object so that you have matching points and you need to merge
the object sometimes not all of the points you think should merge
get merged. To get good merging set grid size to 1 and in points
mode with all points selected do snap to grid. This fixes any
rounding errors or alignment errors and makes things merge nicely.

 Information:

If you have hacked your Imagine to use a bigger screen size then
you can use a utility called NTSC4NTSC that will give you a BIG
virtual screen size. The screen will auto-scroll when your mouse
gets close to the edge. I have my screen size set so that one
quarter of one view in single view mode is visible. This is MUCH
faster than zooming in and trying to move the view. Add a utility
called MagicMenus and you can get your menus whereever you are on
your virtual screen.

 Ending:

Hope someone can help me.
Hope I helped someone.
Thanx Hap (hazard) Wheeler

This tagline space for rent.

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1.266 MSG-264 Subject: Re: Rend24

Subject: Re: Rend24
Date: Mon, 22 Aug 1994 21:45:53 -0700 (PDT)
From: Mike McCool <mikemcoo@efn.org>

Hey Rob,

  Well guy, I use Rend24 perpetually, and I love it. The version I
use is 1.05. And the reason it crashes on you is that it's designed to
process ONLY 24bit incoming files. That's why it's called Rend24 and not
RendEverything.

  (I don't mean to sound mocking; it used to crash on me every time
I tried to use it--till I realized the obvious).

  It's creator, Thomas Krehbiel, is to be congratulated and
praised. But I have to say, the dox are virtually useless. Like so many
cybernoids out there, there's a brilliant grasp of the principles but a

frightening lack of communication skills. Or perhaps a tendency to assume everyone's as brilliant as the developer. I'd write the opposite kind of dox, that would lead people by the hand as if they were blind deaf and dumb.

After making that first 24bit-only hurdle, my next challenge was figuring out how the hell Rend24's numbering/counting system worked. Imagine's pix are numbered pic.000*, beginning with 1 and going as high as ram permits. I don't know how Brilliantine numbers its frames, but I assume it's the same.

So, say you have a series of one hundred frames, pic.0001-pic.0100, that you want Rend24 to convert into 100 ham iff's that you can backdrop into Imagine.

In Rend24's big front end request window, the top line is your Source Image Pattern. If the dox explained this bar sensibly to anyone, please excuse me for missing it. But right here is where I had the second pain with this great program. You click the 'Choose' button, and find the volume/directory/filename of your first pic in the 100-pic series, and double-click on it, and there it is, in the requestor bar. dhq:blabla/pic.0001.

Here's where logic ends and faith steps in, like those postulates we had to swallow in geometry. Don't leave it pic.0001, or it won't count your pix. Make it dhq:blabla/pic.0

In the next bar, set your Source Frame Count to 100, your Start to 1, and your Skip to 1.

Destination Picture Pattern's pretty obvious. Say they're supposed to end up in dhq:imaginebackdrops/pic.0001-pic.0100, type all that or whatever, only instead of pic.0001-pic.0100, just type an asterisk, unix style. dhq:imaginebackdrops/*

I hope I'm not treating you too much like a dummie; I just want you to learn to love Rend24 as much as I do. It's like a minnie AdPro, or ImageFX, that costs you nothing.

The requestors for device, format, etc, and all the processing buttons really are self-explanatory.

The reason I got into using Rend24 was to speed up Imagine by letting it render in 24bit ilbm's, which it loves. And, since I don't have that ten terrabyte drive hooked up yet, I realized I could render my frames to ram, or SDO:, let Rend24 sit in the background and process them on the fly, and save the frames to the hard drive and delete the source frames after they were processed.

This was also a way to go back to an interrupted project and still create an anim--without having to store all those 24bit frames from Imagine. No offense to Impulse, but I hardly use Imagine at all anymore to create my anims. I just torque out those delicious frames, let Rend24 digest them down for me, and let BuildAnim build the anim.

The only drawback: they're not 24bit frames anymore.

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1.267 MSG-265 Subject: Sorry Could Not Find Subject!

Date: Tue, 23 Aug 1994 19:04:51 +1000
From: imagine-relay@email.sp.paramax.com

On Mon, 22 Aug 1994, Mike McCool wrote:

> It's creator, Thomas Krehbiel, is to be congratulated and
> praised. But I have to say, the dox are virtually useless. Like so many
I think if you scan through the docs, you'll find that he skimped on the
docs and general support for Rend24, as he wanted everyone to buy his
current project, ImageFX.

ObIB:
I can't think of anything spectacular I've done in imagine. My
first public display is in my department home page, where i did a 3d
department logo (check it out if you are *extremely* bored). Pretty simple,
but it was a first attempt.
I need to restart my powder simulation animations (my first
attempts were abysmal). Has anyone sussed out a good texture to use to
simulate powder?

MiKE
cheng@sun.mech.uq.oz.au http://www.uq.oz.au/mecheng/home/MiKE.html
Television: a medium. So called as it is neither rare nor well done.
[Alternate: Michael.Cheng@lambada.oit.unc.edu e4302585@mailbox.uq.oz.au]

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1.268 MSG-266 Subject: Sorry Could Not Find Subject!

Date: Tue, 23 Aug 1994 21:33:34 +1000
From: imagine-relay@email.sp.paramax.com

> Question:
>
> I have an object that is currently straight. I need to bend it.
> I also need to have the camera follow this curve closely.
> If I bend the object using conform to path I get elongation of
> parts where I dont want it. If I use bones I have a hard time
> making the camera follow the curve. Bones is ideal for shaping
> my object but how do I get the camera to follow the curve?

Sure I can help you with this one. Make a path the shape of the curve and
add an axis into the action Editor and have it follow the path, then have

your camera track the axis..This is really quite simple..

Now in case I under stand you improperly and you need
to have the camera follow the objects curve from a straight
edge as it morphs into a curve. Well to do this make two
paths one that is straight and the same length of the
objects edge, then make a second path from the first path and curve it to
the shape of the objects curved edge and to its legth. You could do this
in the Detail editor and make it a states object of the two shaped paths.
Then have it morph in the Action editor as you morph your object, and have
an axis follow this path while your camera is tracking it..This should
get you going, and achieve the effect you want. At least I hope so..

=RRW=

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1.269 MSG-267 Subject: Re: Conforming & Following a Path

Subject: Re: Conforming & Following a Path
Date: Tue, 23 Aug 1994 12:36:14 BRA3EST
From: "Daniel 'Mega'" <MEGA@maracana.lci.ufrj.br>

Wheeler wrote
> I have an object that is currently straight. I need to bend it.
> I also need to have the camera follow this curve closely.
> If I bend the object using conform to path I get elongation of
> parts where I dont want it. If I use bones I have a hard time
> making the camera follow the curve. Bones is ideal for shaping
> my object but how do I get the camera to follow the curve?
Very simple, just apply a "follow path" property to camera position
bar. For futher information consult your Imagine manual
(Understanding Imagine 2.0).

Day Message: before AV PCs computers like Amiga were "Video Games",
now that PC can attach AV boards they are "Multimedia"

Daniel Bueno Bracher
Universidade Federal do Rio de Janeiro
Internet E-mail: mega@lci.ufrj.br

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1.270 MSG-268 Subject: Imagine and hard drive crashes

Subject: Imagine and hard drive crashes
Date: Wed, 24 Aug 1994 05:21:43 -0500

From: gregory denby <gdenby@twain.helios.nd.edu>

Mike Whitten writes:
>I get severe, disk-invalidating crashes when Imagine writes...

I doubt Imagine is the cause of your problem. As has beem often mentioned in the IML, Imagine does generate a lot of Enforcer hits. However, everyone would be having disk crashes, not just occassional Gurus, if Imagine somehow messed with file i/o.
You intuition that the problem arises because of frequent disk access seems correct. I've had a similar problem. My main machine is an A2000 with an RCS Fusion 40 accelerator. It has become almost useless. Both frequent access to hard disk, ram: disk and screen refreshes cause every sort of failure. The best I have been able to learn is that there may be a problem with on of the IO chips handling the through-put of the accelerator.
Imagine, which has been reliabley used on my older A500 + CSA 38 special, was the first app to have failures on the A2000. It was eventually joined by every, that's every other app, including workbench.
If you want to risk a really stunning crash, try the following: place a large archive in ram:. Make the archive contain a large number of small files, just a few K each. Decompress these to the hard drive. If the problem is caused by a failure of the controller or its interface with something on the mother board, this operation should highlite it.
Alternatively, try loading projects into RAM:, if you have enough, and render there.

Best wishes, and consolation,
Greg Denby
gdenby@twain.helios.nd.edu
gregory.g.denby.1@nd.edu

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1.271 MSG-269 Subject: DCTV4Retina update on Aminet

Subject: DCTV4Retina update on Aminet
Date: Thu, 25 Aug 1994 09:25:43 +0100 (CET)
From: Joop.vandeWege@MEDEW.ENTO.WAU.NL

Hello all IML Retina owners,

I'm glad to announce that a new version of DCTV4Retina is available on Aminet, very useful for Imagine. Now you can see your quickrender in full 24 bit mode.

The current version is V2.2 and included now is a full featured prefs program which let you select the screenmode to render to, rendering to a screen or a deep window and saving to a file in different formats (IFF,JPEG). This feature is only available in the registered version.

Rendering to 16bit or 8bit will probably included in a next version.

I'm still the programmers contact person to the rest of the world, so e-mail

all questions to me at 'Joop.vandeWege@Medew.ENTO.WAU.NL'

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1.272 MSG-270 Subject: Alpha textures from M. Rivers on Aminet

Subject: Alpha textures from M. Rivers on Aminet
Date: Thu, 25 Aug 1994 11:44:51 +0100 (CET)
From: Joop.vandeWege@MEDEW.ENTO.WAU.NL

Hello Everybody,

I just uploaded the textures from Micheal Rivers to Aminet. They should appear on the various mirrors in a couple of days.

My thanks to Micheal for the textures.

Greetings Joop

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1.273 MSG-271 Subject:

Subject:
Date: 25 Aug 1994 12:10:22 MET
From: KWDA@cbs.nl

I'm still using Imagine 2.0 and I'm trying to perform a 3D morph.
Imagine I have one object called OBJ1, I distort it in the detail editor
and save it as OBJ2. Now I have 2 objects with the same number of points
and faces. How do I morph from OBJ1 to OBJ2 in 50 frames ?

Kaj Wierda E-Mail : KWDA@CBS.NL

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1.274 MSG-272 Subject: re: How to Morph with 2.0

Subject: re: How to Morph with 2.0
Date: Thu, 25 Aug 1994 16:47:47 +0100 (CET)
From: Joop.vandeWege@MEDEW.ENTO.WAU.NL

```
Hello Kaj,

- Set the number of frames in the action editor to a number higher than 1(10)
- Load OBJECT_1 in frame 1
- Load OBJECT_2 in frame 2 to the (10)
- Set 'Transition Count' to  (10)-2 ? minus 1 I think I'm not sure
- Save
- Goto stage editor
- Make anim
- Admire your morph

Greetings Joop
```

-=> RETURN TO CONTENTS!<=-

1.275 MSG-273 Subject: Re: your mail

```
Subject: Re: your mail
Date: Thu, 25 Aug 1994 13:09:59 -0700 (PDT)
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

>  I'm still using Imagine 2.0 and I'm trying to perform a 3D morph.
>  Imagine I have one object called OBJ1, I distort it in the detail editor
>  and save it as OBJ2. Now I have 2 objects with the same number of points
>  and faces. How do I morph from OBJ1 to OBJ2 in 50 frames ?

To morph in 2.0 goto the action editor and add an actor object at frame 1
by selecting add and double clicking at frame one of a NEW Object Name,
select Normal Object and pick OBJ1. Then add 50 frames at the Frame#
input, if you haven't already, and then add another Normal Object by
clicking once at Frame two of OBJ1 actor bar, now move the
mouse to frame 50 and click again. The same requester as before will pop up
and you can select Normal Object again and load OBJ2. Now when the next
requester comes up, click in the Transition input and inter 48 and hit
return and then click OK. Thats it your object will now morph from
OBJ1 to OBJ2.

Enjoy!

=RRW=
```

-=> RETURN TO CONTENTS!<=-

1.276 MSG-274 Subject: Looking for a seamless wordmap

```
Subject: Looking for a seamless wordmap
Date: Thu, 25 Aug 94 13:42:00 PDT
From: KEN_ROBERTSON@robelle.com

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
------------------------------------------------------------------------
As James Brown says:  "Get up!  Get Down!  Owwww!"
------------------------------------------------------------------------
```

-=> RETURN TO CONTENTS!<=-

1.277 MSG-275 Subject: Morph

```
Subject: Morph
Date: Thu, 25 Aug 1994 18:09:05 -0600 (MDT)
From: Roger Straub <straub@csn.org>

Hi!

To morph between two objects with the same number of points and faces,
put the first object in frame 1 in Action. Add the second object on
frames 2-50 on the same actor bar, and VOILA! A morph! Hope this helps...

See ya,
  Roger
```

-=> RETURN TO CONTENTS!<=-

1.278 MSG-276 Subject: Looking for votes

```
Subject: Looking for votes
Date: Thu, 25 Aug 94 22:37:48 +0200
From: Anders_Lattermann@p24.anet.bbs.bad.se (Anders Lattermann)

    ************************************************************************
    ****                 Imagine 4 everybody!                           ****
    **** Your chance to make your suggestions in the next release!  ****
    ****                                                                ****

E TO VOTE, TIME TO VOTE, TIME TO VOTE, TIME TO VOTE, TIME TO VOTE, TIME TO
VOTE
    ****                   Looking for votes                            ****
    ************************************************************************
```

HALLO FOLKS!

IT'S TIME TO VOTE!

READ THIS!

You all on vacation? It's not many votes coming in....

Well, first, I'm back in sweden and does no longer have my email on disk (that's the positive thing). I left France two months earlier than planned, because I broke my fot and they wanted to operate me (don't ever never land a paraglider in flatspinn...). My A3000 is still in France so I'm running my email on a borrowed A600.

I mailed the list to several people on the last run, but none returned any votes. Are we ahving technical problems, or are you just lazy?

Here is the list of people who have left votes:

Alain Ducharme
Gregory Denby
Jeff Owens
Ken Robertson
Massimo Mancini
Robert .R. Swihart
Scott Nichols

If you are not on the list and have voted, please send it again.

If _you_ haven't voted at all, request the complete list with suggestions for Imagine from me and I'll email it to you (thought I could save bandwidh this way).

You can use one of the following addresses:

FidoNet: 2:201/411.24
AmigaNet: 39:164/100.24
InterNet: Latte@p24.anet.bbs.bad.se

Keep the votes comming!

Anders Lattermann

-=> RETURN TO CONTENTS!<=-

1.279 MSG-277 Subject: Re: Morph

Subject: Re: Morph
Date: Thu, 25 Aug 1994 20:42:00 -0700 (PDT)
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> To morph between two objects with the same number of points and faces,
> put the first object in frame 1 in Action. Add the second object on

> frames 2-50 on the same actor bar, and VOILA! A morph! Hope this helps...

Sounds good for 3.0. But this will not work in 2.0 which is what the person wanted to know how to do. It will if he inputs 48 into the Transition frame count. Something that has been removed from 3.0. If he did this without using Transision frame count in 2.0 the object would change to OBJ2 in frame 2 and not morph at all. Just mentioning it for any others out there with 2.0 wondering how to do this.

=RRW=

-=> RETURN TO CONTENTS!<=-

1.280 MSG-278 Subject: Best there is...?

Subject: Best there is...?
Date: Fri, 26 Aug 1994 11:42:26 -0400 (EDT)
From: Tom Walker <walkman@fx.net>

When I purchased the 3.0 version of Imagine, I received a manual which, while infinetly better than Impulse's previous efforts, still seemed somewhat lacking (misspellings, sentences without endings, no "real" bones tutorial (see non-existant knitting section), etc...). Is this the final word?

Also, I understand that there is supposed to be some text file on the textures included, but I can't seem to locate it. Any help?

walkman@fx.net

-=> RETURN TO CONTENTS!<=-

1.281 MSG-279 Subject: Textures and docs

Subject: Textures and docs
Date: Fri, 26 Aug 94 12:01:00 PDT
From: KEN_ROBERTSON@robelle.com

Walkman@fx.net wrote
> Also, I understand that there is supposed to be some text file on
> the textures included, but I can't seem to locate it. Any help?

I received my upgrade to 3.0 today in the mail (it took only 1 week, from MO. to BC, Canada!) and was immediately overwelmed by the manual

and program. Sure, there are typos, but the manual is a vast improvement
over previous incarnations. (Check out the original Turbo Silver
manual, and you'll see what I mean.)

I had all of the docs - .txt files - install correctly. They appear
on disk 3 in the im30_3.lzh archive. (BTW, I have the Amiga version.)

This archive also contains the effects and textures.
If you don't have the .txt files, I could e-mail them to you.
\KenR

Picture this: one-way elevators.

-=> RETURN TO CONTENTS!<=-

1.282 MSG-280 Subject: Texture Desciptions

Subject: Texture Desciptions
Date: Fri, 26 Aug 94 15:49:00 PDT
From: KEN_ROBERTSON@robelle.com

Scott Conrad wrote
>I'm in the process of making a postscript file of the texture descriptions
>using LaTeX, it will be more organized with a table of contents, etc.., if
>anyone is interested in this, let me know.

Even better would be in AmigaGuide format!

\KenR

If At First You Don't Succeed Call It 1.0

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1.283 MSG-281 Subject: Meat, a new... update

Subject: Meat, a new... update
Date: Fri, 26 Aug 1994 20:12:14 -0400 (EDT)
From: BOCONNELL@mecn.mass.edu

hi all, a few months back, i posted plans for an animation i was working
on. currently i have rendered over 2300 frames, totaling more than 500 mb
on my hd! One thing peterbs me though. I am having difficulty with the
oldbrick texture. say i make a 100x100x1x1 plane, pick it, and apply
the texture to it. in a render it comes out as all mortar. ok, i del the plane

make another, larger, and the same thing happens. is this another bug?
bob

-=> RETURN TO CONTENTS!<=-

1.284 MSG-282 Subject: Sorry Could Not Find Subject!

Date: Sat, 27 Aug 1994 18:25:34 +1000
From: imagine-relay@email.sp.paramax.com

> hi all, a few months back, i posted plans for an animation i was working
> on. currently i have rendered over 2300 frames, totaling more than 500 mb
> on my hd! One thing peterbs me though. I am having difficulty with the
> oldbrick texture. say i make a 100x100x1x1 plane, pick it, and apply
> the texture to it. in a render it comes out as all mortar. ok, i del the pla
ne
> make another, larger, and the same thing happens. is this another bug?
> bob
>

Hmmm? Well, It renders fine for me..This may seam stupid, but did you set
your objects attribute colors to the color you want the bricks to be. If
you leave it white and then change the color of the mortar to white in
the Texture it would render all white. So you need to set the color of
your object to whatever you want your bricks color to be. Sense I can't
see what your setting are for your object and brick texture this is the
first thing that comes to mind, unless of course you have set your mortar
to some very large size. I would suggest using the defualts to start off
with on a basic plane, and then just change the color of the objects
attribute to red for testing. If this does not work then there must be
something wrong somewere else that I have no idea what it could be
sense the texture works fine for me. Basically make sure you object and
mortar colors are not the same, and that your mortar size does not
overwelm the bricks size. Other than that I relly can't think of anything
at the moment. And is why I say to start from the defualts, then you will
be able to fine out were you are going wrong as you change things.

=RRW=

-=> RETURN TO CONTENTS!<=-

1.285 MSG-283 Subject: Brick Texture woes

Subject: Brick Texture woes
Date: Sat, 27 Aug 1994 06:12:38 -0500
From: gregory denby <gdenby@twain.helios.nd.edu>

>in a render it comes out all mortar...

Old bricks works O.K. for me, too. One thought pops to mind. Depending
on the offset for the bricks, and the placement of the texture's axis,
the whole plane may intersect the mortar. Try moving and/or rotating
the texture axis.

Greg Denby
gdenby@twain.helios.nd.edu
gregory.g.denby.1@nd.edu

-=> RETURN TO CONTENTS!<=-

1.286 MSG-284 Subject: Sorry Could Not Find Subject!

Date: Sun, 28 Aug 1994 02:33:02 +1000
From: imagine-relay@email.sp.paramax.com

I recall that someone had posted some demo images of Imagine
textures wrapped on spheres, etc. I've just spent 45 minutes
grepping the INDEX of Aminet, to no avail. Can anyone
recall what this file is called?

Thanks muchly!
\KenR

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1.287 MSG-285 Subject: Looking for a seamless wordmap

Subject: Looking for a seamless wordmap
Date: Sat, 27 Aug 94 19:20:46 CET
From: cjo <cjo@smtpgw.esrange.ssc.se>

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.

Hope this will help you :>

| Conny Joensson | Swedish Space Corp. Esrange |

```
|   Kiruna           |   Satellite operations - Telecom Div.    |
|   Sweden           |   cjo@smtpgw.esrange.ssc.se              |
-------------------------------------------------------------------
```

-=> RETURN TO CONTENTS!<=-

1.288 MSG-286 Subject: Meat, a new... update

```
Subject: Meat, a new... update
Date: Sat, 27 Aug 1994 13:33:00 -0400
From: david.wyand@canrem.com (David Wyand)

Hi Bob!

>hi all, a few months back, i posted plans for an animation i was
working
>on.  currently i have rendered over 2300 frames, totaling more than 500
mb
>on my hd!  One thing peterbs me though.  I am having difficulty with
the
>oldbrick texture.  say i make a 100x100x1x1 plane, pick it, and apply
>the texture to it.  in a render it comes out as all mortar.  ok, i del
the
>plane
>make another, larger, and the same thing happens.  is this another bug?

Sounds like you need to move the texture's axis slightly.  Move it in
the object's Y direction (for a primitive, standard plane).  What seems
to be happening is that your object is right on a plane of mortar, and
if you move the texture's axis slightly (the with of the mortar plus a
bit should do) the object will be out of this mortar plane.  To test
this, map the same texture on a sphere and see if your setting work (ie:
you see some bricks).  This show where the mortar planes exist.

Basically: just play with the texture's axis.

                                        -Dave
                                         david.wyand@canmrem.com
```

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1.289 MSG-287 Subject: VMM (VIRTUAL MEMORY)

```
Subject: VMM (VIRTUAL MEMORY)
Date: Sat, 27 Aug 94 13:29:42
From: alan.chan@oubbs.telecom.uoknor.edu

 > Just wanted to let everyone know that there is a new version of
 > "VMM", the freeware virtual memory program.  VMM 2.0 (dated
 > 8/21/94) now supports '030 cpu's.  I tried it on my A3000 as
```

```
 > well as my GVP 030-50mhz A2000 - it works great with both.

 > VMM 2.0 can be found on Aminet - in the dir "util/misc".

Jeff, which Aminet site did you pick this off of? I tried the St. Louis site
and I guess it wasn't mirrored there yet..

AC
```

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1.290 MSG-288 Subject:

```
Subject: "custom" spatial resolution
Date:      Sat, 27 Aug 1994 20:02:13 MEZ
From: "wolfram schwenzer" <schwenzr@golem.nemeter.dinoco.DE>

Hi,
Don't know if anybody has succeeded in getting other spatial resolutions than
the "Presets" in the Subproject Parameter Box offer;
I tried to get standard TARGA PAL resolution of 786 x 576 (square !) pixels
by using the respective boxes but whenever I left the Rendering Pars Box
it switched back to one of the preset "standard" resolutions and would not
render the "custom" resolution I had chosen (using instead the preset
resolution). This occured likewise in PC-Version 2.0 and 3.0.

Any hints ?

--
wolfram schwenzer
Internet : schwenzr@nemeter.dinoco.DE
```

-=> RETURN TO CONTENTS!<=-

1.291 MSG-289 Subject: CONFIG.SYS for version 3.0 (PC)

```
Subject: CONFIG.SYS for version 3.0 (PC)
Date:      Sat, 27 Aug 1994 20:09:47 MEZ
From: "wolfram schwenzer" <schwenzr@golem.nemeter.dinoco.DE>

Hi,

Switching from Version 2.0 to Version 3.0 I can't render the "3D Modeling Lab"
project SPACE.IMP\fighter anymore. Could anybody out there try to do it
and send his CONFIG.SYS (and AUTOEXEC.BAT) Files by e-mail to me (if he
succeeds, that is ...). Please quote also the total RAM available in Your
system (I got 8 MB in my system).
```

Has anybody experienced similar difficulties with older applications by
switching between versions ?

      Thanks in advance

          W.S.
--
wolfram schwenzer
Internet : schwenzr@nemeter.dinoco.DE

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1.292 MSG-290 Subject: Textures pics demo on Aminet

Subject: Textures pics demo on Aminet
Date: Sun, 28 Aug 1994 10:43:33 +0100 (CET)
From: Joop.vandeWege@MEDEW.ENTO.WAU.NL

Hello all,

Ken asked for some texture examples pics, but couldn't find them. I don't
know the exact name either but do know it should be in the gfx/3d or
gfx/3dobj directory of Aminet. It's an archive about 540Kb large and has the
keywords 'textures','pics' in the short description. If you have the complete
INDEX than you should be able to find it.

Greetings Joop

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1.293 MSG-291 Subject:

Subject: "custom" spatial resoluti
Date: Sun, 7 Aug 94 11:04:00 -0100
From: torgeir.holm@tbc.bbs.no (Torgeir Holm)

>Hi,
>Don't know if anybody has succeeded in getting other spatial resolution
>the "Presets" in the Subproject Parameter Box offer;
>I tried to get standard TARGA PAL resolution of 786 x 576 (square !) pi
>by using the respective boxes but whenever I left the Rendering Pars Bo
>it switched back to one of the preset "standard" resolutions and would
>render the "custom" resolution I had chosen (using instead the preset
>resolution). This occured likewise in PC-Version 2.0 and 3.0.

>Any hints ?

Did you press enter after entering the numbers? Due to the amiga origin

of imagine, you have to do this.

Torge!r

torgeir.holm@tbc.bbs.no

```
+-------------------------------------------------------------------------+
|   The BYTE Castle - 6988 3700 / 6988 4100 - Askim, Norway - Info-board  |
+-------------------------------------------------------------------------+
```

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1.294 MSG-292 Subject: Sorry Could Not Find Subject!

Date: Mon, 29 Aug 1994 04:09:10 +1000
From: imagine-relay@email.sp.paramax.com

Folks,

I might as well jump on the bandwagon: I've created a version of the texture descriptions in FrameMaker, with a table of contents. I'll make it available to interested parties, provided it doesn't contravene copyright laws (?).

Rob
--

```
+-------------------------------------------------------------------------+
| Rob Hounsell                          BNR WAN:  HOUNSELL@BMERHB63       |
| Team Leader: UNIX                     INTERNET: HOUNSELL@BNR.CA         |
| DMS System Performance Development    PHONE: (613) 765-2904             |
| Dept. 7D23                            ESN: 395-2904                     |
| Bell Northern Research                                                  |
+-------------------------------------------------------------------------+
```

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1.295 MSG-293 Subject: 3.0 Textures Organized

Subject: 3.0 Textures Organized
Date: Sun, 28 Aug 1994 11:50:51 -0600 (MDT)
From: NICHOLS SCOTT CONRAD <nicholss@magellan.Colorado.EDU>

Hi all,

I've converted the list of textures into a readable document with a table of contents. How many people are interested? The document in postscript format is about 335 KB, if there is enough demand, is it ok if I post it here? Can people handle

300 K text files?

Take care,

Scott
nicholss@magellan.colorado.edu

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1.296 MSG-294 Subject: Re: Texture Desciptions

Subject: Re: Texture Desciptions
Date: Sat, 27 Aug 94 13:40:08 GMT
From: flynn@scala.ping.dk (Finn Kettner)

In a message of 26 Aug 94 at 15:49:00 Ken_robertson@robelle.c wrote to All
about Texture Desciptions:

>> I'm in the process of making a postscript file of the texture
>> descriptions
>> using LaTeX, it will be more organized with a table of contents, etc..,
>> if anyone is interested in this, let me know.

Krr> Even better would be in AmigaGuide format!

I believe that the AmigaGuide version is on Aminet, but if not (I'm sorry
I don't know where you should search, but the file is most possibly called
txtrman.lha or something like that and is about 500Kb including pictures of
most of the textures applyed to a ball (one ball for each texture of
course :-)), but if you can't find it I could upload it.

Yours faithfully.
Finn Kettner.

END OF LINE
--
Fribert Consult, Chief of development
Finn Kettner, (Home address), Ved Bellahoej 17A 3 tv., DK-2700 BRH, Denmark
Home (VOICE only) (+45) 31 28 83 55 Fido-Net: 2:236/19.13
E-Mail: flynn@scala.ping.dk AmigaNet: 39:141/104.13

-- Via Xenolink 1.90 / XenolinkUUCP 1.0

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1.297 MSG-295 Subject: RE: VOTES FOR IMAG

Subject: RE: VOTES FOR IMAG
Date: Mon, 29 Aug 1994 10:22:54 +1000 (EST)
From: Nikola Vukovljak <nvukovlj@extro.ucc.su.OZ.AU>

On Wed, 17 Aug 1994 greg.tsadilas@hofbbs.com wrote:

>
>
> > - when you select "pick points" and redraw, all the
> > other objects but the picked one disapear. I think
> > it's bad because you may want to change the
>
> Thats easy. Select the object you want to edit, then MULTI-PICK the objects
> you want to be used as reference objects. Then enter points mode, edit and
> refresh the screen to your hears content. The multi-selected objects will
> redraw with the object you are editing.
>
> I like this method, because I can choose which objects I want displayed while
I
> am editing. It not only speeds up redraws, but there is less clutter.
>
Thanks for a great tip Greg. I too had no idea that this would work. And
it works even in v 2 and boy, did I need this a number of times!

So, how come no one else has come accross this before and/or why isn't
this documented ? I don't remember seeing it in a manual so far. (maybe
in v3 ? I haven't had the chance to look over the new manual in great
detail).

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

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1.298 MSG-296 Subject: Kinematics

Subject: Kinematics
Date: Mon, 29 Aug 1994 10:51:47 +1000
From: p.charuk@nepean.uws.edu.au (Peter Charuk)

To any Imagineers out there,

I was working through a number of things in Imagine 3.0 (Amiga) namely
bones and things on the weekend and I also re-read the docs on kinematics
and constrain.

Is there a simple explanation for kinematics or a tutorial anywhere
(Randy?Joop?) to give the rest of us some clues.

Thanks in advance.

Peter Charuk

p.charuk@nepean.uws.edu.au
Peter Charuk
Co-ordinator of 4D Studies
VAPA
UWS, Nepean
PO Box 10,
Kingswood 2747
fax: (047) 360 464
email:p.charuk@nepean.uws.edu.au

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1.299 MSG-297 Subject: Re: Looking for a seamless wordmap

Subject: Re: Looking for a seamless wordmap
Date: Mon, 29 Aug 1994 13:47:44 GMT +1200
From: "Paul Batten" <BATTENP@scico1.chchp.ac.nz>

> 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.

A good find Conny, they are much more realistic than the one I've
been using.

For anyone else interested the exact location is;

ftp.univ-rennes1.fr /pub/Images/ASTRO/space
earth-plan.gif 287941 bytes
earth-topo.gif 120726 bytes

Paul.

Paul Batten Science & Computing Dept. Christchurch Polytechnic
battenp@scico1.chchp.ac.nz Christchurch New Zealand

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1.300 MSG-298 Subject: Imagine&GigaMem3.12

Subject: Imagine&GigaMem3.12
Date: Mon, 29 Aug 94 18:35:55 METDST

From: qis@rz.uni-jena.de (Michael Steiner)

Hi !

Some days before I got GigaMem 3.12. Of course I want to use it with Imagine 3. I installed GigaMem on my Amiga 4000-40 (with 10 MB Ram) on a special partition. When I want to render something with Imagine my computer crashes everytime (sometimes even if I don^t use virtual Ram). There was a special configuration for Imagine.fp on the GigaMem Disk but that does not work too. I tried out all possible configurations I know, so I hope to get help from you.

--

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1.301 MSG-299 Subject: texture examples

Subject: texture examples
Date: Mon, 29 Aug 1994 12:23:26 -0400 (EDT)
From: Tom Walker <walkman@fx.net>

I ended up answering my own question about textures. The descriptions and example pics can be found on aminet under gfx/3d. Just do a "ls im3tex*". A decent site is freebsd.cdrom.com.

Now if someone could point me to a good bones tutorial...

walkman@fx.net

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1.302 MSG-300 Subject: RE: VOTES FOR IMAG

Subject: RE: VOTES FOR IMAG
Date: Mon, 29 Aug 1994 20:23:21 -0700 (PDT)
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> So, how come no one else has come accross this before and/or why isn't
> this documented ? I don't remember seeing it in a manual so far. (maybe
> in v3 ? I haven't had the chance to look over the new manual in great
> detail).

Well, I think it actually maybe. But then perhaphs not, I may have found out about it when working with a grouped object at one time, which I'm suprised didn't happen with you? I only say this because I imagine most everyone has played with grouped objects at one time or another..But then perhaphs not.

=RRW=

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1.303 MSG-301 Subject: Imagine Companion 2

Subject: Imagine Companion 2
Date: Mon, 29 Aug 94 19:55:25 PDT
From: DDuberman@cup.portal.com

Since the publication of 3D Modeling Lab by The Waite Group Press,
I've had sporadic inquiries as to the availability of my tutorial
book The Imagine Companion 2.0. Unfortunately, the book is out of
print. However, I've decided to make it available to the Imagine
community in electronic form at a reduced price. The catch is, you
must have Microsoft Word for Windows 6.0 or higher. That's because
the graphics (screen shots) are embedded and I can't save it out
in any other format without losing them. I repeat; I will not release
it in any format other than Microsoft Word for Windows 6.0 or higher.
To order, send a check or money order for $20 to:
Motion Blur Publishing
1609 Addison #6
Berkeley, CA 94703

Any questions, leave me email. Thanks

-David Duberman

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1.304 MSG-302 Subject: Re: your mail

Subject: Re: your mail
Date: Mon, 29 Aug 1994 20:03:35 -0700 (PDT)
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> I might as well jump on the bandwagon: I've created a version of the texture

> descriptions in FrameMaker, with a table of contents. I'll make it available t
o
> interested parties, provided it doesn't contravene copyright laws (?).
>
> Rob

Well, this is my problem as well. I have made a nice AmigaGuide file of
the 3.0 texture which is quite handy, though I don't care to have a
lawsuite thrown at me. So for now I'm the only one who can enjoy

it..Maybe if Impulse would like to see it I would be willing to let them
have it to distribute to users? Heck I've even thought of adding some
tips and examples to it to make it even more handy for new users.

=RRW=

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1.305 MSG-303 Subject: Blurring the lines...

Subject: Blurring the lines...
Date: Tue, 30 Aug 1994 19:19:24 -0400 (EDT)
From: CHIRON1@delphi.com

Hi all!

One more dumb question...although I suspect I already know the answer.

Does Imagine support motion/particle blur?

I have ideas on how to imitate motion blur on a large moving object,
but _not_ when doing particles (such as explosions or rain) or even
when panning past an object with a bitmapped surface.

If this is _not_ available in Imagine 3.0, then I would love to see
it on a future revision...hopefully 3.1!

Thanks for the time!

***** Paul *****

Brain: Pinky, are you pondering what I'm pondering?
Pinky: Well, sure Brain...but where are we gonna find rubber pants our size?

-=> RETURN TO CONTENTS!<=-

1.306 MSG-304 Subject: That's deep!

Subject: That's deep!
Date: Tue, 30 Aug 1994 19:28:51 -0400 (EDT)
From: CHIRON1@delphi.com

Seems to me like I saw a mention of this a while back, but can't seem
to locate it (hey, my head is attached...lucky me!)

Is there a tutorial or text file of general hints for using Depth of Field?
The doc file is very vague (perhaps understandably), and I haven't been
having much luck with the 2 little tests that I've tried.

1) I want to have a ground plane with 3 items siting on it. The left-forward
   one should be out of focus, the middle one should be crisp, and the
   right-rear should be out of focus as well. How sould I calculate all
   this?

2) I did one test that had particles flying at the screen. Problem was,
   as they got closer, it was extremely apparent that they were "triangles."
   If I mastered D.O.F., could I camoflague that fact by having them go
   out of focus as they get close to the "lens?" Or is there an alternative
   method that works better/as well?

Thanks!

***** Paul *****

With too or more ways two spell a word, the wrong one is to frequently used!

-=> RETURN TO CONTENTS!<=-

1.307 MSG-305 Subject: Texture mania

Subject: Texture mania
Date: Tue, 30 Aug 1994 19:18:35 -0400 (EDT)
From: CHIRON1@delphi.com

Hi all!

I recently downloaded a lot of Imagine related items from the Aminet/Gfx
area, and also from Compuserve's Impulse board in the Amiga Vender area.
Among the treasures, I downloaded a bunch of "Textures." I have no idea
where I got them, what the down load fielname was, nor how to use them.
I normally save the downloaded archive files onto floppy disk, but for
some incredibly dumb reason, I didn't, and deleted the archives after
I unarchived them. I can't find anything that sounds like a likely
source when I use Amitools/Reviver.

That being said:

When I open my Textures directory, I have the following directories:

```
Altitude     Checks-Bricks     lites        Misc       Noise
Patterns     Swirls            Transitions  Utility
```

And, as an example, in the Altitude directory, I have such files as:

```
bump     diamonddeck     flatten     gridmesh     sphereshade       etc.
```

They sound rather nice, and I would love to be able to use them. Does
anyone have any ideas? Do any of these sound familiar to people?

They are all AmigaDos "files." When I try to use them, by attaching the
appropriate extensions, Imagine 3.0 comes up with an error.
The ones in the lite directory have an .itx extension, and they seem to
function without problems, but I don't have a list of parameters for them.

Any input will be appreciated!

I remain lost, dazed and slightly bamboozled,

***** Paul *****

When marriage is outlawed, only outlaws will have in-laws!

-=> RETURN TO CONTENTS!<=-

1.308 MSG-306 Subject: Re: That's deep!

Subject: Re: That's deep!
Date: Tue, 30 Aug 1994 20:43:29 -0600 (MDT)
From: Roger Straub <straub@csn.org>

On Tue, 30 Aug 1994 CHIRON1@delphi.com wrote:

> 2) I did one test that had particles flying at the screen. Problem was,
>   as they got closer, it was extremely apparent that they were "triangles."
>   If I mastered D.O.F., could I camoflague that fact by having them go
>   out of focus as they get close to the "lens?" Or is there an alternative
>   method that works better/as well?
>
> Thanks!

Have you tried adding particles in Detail? These take a LONG time to
render, and you have to render in trace mode, but the triangles cease to
be triangles and become whatever it is that you have told them to be.

See ya,
  Roger

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1.309 MSG-307 Subject: Re: Texture mania

Subject: Re: Texture mania
Date: Tue, 30 Aug 1994 22:23:26 -0500 (CDT)
From: Michael Whitten <mw@lenti.med.umn.edu>

Those are Essence I textures. They are commercial. Somebody tell Steve.

+-+
+   M.D. Whitten   + "I am the greatest." Muhammad Ali, 1968 +
+   mw@lenti.med.umn.edu + "I am the lamest."   Mehdi Ali, 1994 +
+-+

-=> RETURN TO CONTENTS!<=-

1.310 MSG-308 Subject: Humanoid (the program)

Subject: Humanoid (the program)
Date: Wed, 31 Aug 1994 00:27:21 -0400 (EDT)
From: ARTISTE@delphi.com

While at Siggraph 94, I picked up a flyer for HUMANOID (human animation designer). I recall discussion in this forum in the past but being a PC user did not pay too much attention (thought it was for the Amiga only).

The flyer does indicate it is now available for the PC platform. What is not indicated is whether or not Imagine 3.0 is supported. I suppose 3.0 could read the objects (if not) but can Bones & Kinematics be easily applied to these objects (this may be a dumb question, I have not yet tried to use these features so really don't know how they function, but I do intend to use them in my animations.).

If anyone has any words of wisdom relating to this package and Imagine 3.0 (or for that matter any vers. of Img.) I would appreciate the input.

Thanks in advance,

Larry J. Jacobs
Arts & Algorithms
Tampa, FL 33635

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1.311 MSG-309 Subject: Re: Kinematics

Subject: Re: Kinematics
Date: Tue, 30 Aug 1994 23:10:48 -0700 (PDT)
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

>Is there a simple explanation for kinematics or a tutorial anywhere
> (Randy?Joop?) to give the rest of us some clues.

Well, I am pretty new to the Kinematics in Imagine but I'll get you started, so that you can experiment. First make three axis, making one and then copy it and paste it down twice. Now press R/a_F to Find Axis.1 and select it and then use R/a_T for the Transformation requester and set it's Z position to 50. Now Find Axis.2 and set it's Z position to 100 in the same manner you did with Axis.1. Now select the bottom Axis and the Axis.1 just above it by using the Shift Key as you select it. Group them together and then click anywhere on the screen to unselect these Axis. Now select the middle Axis.1 and the top axis.2 and group them together. Ok this is a basic bone structure or group, if you select the bottom axis while in Pick

Groups mode all of the axis will be selected. So with this I can explain to you SOME simple kinematics...at least enough to get you started.

Ok now go into Pick Objects Mode (Kinematics will only work in Pick Objects Mode). Select the bottom axis and and then select Freeze, in the Freeze menu set Rotation World X,Y and Z and OK. Now go and set Constrain and then select the top axis.2 of the group and press M. If you are in the quad view (all four views showing) you can go in the top view and rotate your pointer around the axis. You will see that all the axis follow the pointer as you move it, but the bottom one stays stationary and does not rotate with the others. If we unset the Rotation World X,Y, and Z it would follow along with the other axis. Now if we wanted to limit this group more we could do the following:

Set the ALL axis so Rotation World Y, and Z are set, Un-set the bottom axis's Rotations. Now go and select the top axis and try rotating the pointer around the axis in the top view, as you can see the axis now only move along the Y axis or should I say will only rotate on the X axis. As we have limited its movement by only letting it rotate on X. Hit the Spacebar and then R/a_U to undo this and select the Right View Bar.

Now we can make the axis move in a more controllable means. Select the top axis again if its not already, and press R and then X and move the pointer to the right slowly till the axis angle is at 45 degrees. Imagine will tell you this at the top right corner of the menu bar. The top axis will rotate on its X axis. Now press M and move the pointer to the left and slightly down. As you can see the top axis keeps its alignment of X and all the other bones or axis bend to make it look like a finger bending. This may cause a problem if you move to far, but you can either try moving it back and try again or hit the spacebar and then select the middle axis and press R then X and rotate the middle axis into the correct position.

If you wanted to stop the bottom axis from causing this problem you could Freeze its World Tranlations, and then move or rotate the top axis to the position or alignment you want, and Then Un-set the bottom Axis Translations and Rotate its Axis on X to rotate the whole group. Or to do a similar effect, yet keep your top axis free to move and rotate you could rotate the middle axis into the angle you want and then Lock it's X Joint and select the top axis and move or rotate it's X axis. By doing this the bottom and middle axis stay aligned to each, yet still follow the top axis, and leaves the top axis free to manipulate...

Well, I've probably gone on to long already, but have covered the basics enough for you to get started. If I were to give a full example it would get pretty messy as there are many options involved in the use of Kinematics, depending on the bone object and its axis arrangements. But this should give you an idea of what you can do, be it a crude explanation. My best advice would be to play around with it. I have pointed you in the right direction, but could not possible cover all situations one might run into. As it is still fairly new to me as well.

I can say this, I have found that the more restrictions you put on the axis, the more you will pay in time waiting for feedback from the axis or bones. So I would suggest keeping things simple. I hope this helps some of you out. I'm not one to give specifics on such things, so I'm sorry if this is what you wanted. But I can give demonstrations or examples of such things, which I personally find more useful. Basically Hands on stuff...

=RRW=

Oh! There is a Freeze.txt file with the Imagine disks if you need more.

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1.312 MSG-310 Subject: Re: Blurring the lines...

Subject: Re: Blurring the lines...
Date: Tue, 30 Aug 1994 23:33:15 -0700 (PDT)
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

>
> Does Imagine support motion/particle blur?

Nope no motion blur yet, Impulse feels it to slowwwww! How about leting the users decide if they feel it is. Well, its all politics.. and I try not to get involved in that. I just hope they come up with something good soon. Anything has got to be faster than what I could simulate or at least easier.

> I have ideas on how to imitate motion blur on a large moving object,

Well, speak up and give us all a clue? Thats what this place is for.

=RRW=

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1.313 MSG-311 Subject: Re: Blurring the lines...

Subject: Re: Blurring the lines...
Date: Wed, 31 Aug 1994 21:18:58 +1200 (NZST)
From: Michael Hazlett <tarkin@earthlight.co.nz>

On Tue, 30 Aug 1994, Randy R. Wall wrote:

> Nope no motion blur yet, Impulse feels it to slowwwww! How about leting
> the users decide if they feel it is. Well, its all politics.. and I try not

Well this user would love Motion Blur....right now if I use it at all it's in post-prod ie:after everything is rendered (Adpro, ImageFX)

I would love to hear how the original poster does it in IM3

MH

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1.314 MSG-312 Subject: Imagine Companion 2.0

Subject: Imagine Companion 2.0
Date: Wed, 31 Aug 94 10:17:28 PDT
From: DDuberman@cup.portal.com

Hi there,

I'd like to amend my previous message about the electronic version of The Imagine Companion 2.0. It looks like I can also output it in WinWord 2.0 as well as any Word for DOS version 2.0 or beyond. So if you'd like a copy in any Microsoft Word format, send $20 to:

(oh yes, check or MO only please)

Motion Blur Publishing
1609 Addison #6
Berkeley, CA 94703

Thanks, and sorry for the commerciality.

David Duberman

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1.315 MSG-313 Subject: Nebula Texture.

Subject: Nebula Texture.
Date: Wed, 31 Aug 1994 22:53:10 +0000
From: David Shaw <dshaw@ozspace.brisnet.org.au>

Hi ho everyone,

I seem to be having a "mis-understanding" of the FOG textures.

What I'm trying to do is make extruded lettering look like dusty smoke beams that stretch back into the normal object.

I've tried the object with a FOG value of .1 and a few other values to no avail. I really want to use the Nebula texture too :(

Oh yeah. The extruded text has no front faces only sides.

thanks guys
David Shaw
Pixel Byte GFX Australia

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1.316 MSG-314 Subject: Re: Kintmatics tutorial

Subject: Re: Kintmatics tutorial
Date: Thu, 1 Sep 1994 03:08:25 -0700 (PDT)
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

On Wed, 31 Aug 1994, Rodney McNeel wrote:

> Hi there Randy. I read your tutorial on kinematics on the IML to Peter.
> It is the closest thing to a bones tutorial that I have been able to find
> that is somewhat understandable. Thank you. I got the multiple axis to
> follow the pointer ok but didn't understand the part about choosing ALL.

Oopps! typo on my part, it should read: Set ALL the axis so Rotation
World Y, and Z are set,

Sorry about that go give it a try with this corection..

=RRW=

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1.317 MSG-315 Subject: Re: Blurring the lines...

Subject: Re: Blurring the lines...
Date: Thu, 1 Sep 1994 02:24:58 -0700 (PDT)
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

>
> > Nope no motion blur yet, Impulse feels it to slowwwww! How about leting
> > the users decide if they feel it is. Well, its all politics.. and I try not
>
> Well this user would love Motion Blur....right now if I use it at all it's
> in post-prod ie:after everything is rendered (Adpro, ImageFX)
>
> I would love to hear how the original poster does it in IM3
>

> MH

Well, I asked him to give us all a clue of his ideas. I'm still doing it as you mentioned, which doesn't always give the results I would like to have. I've given my commitment to Impulse buy becoming part of the yearly upgrade plan. So I can only hope they show their commitment to me and other users buy delivering the goods this time. Like shadow mapping and motion blur and a host of other cool things to name a few. I saw all the complaint a while back and don't think this is a good situation for Imagine or Impulse. I only hope that Impulse gets with it and gives us the power we need not only to compete, but make users who have left, come back...I believe they will, and have put my money on it. I hope they don't prove me wrong? or I may flee as well. I am happy with what I paid for, and am still a commited user which should be obvious to most, but do want more. ..but then don't we all. hehehehe

Well, I don't know how I got off track with this message, geuss I better get back to what this place is ment for...sorry

=RRW=

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1.318 MSG-316 Subject: Re: Nebula Texture.

Subject: Re: Nebula Texture.
Date: Thu, 1 Sep 1994 07:29:55 -0700 (PDT)
From: Ed Totman <etotman@gort.ucsd.edu>

Remember with fog objects you need to place an object behind it to see anything. I usually use a simple black plane. Perhaps the front faces of your text are gone because they have fog attributes. Try R/a-Y, R/a-J (ungroup/join) with the text selected, then modify attributes.

Ed Totman
etotman@gort.ucsd.edu

On Wed, 31 Aug 1994, David Shaw wrote:
>
> Hi ho everyone,
>
> I seem to be having a "mis-understanding" of the FOG textures.
>
> What I'm trying to do is make extruded lettering look like dusty
> smoke beams that stretch back into the normal object.
>
> I've tried the object with a FOG value of .1 and a few other
> values to no avail. I really want to use the Nebula texture too :(
>
> Oh yeah. The extruded text has no front faces only sides.
>
> thanks guys

```
> David Shaw
> Pixel Byte GFX Australia
>
```

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1.319 MSG-317 Subject: Re: Imagine3&Gigamem

```
Subject: Re: Imagine3&Gigamem
Date: Thu, 1 Sep 1994 12:41:21 -0600
From: beeton@SEDSystems.ca (Gary Beeton, beeton@SEDSystems.ca)

I'm sorry that I can't offer any help with Gigamem.  But I can say that VMM
DOES work with Imagine, the documentation IS usefull, and the author IS
helpfull.  Best of all VMM is freeware.  Find it at your local Aminet site.
This likely doesn't make you feel any better about the DM160 though :(

Gary
beeton@SEDSystems.ca
```

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1.320 MSG-318 Subject: OLDA in preferences

```
Subject: OLDA in preferences
Date: Thu, 1 Sep 94 14:02:00 PDT
From: KEN_ROBERTSON@robelle.com

I was wondering about the OLDA value in the rendering preferences.
The 3.0 manual states,

  "...it is by default set to F, if you change it to T (true) it will
  use the old style of anti-aliasing."

All very nice.  My default was set to T, by the way.  However, is the
presumed new style of anti-aliasing better, less time-consuming, more
accurate, etc?
\KenR
------------------------------------------------------------------------
Enquiring minds want to know!
------------------------------------------------------------------------
```

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1.321 MSG-319 Subject: Re: Blurring the lines...

Subject: Re: Blurring the lines...
Date: Thu, 01 Sep 1994 20:49:12 -0400 (EDT)
From: CHIRON1@delphi.com

>> Nope no motion blur yet, Impulse feels it to slowwwww!
> I would love to hear how the original poster does it in IM3

Well, I am still experimenting. I *WILL* send you my method in a couple of days. Understand, I am not promising motion blur, per se, but it's better than nothing. Actually, so far, it's looking better than I thought... for limited applications.

***** Paul *****
CHIRON1@delphi.com

What's the matter Colonel Sanders..... Chicken?

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1.322 MSG-320 Subject: Texture/Attribute mania...

Subject: Texture/Attribute mania...
Date: Thu, 1 Sep 94 20:45:00 PDT
From: KEN_ROBERTSON@robelle.com

Ahhhhh, there's the rub! You've downloaded attributes, and _not_ textures! Yes, all of those attributes do indeed help keep the fiddling of Essence textures to a minimum (especially if you don't have Forge. I ordered my copy 3 weeks ago, but haven't yet received it!)

You could use the attributes with your objects, but without the textures, they won't do you much good. Essence I and II textures are fantastic, by the way. Even without Forge. Sigh.
\KenR

No wonder they call it "Snail Mail".

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1.323 MSG-321 Subject: Gigamem and Imagine

Subject: Gigamem and Imagine
Date: Fri, 2 Sep 94 06:32:00 UTC
From: w.graham6@genie.geis.com

Gigamem works with Imagine. Gigamem works with Imagine. Gigamem DOES work with Imagine. First, start Imagine. Then send it to the back and start

Gigamem. Wait for Gigamem to initialize (you can tell by the memory stats
at the top of the screen). Open Gigamem Prefs. Click the New Program button.
Go through your directories till you find the Imagine.fp executeable,
select it and Imagine will be added to the list. Be aware that the program
list is case sensitive, so the supplied Imagine item in the list does not
work. Make sure that you have "Use Virtual Memory First" selected. Save the
setup, but DO NOT CLOSE THE GIGAMEM PREFS WINDOW. Go back to the Imagine
screen, check the memory available, and you are ready to render. My experience
with using Gigamem with Imagine has been fairly positive, but I would advise
you to not activate Gigamem until you are actually ready to render, i.e.,
after you have your Stage set up like you want. Otherwise, you will really
beat up on your hard drive when moving stuff around the Stage's workspace.
Not surprising, as you are literally moving data around your hd with the
mouse when doing so. Btw, the procedure for adding new programs to the
Gigamem list is indeed documented in the manual.
.....Bill Graham

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1.324 MSG-322 Subject: Re: OLDA in preferences

Subject: Re: OLDA in preferences
Date: Fri, 2 Sep 1994 02:04:44 -0700 (PDT)
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> is the presumed new style of anti-aliasing better, less
> time-consuming, more > accurate, etc?

It is better, but also takes longer to render.

=RRW=

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1.325 MSG-323 Subject: Re: Blurring the lines...

Subject: Re: Blurring the lines...
Date: Fri, 2 Sep 1994 02:07:43 -0700 (PDT)
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> Well, I am still experimenting. I *WILL* send you my method in a couple
> of days. Understand, I am not promising motion blur, per se, but it's
> better than nothing. Actually, so far, it's looking better than I thought...
> for limited applications.

Sounds good look farword to seeing it...I did figure a neat way of
getting an object to have the effect of speed or streamers that you see on a

jet fighter when it pulls into a high G turn, can't remeber what there
called. But its done with the FogTop texture..

=RRW=

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1.326 MSG-324 Subject: Re: Nebula Texture.

Subject: Re: Nebula Texture.
Date: Fri, 2 Sep 94 11:11:17 +0100
From: milan@valkieser.nl (Milan Polle)

Hi David,

I think the whole problem lies in the fact that your object doesn't
have any front faces.
The way I think fog works is it measures the distance between two fog faces
one ray hits (just like refraction with glass). So if the ray only hits one
fog face, nothing happens.

Hope this helps.

Let your imagination run wild,

Milan (milan@valkieser.nl)

On Wed, 31 Aug 1994, David Shaw wrote:
>
> Hi ho everyone,
>
> I seem to be having a "mis-understanding" of the FOG textures.
>
> What I'm trying to do is make extruded lettering look like dusty
> smoke beams that stretch back into the normal object.
>
> I've tried the object with a FOG value of .1 and a few other
> values to no avail. I really want to use the Nebula texture too :(
>
> Oh yeah. The extruded text has no front faces only sides.
>
> thanks guys
> David Shaw
> Pixel Byte GFX Australia
>

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1.327 MSG-325 Subject: Re: Nebula Texture.

Subject: Re: Nebula Texture.
Date: Fri, 2 Sep 1994 02:17:47 -0700 (PDT)
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> What I'm trying to do is make extruded lettering look like dusty
> smoke beams that stretch back into the normal object.

I take it your normal object is the text which does have faces and the
extrude part you are trying to put fog on is a seperate object of the sides?

> I've tried the object with a FOG value of .1 and a few other
> values to no avail. I really want to use the Nebula texture too :(
> Oh yeah. The extruded text has no front faces only sides.

Well, I know the manual says to use this but it rarley works very well.

You are now going to use the Nebula texture, and I hope I can give you
the effect you want. The fact that your using only the sides of the text
should not be a problem unless you are wanting the texture to fade out at
the ends. If this is the case you will need to use the FogTop texture,
not Nebula..But I will tell you what settings should look good for the
Nebula and leave FogTop for another day..

First of load the Fog.attribute onto your extruded sides, then set the
Fog to 200.00 and the color of the object to 197,197,222

Now Add the Nebula Texture and set it to:

Fog Lenth 500.00
T 1.00
Noise1 Mag 5.00
Noise1 Vel 0.5
Noise2 Mag and Vel 1.0
Central Color 220,220,250

Now move the texture axis to the middle of the sides from the right view.
You can experiment with this as well as all of it, but this should get
you to a good starting point for what you want.

If you need the fade let me know as I think you might, if you plan on
having the sides move in front of the camera during an animation.

=RRW=

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1.328 MSG-326 Subject: Re: Nebula Texture.

Subject: Re: Nebula Texture.
Date: Fri, 2 Sep 1994 09:16:24 BRA3EST
From: "Daniel 'Mega'" <MEGA@maracana.lci.ufrj.br>

```
>From David Shaw
> Hi ho everyone,
>
>     I seem to be having a "mis-understanding" of the FOG textures.
>
>     What I'm trying to do is make extruded lettering look like dusty
> smoke beams that stretch back into the normal object.
>
>     I've tried the object with a FOG value of .1 and a few other
> values to no avail.  I really want to use the Nebula texture too :(
>
>     Oh yeah. The extruded text has no front faces only sides.
>
> thanks guys
> David Shaw
> Pixel Byte GFX Australia
The fog values means the distance that light decreases in 37%, so put
a fog value like your object length.

Daniel Bueno Bracher
Universidade Federal do Rio de Janeiro
Internet E-mail: mega@lci.ufrj.br
```

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1.329 MSG-327 Subject: PC/486SX performance stats

```
Subject: PC/486SX performance stats
Date: Fri,  2 Sep 94 08:52:01 GMT
From: Kevin Bonifield <kevinb@spacecom.com>

I wanted to share a few results from upgrading
my PC and its performance with IM3.0.

I _was_ using a 486SX/25 with 8MB Ram/128K cache.
IM3.0 requires math coprocessor so I used an emulator
(the SX series doesn't include the coprocessor)
called Q387.  This setup worked pretty well (at
least it worked).  A raytraced frame at 640x400
with 4 objects of low-medium complexity (with
procedural textures) and 3 lights at standard
world size required 45 minutes.  I realize there
are a lot of variables...but I only changed one.

I upgraded to a 486DX/33 (plugged into same system)
with hardware coprocessor and 25% speed boost.
My rendering time for the frame went from 45 minutes
to 4 minutes!!!!  I had expected a 2X-3X improvement,
but not 10X!  Needless to say I am pretty happy.
I even regained 300K of RAM where the emulator resided.

Hope this helps someone...I know if I were looking at
low-end PC 486's again I wouldn't even _consider_
```

an SX...and why bother with an SX/2? ;-)

Happy tracing,

  //Kevin

::::::::::SpaceCom Systems::::::::::::::
: Down-to-Earth satellite solutions (r):
::::::::::::::::::::::::::::::::::::::
::   Kevin Bonifield   ::
::   Software Design Engineer   ::
::   ::
::   Inet :kevinb@spacecom.com   ::
::   Phone:918-488-4823   ::
::   Fax :918-488-4848   ::
::::::::::::::::::::::::::::::::::::::

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1.330 MSG-328 Subject: Re: OLDA in preferences

Subject: Re: OLDA in preferences
Date: Fri, 2 Sep 1994 12:56:43 -0600 (MDT)
From: Douglas Rudd <rudd@plk.af.mil>

>
>
>
>
> > is the presumed new style of anti-aliasing better, less
> > time-consuming, more > accurate, etc?
>
> It is better, but also takes longer to render.
>
> =RRW=
>
Seems intuitive enough, but can you tell me, where in the manual is
this discussed? I've searched both of my copies (their identical) and
found bullets with blank paragraphs at the bottoms of pp 314-315. The
blank at the bottom of p 315 is after EDLE, a logical point to discuss
OLDA. It is really significant only if one considers what else may
have been left out.

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."

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1.331 MSG-329 Subject: re:PC/486SX performance stats

Subject: re:PC/486SX performance stats
Date: Fri, 2 Sep 94 15:58:19 EDT
From: joec@ensoniq.com (Joe Cotellese)

>I upgraded to a 486DX/33 (plugged into same system)
>with hardware coprocessor and 25% speed boost.
>My rendering time for the frame went from 45 minutes
>to 4 minutes!!!! I had expected a 2X-3X improvement,
>but not 10X! Needless to say I am pretty happy.
>I even regained 300K of RAM where the emulator resided.
>
I don't even want to begin telling you ray-trace times with a Pentium. It's disgusting. (My 60Mhz Pentium churns out medium complex raytraces in seconds!)

Joe Cotellese

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1.332 MSG-330 Subject: Sorry Could Not Find Subject!

Date: Sun, 28 Aug 94 21:05:00 +0200
From: dsan@cindy.ct.se (Dan Santos)

Hi all,

I just found a bug, don't know if it's already known but in that case I'll turn the stone over again just to be sure. I locked a bumpmap to one out of three states, and the altitude map went belly up. All I get is strange, irregular interferences on the surface of the object. It works fine if I switch to color map. This MUST be fixed ASAP!!! And while I'm at it, an old bumpbug still lives.. if you try to tile a bumpmap, you'll see bumped lines between the tiles when the object is rendered.

/Dan (dsan@cindy.ct.se)

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1.333 MSG-331 Subject: Re: Nebula Texture.

Subject: Re: Nebula Texture.
Date: Fri, 2 Sep 1994 20:40:13 -0700 (PDT)
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> I think the whole problem lies in the fact that your object doesn't
> have any front faces.
> The way I think fog works is it measures the distance between two fog faces
> one ray hits (just like refraction with glass). So if the ray only hits one
> fog face, nothing happens.

Yes, this can cause a problem, but don't think it is the problem he is having, I tested this out and as long as you never see the faces it should look fine. At least what I told him to do did.. But I did notice a problem when I pulled back so I could see where the faces would be in the front, the inside does not render, but this is not really noticable if you are

looking at it from an angle and can't see the faces. I didn't mention it as with the nebula texture you wouldn't want to se the faces because the texture would just stop and give an odd look. This is why I told him if he wants a Fade effect to let mme know...as it must be done differently.

=RRW=

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1.334 MSG-332 Subject: re:PC/486SX performance stats

Subject: re:PC/486SX performance stats
Date: Fri, 2 Sep 1994 21:17:22 -0700 (PDT)
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> I don't even want to begin telling you ray-trace times with a Pentium. It's
> disgusting. (My 60Mhz Pentium churns out medium complex raytraces in seconds!)

>
> Joe Cotellese

Does the PC Imagine work with a Pentium? I geuss so or you wouldn't be posting about it...Just wondering.

=RRW=

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1.335 MSG-333 Subject: Re: Antenna dishes

Subject: Re: Antenna dishes
Date: Fri, 2 Sep 1994 21:03:58 -0700 (PDT)
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

>
> Hi all, I'm having problems modeling a dish-shaped antenna dish. Any
> suggestions?

Add and axis, select it then press R/a_9 to go into Add lines, set lock points and Add the first point benieth the axis,. Now unselect Lock points and draw click the line into half the shape of a cut dish.. Press R/a_1 and then R/a_E for the Extrude requester, Now select Sweep and set the number of sections to 24, click OK... Theres the Dish, you could probably make the rest of the shapes using the same method.. But it depends on what you want..

> I also need to add a wire mesh to the dish. Should I use a transparency
> map so the background shows throuh the grid or perpendicular grid
> textures on a transparent object?

Well, I personally would use a brush wrap as I could customize it to my needs.

=RRW=

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1.336 MSG-334 Subject: Re: OLDA in preferences

Subject: Re: OLDA in preferences
Date: Sat, 3 Sep 1994 02:51:02 -0700 (PDT)
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

Well I caught another typo in my text, so I'll correct it now before I hear about it...I can only hope you realize when I give such information while on line such things can happen... anyways I made the mistake of saying:

"this will not speed things up to much",

I ment it will not SLOW things up to much..

Well, I hope this helps you as well as others out..Personally I was on late last night and didn't have time to give the explanation I did tonight.. so was quite brief and only had time for your main question as to the new anti-aliasing speed and quality..

=RRW=

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1.337 MSG-335 Subject: Re: OLDA in preferences

Subject: Re: OLDA in preferences
Date: Sat, 3 Sep 1994 01:51:27 -0700 (PDT)
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> > It is better, but also takes longer to render.
> >
> > =RRW=
> >
> Seems intuitive enough,

Well, its what you asked..

> but can you tell me, where in the manual is
> this discussed? I've searched both of my copies (their identical) and
> found bullets with blank paragraphs at the bottoms of pp 314-315. The
> blank at the bottom of p 315 is after EDLE, a logical point to discuss
> OLDA. It is really significant only if one considers what else may
> have been left out.

Well, its not my job to justify the manual, and I wouldn't dare try to.
But there is a tid bit more on page 295 under the robot arm.

As for giving you more info, Fine I'll ablige you. First off the newer
Anti-aliasing does not work unless you use RayTracing. So if you have
been trying to get it to work in scanline this is why you see no difference.
As for quality, yes it is far superior to the old method. But set at its
defualts will DRAMATICALLY! increase rendering times, But it is very
adjustable so this gives you much room for expermintation. I have found
that you can actually speed up your quickrenders with it by setting EDLE
to 1 and AARC to 1 as well. It would be hard for me to give you speed
test on it as it has so many options of settings, but for a very fast and
yet far better anti-aliasing effect than the old method you could set
EDLE to 70 and ARCC to 50, this will not speed things up to much,
perhaphs 5 to 10% which I feel is well worth the extra anti-aliasing.
If you need this to get better you could start to lower the EDLE by a
factors of 10 as anything less is really not of much notice. If you rase
it much above this you will start to encounter problems in the anti-aliasing.
Or you could rase the ARCC by factors of 5. Either way you will start to
lose speed. A setting of EDLE 25 and ARCC 30 will give a decent
anti-aliasing effect as well and a bit smoother than 70,50 but not
much and is not much slower. So you can see how this would not be the
easiest thing to explain as an exact science. I have not even come close
to trying all the setting I could but have found some I like.

The closest I could come to explaining the two regesters would be that
the EDLE seams to control the amount of color added and the ARCC seams to
adjust the distance of pixels used to create the effect. The higher the

ARCC the more your anti-aliasing will be on a pixel by pixel bases. As
you could lower the EDLE to one, but if the ARCC is very low you will
still get a bad anti-aliasing effect, but if you rase the ARCC and and
rase the EDLE you can still get a good anti-aliasing effect, but the
lower the EDLE is the smoother the effect will look. Which is why I
believe the EDLE effects the colors or transition. This is also why
setting EDLE to 1 and ARCC to 1 will speed up your quickrenders, though
they may not look to great as far as anti-aliasing goes.

Basically play with it the tools are at your fingure tips..

Man maybe I should just write a new manual..you would think things such
as this would be explained better in the one they gave us.. And I'm
sorry they are not.

=RRW=

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1.338 MSG-336 Subject: Sorry Could Not Find Subject!

Date: Sat, 3 Sep 94 16:44:55 GMT
From: Paul Rance <paul@rance.demon.co.uk>

Hi All,

 I've just uploaded a TDDDinfo.lha file to aminet (its in gfx/3d), its written b
y
a friend of mine Tony Jones and its a small utiltity that enables you to examine

Imagine 3.0 objects from the shell without having to use Imagine. It basically
lists attributes info, no.points,etc and other info. Heres the readme anyway.

TDDDInfo

TDDDInfo is a small utility that enables you to examine Imagine 3.0
objects from the shell without having to use Imagine.

Requirements

TDDDInfo requires AmigaDOS Release 2.

TDDDInfo loads the entire object into memory, so memory requirements are
entirely dependant on the object size.

Parameters

TDDDInfo FILE,VERBOSE/S

If TDDDinfo is run without parameters, then an ASL reqester will prompt you
for the object file.

VERBOSE switches on the printing of the number points, edges and faces per sub-object.

Output

TDDDInfo will list the following:

Object name

Bright object

Type of object
CSG sphere, ground or axis based.

Type of light source
Shadow casting, round, rectangular, parallel, point.

Colour, Reflectivity, Transparency and Specularity
0 - 255 in red, green and blue

Dithering, Hardness, Shininess and Roughness
0 - 255

Index of refraction
Unfortunately, TDDDInfo can only report IOR as an integer number. This is the fault of the compiler.

Quickdraw
Bounding box, quickedges or none.

Phong
On or off.

Genlock
On or off.

Textures applied

Brushmaps applied

Image Type
Colour, reflectivity, filter, altitude or reflection.

Full Scale Value
0 - 9999 (any value over 255 is unusual)

Maximum Sequence
0 - 9999.

The amount of sub-objects, points, edges and faces in the main object file.

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```
2:254/516.35@fidonet.org

email via: paul@rance.demon.co.uk

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.-------------------------------------------------------------------------.
!Email paul@rance.demon.co.uk                       2:254/516.2@Fidonet    !
`-------------------------------------------------------------------------'
```

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1.339 MSG-337 Subject: Can;t make stuff fully Xparent

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Subject: Can;t make stuff fully Xparent
Date: Sat, 3 Sep 1994 15:40:55 +0059 (EDT)
From: "Mr. Scott Krehbiel; ACS (PC)" <scott@umbc.edu>

I'm having a strange problem..  I've never needed to really make
something dissapear before, but I need to have an object fully
fade out past a certain distance from its origin.

I was using the radialSM texture, but when setting the transparency
values (actually filter) to 255, 255, 255,  it still showed the
object as a faint green color.  I found the same result if I
just created a primitive shape, made it fully transparent, and
rendered it... it's still visible over my background grey.

I had thought that setting filter to max values, the object would
just dissapear, but apparently not.  Does anyone have any nifty
insights on this one?

Thanks
Scott Krehbiel
scott@umbc7.umbc.edu
```

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1.340 MSG-338 Subject: Re: Antenna dishes

Subject: Re: Antenna dishes
Date: Mon, 05 Sep 94 15:55:35 CET
From: cjo <cjo@smtpgw.esrange.ssc.se>

>> Hi all, I'm having problems modeling a dish-shaped antenna dish. Any
>> suggestions?

>Add and axis, select it then press R/a_9 to go into Add lines, set lock
>points and Add the first point benieth the axis,. Now unselect Lock
>points and draw click the line into half the shape of a cut dish.. Press
>R/a_1 and then R/a_E for the Extrude requester, Now select Sweep and set
>the number of sections to 24, click OK... Theres the Dish, you could
>probably make the rest of the shapes using the same method.. But it
>depends on what you want..

>> I also need to add a wire mesh to the dish. Should I use a transparency
>> map so the background shows throuh the grid or perpendicular grid
>> textures on a transparent object?

>Well, I personally would use a brush wrap as I could customize it to my
>needs.

>RRW

I've made a couple of satellite-dishes myself. But i did it a little bit differently.

1. Create a cone (ADD PRIMITIVE CONE) with (say) 12 vertical sections.

2. Make it flat by setting the y-size =0 (you now have a circle).

3. Conform the circle to a sphere (you'll have to experiment a little with the two parameters to get it right).

4. Size the dish to your own preferences. Perhaps you would like it to be elliptic :-)

5. If you want the dish to have depth you'll just have to EXTRUDE it.

6. If you want the front and the back to have different attribute-settings you just pick all the faces on the back (or the front, that is your own choice) by PICK RANGE and FRACTURE them from the rest of the antenna. (I did this to make the front white and the back gold-colored as this is rather usual for antennas on communication satellites.)

Hope this will help!

| Conny Joensson | Swedish Space Corp. Esrange |
| Kiruna | Satellite operations - Telecom Div. |

```
|   Sweden            |   cjo@smtpgw.esrange.ssc.se               |
-----------------------------------------------------------------
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1.341 MSG-339 Subject: Essence3 ?

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Subject: Essence3 ?
Date: Mon, 5 Sep 94 17:26:41 METDST
From: qis@rz.uni-jena.de (Michael Steiner)

Hi !

I have heard that Essence3 is available now.
Now my question: Is Forge a part of Essence3 automatically?

Michael Steiner


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